



## Kingdom of Atenveldt Office of the Earl Marshal

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### **Kingdom of Atenveldt** **Armor, Weapon, and Guidelines for Youth Combat**

This document outlines the Armor, Weapons and Combat Divisions used for SCA approved combat age in the Kingdom of Atenveldt for youth between the age of 6 and 17 years of age.

Before combat begins a parent or legal guardian must sign a “minors consent to participate and hold harmless” agreement. When the parent authorizes another adult as guardian, the parent must also submit a notarized “medical authorization form” naming that individual for that event. The parent/authorized guardian must remain present throughout the duration of the child’s competition. Failure to do so will result in that child’s removal from the competition for that event.

Youth combat activities in the Kingdom of Atenveldt may only be conducted at official SCA events and fighter practices and require (1) the presence of an **authorized** Atenveldt Youth Marshal (see the “PROCEDURES FOR THE AUTHORIZATION OF YOUTH MARSHALS” in this document), (2) the presence of a **warranted** SCA Officer (the **authorized** marshal and **warranted** officer may be the same person), and (3) the proper completion of all minor consent forms and medical authorization forms for combatants.

#### **PROGRAM DIVISIONS:**

Two program divisions are outlined in these guidelines:

#### **PROGRAM 1:**

- CHILD COMBAT DIVISION DESCRIPTION: Age 6 through 9 years
- YOUTH COMBAT DIVISION DESCRIPTION: Age 10 through 12 years
- TEEN COMBAT DIVISION DESCRIPTION: Age 13 through 15

#### **PROGRAM 2:**

- ADVANCED TEEN COMBAT DIVISION Age 14 to 17

#### **RULES:**

- a. All fighters must accept any blow that is dealt in a fair and purposely delivered shot.
- b. No fighter will purposely give a blow below the knee or wrist.
- c. A blow to the body, shoulder, or head is accepted as a killing blow.
- d. Any blow to the arm or leg results in a loss of that limb.
- e. All weapons on the field must be checked by a warranted marshal.
- f. Armor will be inspected while being worn by the combatant.
- g. There must be a warranted marshal or warranted youth combat marshal present on the field while combat is in progress. Youth marshals (under 18) must be authorized by a current warranted marshal or a warranted youth combat marshal. If no warranted marshal is present, combat is not permitted.
- h. Marshals are responsible for combat safety. This includes, but is not limited to: checking armor and weapons, observing combat, inappropriate or dangerous actions, disallowing dangerous weapons, and being aware of the surroundings.
- i. During melee combat, there will be no blows dealt from behind and will not be counted. Any repeated offense will result in the removal of the combatant

## **PROGRAM 1: CHILD COMBAT DIVISION DESCRIPTION: Age 6 through 9 years**

### **Required protective armor:**

- a. Marshallate approved helmet (minimum converted sports helmet) with chinstrap. Face protection (minimum hockey grill not to exceed 1 in. spacing between bars) must be constructed to prevent access to the face or throat from underneath the faceplate.
- b. Protection is required for elbows, knees, feet and hands. No open shoes or sandals.
- c. Neck Protection required.
- d. Minimum groin protection for all fighters sport cup, padded skirt, or umpire pads.
- e. Full tunic and full length pants or sweats required.

**NOTE:** Many hockey grills are spaced at 1 ½ inches, and may be accepted at the marshals discretion, if all weapons used are a minimum of 2 inches in diameter.

### **Weapons construction:**

1. Must consist of:
  - a. 1/2 inch GREY SC 40 PVC capped at ends.
  - b. One layer of glass strapping tape
  - c. PVC must be wrapped with close cell foam extending 1 ½ inch past tip of PVC and be a minimum of 1 ½ inch in diameter (total diameter or sword)
  - d. Minimum one layer duct tape wrapped loosely with, contrasting colored tape for edge marking on bladed weapons.
  - e. No thrusting or mass weapons will be accepted.
2. All shielding devices:
  - a. **MAY NOT BE USED AS OFFENSIVE WEAPONS.**
  - b. Materials: wood, plastic, or aluminum.
  - c. All edges must be covered by tubing or leather.
  - d. Shape should be recognized as SCA shield.
  - e. Shields shall not exceed documented size (in proportion to user) both historically and within SCA standards.

### **Accepted armor convention:**

All fighters are presumed to be wearing only a loincloth. Beginning fighters need to work on coordination and motions only. Power and strength are matters of development and will be addressed in later divisions.

### **Blow description:**

Touch only. Any blow that touches the opponent's body area will be accepted. No fighter will give or accept blows below knee or wrists.

### **Education and Instruction should include:**

- a. Introduction into the graces of formal combat and field etiquette
- b. Familiarization with field heraldry format
- c. Introduction to chivalric behavior
- d. Encouragement of good sportsmanship
- e. Explanation and practice in use, function, and techniques of Youth Weapons

## **PROGRAM 1: YOUTH COMBAT DIVISION DESCRIPTION: Age 10 through 12 years**

### **Required protective armor:**

- a. Marshallate approved helmet (minimum converted sports helmet) or metal, with chinstrap. Face protection (minimum metal hockey grill not to exceed 1 in. spacing between bars) and must be constructed to prevent access to the face or throat from underneath the faceplate.
- b. Neck armor: the neck (larynx and cervical vertebrae) must be covered by either the helm, gorget of rigid material, mail, or heavy leather camail or aventail, or by a collar or heavy leather lined with foam or other equivalent padding. The neck (larynx and cervical vertebrae) must stay covered during typical combat situations to include turning the head, lifting the chin, etc.
- c. Male groin protection: the groin must be covered by a minimum of a rigid athletic cup (e. g., a hockey, soccer, karate, or baseball cup), worn in a supporter of fighting garment designed to hold the cup in place, or equivalent armor.
- d. Female groin protection: groin protection of close cell-foam or heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male style athletic cup by female fighters is prohibited.
- e. Full rigid frontal thrusting and lateral protection required, e.g. plate armor, etc.
- f. Full tunic and full-length pants or sweats required.
- g. Minimum leather kidney and lower back protection required.
- h. Elbows and knees require metal, kydex, abs, hardened leather or street hockey pads minimum.
- i. Hand protection must include gauntlets or hockey gloves with padded wrist protection.
- j. Boots with toe and ankle protection required.

**NOTE:** Many hockey grills are spaced at 1 ½ inches, and may be accepted at the marshals discretion, if all weapons used are a minimum of 2 inches in diameter.

### **Weapons Construction:**

1. All swords/non-thrusting type/must consist of:
  - a. 1/2 inch GREY PVC SC. 40 capped at ends.
  - b. One layer of glass strapping tape
  - c. PVC must be wrapped with close cell foam extending 1 ½ inch past tip of PVC and be a minimum of 1 ½ inch in diameter. ( total diameter or sword)
  - d. Minimum one layer duct tape wrapped loosely, with contrasting colored tape for edge marking on bladed weapons.
  - e. Quillions, or basket hilt of same construction.
  - f. No spears or glaives
2. All shielding devices:
  - a. **MAY NOT BE USED AS OFFENSIVE WEAPONS.**
  - b. Materials: wood, plastic, or aluminum.
  - c. All edges must be covered by tubing or leather.
  - d. Shape should be recognized as SCA shield.
  - e. Shields shall not exceed documented size (in proportion to user) both historically and within SCA Standards.
3. All swords/thrusting type/must consist of:
  - a. Leather or rubber covering end of PVC, with thrusting tips covered in contrasting color tape, and contrasting colored tape for edge marking on bladed weapons.
  - b. Foam and tape to be a minimum 2 inches in diameter and extend 3 inches past PVC
  - c. Thrusting weapons require inspection for wear and cracks before each use
4. Accepted armor convention: All fighters are presumed to be wearing a quilted coif and tunic only.

**Blow description:** Solid contact, no force required. Any blow that firmly connects will be accepted. Use of force is to be discouraged.

**Education and Instruction should include:**

- a. Introduction to assisting list master/mistress, herald, marshal, or autocrat, and weapons and armor construction.
- b. Refinement of techniques in defense, accuracy, and speed.
- c. Continued encouragement in good sportsmanship, and chivalric behavior on and off the combat field.

**PROGRAM 1: TEEN COMBAT DIVISION DESCRIPTION: Age 13 through 15**

**Required protective armor:**

- a. Marshallate approved helmet (minimum converted sports helmet) or metal, with chinstrap. Face protection (minimum metal hockey grill not to exceed 1 in. spacing between bars) and must be constructed to prevent access to the face or throat from underneath the faceplate.
- b. Neck armor: the neck (larynx and cervical vertebrae) must be covered by either the helm, gorget of rigid material, mail, or heavy leather camail or aventail, or by a collar or heavy leather lined with foam or other equivalent padding. The neck (larynx and cervical vertebrae) must stay covered during typical combat situations to include turning the head, lifting the chin, etc.
- c. Male groin protection: the groin must be covered by a minimum of a rigid athletic cup (e. g., a hockey, soccer, karate, or baseball cup), worn in a supporter of fighting garment designed to hold the cup in place, or equivalent armor.
- d. Female groin protection: groin protection of close cell-foam or heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male style athletic cup by female fighters is prohibited.
- e. Full rigid frontal thrusting and lateral protection required, e.g. plate armor, etc.
- f. Full tunic and full-length pants or sweats required.
- g. Minimum leather kidney and lower back protection required.
- h. Elbows and knees require metal, kydex, abs, hardened leather or street hockey pads minimum.
- i. Hand protection must include gauntlets or hockey gloves with padded wrist protection.
- j. Boots with toe and ankle protection required.

**NOTE:** Many hockey grills are spaced at 1 ½ inches, and may be accepted at the marshals discretion, if all weapons used are a minimum of 2 inches in diameter.

**Weapons construction:**

1. All swords/non-thrusting type/must consist of:
  - a. 5/8 to 3/4 inch rattan, or 1/2 inch GREY PVC SC. 40 capped at ends.
  - b. One layer of glass strapping tape ( not required for rattan)
  - c. PVC must be wrapped with close cell foam extending 1 ½ inch past tip of PVC and be a minimum of 1 ½ inch in diameter (total diameter or sword)
  - d. Minimum one layer duct tape wrapped loosely, with contrasting colored tape for edge marking on bladed weapons.
  - e. Quillions or basket hilt.
  - f. Specialty weapons to be used one-handed, such as madu, may be used if properly researched and fall within the parameters stated above for single handed, weapons.
2. All shielding devices:
  - a. Materials: wood, plastic, or aluminum.
  - b. All edges must be covered by tubing, or leather.

- c. Shape should be recognized as SCA shield.
  - d. Shields shall not exceed documented size (in proportion to user) both historically and within SCA Standards.
2. All swords/thrusting type:  
Foam and tape to be a minimum 2 inches in diameter and extend 2 inches past tip with contrasting colored tape for thrusting tip and edge marking on bladed weapons.
4. Two-handed thrusting weapons, (great swords, axes, etc.)  
All two-handed, thrusting type: Foam and tape to be a minimum 2 inches in diameter and extend 2 inches past tip, with thrusting tips covered in contrasting color tape, and contrasting colored tape for edge marking on bladed weapons.

**NOTE: NO FACE OR HEAD THRUSTING WILL BE ALLOWED WITH TWO HANDED WEAPONS.**

5. Glaives
- a. Glaives cannot exceed 6 ft.
  - b. Glaives must consist of 1 inch grey PVC
  - c. One layer of glass strapping tape.
  - d. 3 inches of closed cell foam, extending 3 inches past tip.
  - e. Minimum one layer of loosely wrapped duct tape
  - f. Blade must be a minimum of 18 inches in length.
  - g. Butt spike (if used) must be 3 inches in diameter, minimum 6 inches total length, extending 3 inches past end.

## 6. NO SPEARS

### **Accepted armor convention:**

All fighters are presumed to be wearing mid-thigh leather gambeson and leather skullcap.

### **Blow Description:**

Solid, non-glancing contact. Any blow that makes solid edge or point contact will be accepted.

### **Education and instruction should include:**

- 1. The introduction and understanding of Adult Combat rules and guidelines
- 2. Continued development in all SCA activities: arts, courtly graces, games, offices, courtesy, chivalry, arms and armor. Introduction to unit/melee combat.
- 3. Paging is encouraged at this age.

## **PROGRAM 2: ADVANCED TEEN COMBAT DIVISION Age 14 and 17**

This division is for the experienced fighters preparing for adult combat and is a separate program.

SCA HARDSUIT ARMOR STANDARDS APPLY FOR THIS PROGRAM

### **HELMET REGULATIONS: SCA Hardsuit Standards**

- 1. Helms shall be constructed of steel of no less than 16 gauge, or of equivalent material. Alternative material such as stainless steel, brass, bronze, or like materials are permissible as long as the material is equivalent to 16 gauge steel. (Note also that the

mass of the helm is an important part of the protection. No titanium, fiberglass, or other ultra-light materials may be used.) If a spun-metal top is to be used in the construction of the helm, it shall be a minimum of 16 gauge steel. The process of spinning the top thins the metal, thereby requiring a heavier gauge.

2. All joints or seams shall be constructed in one or a combination of the following ways:
  - Welded on the inside and outside.
  - Welded with a single bead that extends through both surfaces.
  - Lap joints welded or brazed at the edges of both pieces.
  - Helms will be riveted with iron or steel rivets no more than 2-1/2 inches (63.5 mm) apart, or with equivalent riveting techniques. Screw and or pop type rivets, along with other lightweight rivets, are not to be used.
  - Welds must be sound and rivets secure.
3. Face guards shall prevent a 1-inch (25.4 mm) diameter dowel from entering into any of the face guard openings.
4. The face guard shall extend at least 1 inch (25.4 mm) below the bottom of the chin and jaw line when the head is held erect.
5. Bars used in the face guard shall be steel of not less than 3/16 inch (4.8 mm) in diameter, or equivalent. If the span between crossbars is less than 2 inches, 1/8-inch diameter bars may be used.
6. All visors shall be attached and secured in such a way that there is minimal chance that they will become detached or come open in normal combat use.
7. There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.
8. All parts of the helm that might come into contact with the wearer's head shall be padded with a minimum of 1/2 inch (12.7 mm) of resilient or closed-cell foam, or shall be suspended in such a way as to prevent injurious contact with the wearer. Similarly, parts of the helm, which might come in contact with the wearer's neck or body, should be padded.
9. All helms shall be equipped with a chinstrap or other means of preventing the helm from being dislodged during combat. An equivalent might be, for example, a strap from helm to breastplate or a chin cup suspension system. A "snug fit" is NOT an equivalent. The chinstrap shall be at a minimum a 1/2 inch (12.7 mm) in width and shall not be placed in the helm in a manner that could strangle the wearer, and must be constructed to prevent access to the face or throat from underneath the faceplate.

#### **Neck armor:**

The neck (larynx and cervical vertebrae) must be covered by either the helm, gorget of rigid material, mail, or heavy leather camail or aventail, or by a collar or heavy leather lined with foam or other equivalent padding. The neck (larynx and cervical vertebrae) must stay covered during typical combat situations to include turning the head, lifting the chin, etc.

#### **Male groin protection:**

The groin must be covered by a minimum of a rigid athletic cup (e. g., a hockey, soccer, karate, or baseball cup), worn in a supporter of fighting garment designed to hold the cup in place, or equivalent armor.

#### **Female groin protection:**

Groin protection of close cell-foam or heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male style athletic cup by female fighters is prohibited.

#### **Other required protective armor:**

1. Full rigid frontal thrusting and lateral protection required, e.g. plate armor, etc.
2. Full tunic and full-length pants or sweats required.
3. Minimum leather kidney and lower back protection required.
4. Elbows and knees require metal, kydex, abs, hardened leather or street hockey pads minimum.
5. Hand protection must include gauntlets or hockey gloves with padded wrist protection.
6. Boots with toe and ankle protection required.

### **Weapons construction:**

1. All swords/non-thrusting type/must consist of:
  - a. 5/8 to 3/4 inch rattan
  - b. Rattan must be wrapped with a minimum 1/2 inch of close cell-foam extending 1 1/2 inches past tip and must be 1 1/2 inches in diameter
  - c. Minimum one layer duct tape wrapped loosely, with contrasting colored tape for edge marking on bladed weapons.
  - d. Quillions or basket hilt .
  - e. Specialty weapons to be used one-handed, such as madu, may be used if properly researched and fall within the parameters stated above for single handed, weapons.
  - f. NOTE: Atenveldt adult marshallate rules and weapons can be used by ages 16 and 17 providing that the adult armor standards are followed.
  - g. Adult standard weapons can not be used against combatants younger than 16, or if any combatant age 16 and 17 do not meet adult armor standards , or if younger ages are on the same field. A separate eric, or field must be maintained,
  - h. If younger ages are competing, youth weapons are required
2. All shielding devices:
  - a. Materials: wood, plastic, or aluminum.
  - b. All edges must be covered by tubing, or leather.
  - c. Shape should be recognized as SCA shield.
  - d. Shields shall not exceed documented size (in proportion to user) both historically and within SCA Standards.
3. All swords/thrusting type:

Foam and tape to be a minimum 2 inches in diameter at thrusting tip, and extend 2 inches past tip, with contrasting colored tape for edge marking on bladed weapons and thrusting tips
4. Two-handed thrusting weapons, (great swords, axes, etc.)

All two-handed, thrusting type weapons: Foam and tape to be a minimum 2 inches in diameter at thrusting tip, and extend 2 inches past tip, with contrasting colored tape for edge marking on bladed weapons and thrusting tips.
5. Spears
  - a. Spears cannot exceed 7ft 6 in.
  - b. Spears must consist of minimum 1 1/4 inch rattan.
  - c. 3 inch diameter (spearhead)of closed cell foam, minimum 6" total length, extending 3 inches past tip
  - d. Minimum one layer of loosely wrapped duct tape
  - e. NO BUTT SPIKES
6. Glaives
  - a. Glaives cannot exceed 6 ft.
  - b. Glaives must consist of minimum 1 1/4 inch rattan.

- c. 3 inches of closed cell foam, extending 3 inches past tip.
- d. Minimum one layer of loosely wrapped duct tape
- e. Blade must be a minimum of 14 inches in length.
- f. Butt spike (if used) must be 3 inches in diameter, extending 2 inches past end.

**Accepted armor convention:**

All fighters are presumed to be wearing mid-thigh leather gambeson and leather skullcap.

**Blow Description:**

Solid, non-glancing contact. Any blow that makes solid edge or point contact will be accepted. Teaching and understanding sufficient force and adult combat rules and guidelines are required for this age group.

**Education and instruction should include:**

Continued development in all SCA activities: arts, courtly graces, games, offices, courtesy, chivalry, arms and armor. Introduction to unit/melee combat.

**PROCEDURES FOR THE AUTHORIZATION OF YOUTH MARSHALS**

Youth combat activities in the Kingdom of Atenveldt require (1) the presence of an **authorized** Atenveldt Youth Marshal, (2) the presence of a **warranted** SCA Officer (the **authorized** marshal and **warranted** officer may be the same person), and (3) the proper completion of all minor consent forms and medical authorization forms for combatants. ( A youth can begin training to marshal at 14 )

Atenveldt Youth Marshals must be authorized by an authorized Atenveldt Kingdom Marshal or the Atenveldt Kingdom Youth Marshal.

1. The candidate must have a good working knowledge of the "Rules of the Lists", the Society "Conventions of Combat" Youth Combat rules, and any additional Kingdom rules or conventions.
2. The candidate must be willing to enforce the "Rules of the Lists", the Society "Conventions of Combat" and any additional Kingdom rules or conventions.
3. The candidate must have a good working knowledge of the Society minimum Armor and Weapon standards and any additional Kingdom Armor and Weapon standards.
4. The candidate must demonstrate the ability to conduct an inspection of Armor and Weapons for use in combat.
5. The candidate must demonstrate the ability to conduct an inspection of Combatants and Non-Contact participants.
6. The candidate must demonstrate the ability to safely control SCA combat, whether this is single combat, team combat, general melee, or part of a war environment.

These Guidelines are confirmed by Our Hands on this, the 3rd Day of May, Being the Year 2008 in the Common Reckoning.

***Phelan***

Rex Atenveldtus

***Amirah***

Regina Atenveldtus

***Tighearnain***

Atenveldt Earl Marshal