

Tenets of the Realm

Realms of History

May 2015

Tenets of the Realm

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Section I General Information

Realms of History is a volunteer organization whose purpose is to reproduce and re-enact the Medieval and Renaissance European history **between 1066, the Battle of Hastings; and 1651, the end of the English Civil War**. This includes all of Western Europe and other areas who had a significant contribution and presence in this period of history.

Mission Statement

It is our goal to bring forth to our communities living history by providing an atmosphere to live and explore the Medieval and Renaissance times, also known as the Age of Chivalry.

We recreate a society where individuals from all classes can live the simple life, or excel and achieve the status of Knight through deeds (points). We promote the best qualities of life such as compassion and fellowship; where family and honor comes first. Where communities small and large pitched in and took care of their own. Where a Knight's word was his reputation and bond, and one on one combat was the mode to resolve disputes of Honor. Where hunting, trade and bartering were the mode for survival.

It is our hope that the Chivalry of old, carries over into the mundane world.

Membership

A. Categories of Membership

1. Participating Member

The basic membership grants the right to earn knightly rank, receive precedence bearing awards, have arms registered, and the ability to hold office in the Realm, serves as the primary point of contact for the purposes of notification and publications.

2. Family Member

This includes all legal dependents of the participant's immediate mundane family. The rights of participating single membership extend to family members.

3. Lifetime Member

A member, who pays the Board designated lifetime membership fee, holds a participating membership for life.

B. Participation

While all attendees of Realms sanctioned activities are encouraged to become members, attendance does not require membership. Dues paying membership is a requirement for:

- Receiving knightly rank
- Receiving precedence-bearing awards
- Having heraldic devices registered
- Holding office
- Voting privileges
- Participating in tournament or war except as provided below

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Non-members are welcome to receive instruction and, if all safety requirements are met, participate in any Realms activity. Non-members will be considered for participation on a case-by-case basis. Experience will be taken into consideration and, if the appropriate minister and Ruling Noble are in agreement, the non-members may participate at the appropriate level.

C. Membership Terms

Memberships, Lifetime, Participating and Family, are not refundable. For membership accounting, annual memberships cover the period of Mar 1st to Feb 28th. Annual memberships are due by Mar 1st of each year.

Members who have not renewed their memberships by Mar 1st will be considered expired; they will not be able to hold office or exercise any voting privileges. Membership will be automatically re-instated upon acceptance of membership application.

D. Membership Assignment to Chapter

Members will be subjects of the chapter in which state they reside (where the members physically live). Chapter re-assignment is also allowed for a change of physical residence.

E. General

Membership dues are set by the Board of Directors. Lifetime or annual dues may be paid to the Deputy Treasurer or mailed directly to the Treasurer at the address designated on the membership form. Do not mail cash, check or money order only. Checks shall be made payable to Realms of History, Inc. See Realms of History, Inc. Bylaws for fees schedule or Membership Form.

Chapters and Estates

The Realm is ruled by the Crowns, a King and Queen. The Realm is made up of Parishes or Principalities in which may reside Duchies, Counties, Baronies, Villages and Hamlets.

Requests for elevation in chapter status will be heard and approved by the Privy Council and Board of Directors.

Election for chapter rulers and heads of estates will be done electronically so each member of the affected chapter or estate has the opportunity to vote on their rulers.

A. Chartered Lands

Each Principality will be allotted the state in which they reside with a Prince and Princess as the over-all Ruling Nobles. Under Principalities, may reside the estates of Duchies, Counties, Baronies, Villages and Hamlets with their own locally elected nobles who will be responsible to the Prince and or Princess of the Principality where that estate resides. Lands will be shared by the estates with no borders other than the Principality's. All estates are encouraged to play together and post notices of events so that other estates or Principalities in the region may participate if they so desire.

- If a new chapter is started in non-chartered lands, it will be referred to as a parish and shall be governed by the King and Queen of the Realm.

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- A Prince and/or Princess is not elected for a new chapter until the new chapter reaches a minimum of 15 members and a Principality is created for the mundane state of the new chapter.

B. Chapters and Estates Hierarchy

1. Principalities are ruled by a Prince and, or Princess who report directly to the King and, or Queen of the Realm. A Principality consists of a mundane state. The following optional estates may be formed as members of the populace desire.
 - i. A Duchy is headed by a Duke and/or Duchess who reports directly to the Prince and, or Princess. A Duchy consists of seventy-five (75) or more members.
 - ii. A County is headed by a Count and/or Countess who reports to the Prince and, or Princess of the Principality. A County consists of fifty (50) or more members.
 - iii. A Barony is headed by a Baron and/or Baroness, who reports to the Prince and, or Princess of the Principality. A Barony consists of thirty (30) members or more.
 - iv. A Village is headed by a Lord/Lady Mayor who reports to the Prince and, or Princess of the Principality. A Village consists of fifteen (15) or more members.
 - v. A Hamlet is headed by a Lord/Lady Sheriff who reports directly to the Prince and Princess of the Principality. A Hamlet is a minimum of five (5) members.
2. Parish is an entry level estate and is overseen by a Lord/Lady Constable, appointed by the King and Queen of the Realm, who reports directly to the King and Queen of the Realm. A Parish is five (15) members or less. (This is new chapters just starting out.)
3. Elevation and Reduction in status of an estate within a Principality
 - i. Elevations of any estate may occur when membership numbers reach the next level, but elevation is not a requirement. It is the choice of the voting members of that estate.
 - ii. Requests for a change in status must be requested in writing and submitted to the Prince and Princess.
 - iii. Reduction of status will occur when membership is not maintained for one year.

C. Heads of Estates

Rights and responsibilities of the Heads of Estates:

- May hold an estate event with prior approval from the Prince and Princess.
- Ensure that all event paperwork and funds are recorded and submitted to the proper office and a report submitted to the Prince and Princess.
- Ensure bi-annual reports are provided to the Prince and Princess of the Principality listing membership of the estate
- May create estate arms to be registered and displayed at events.

Crowns and Ruling Nobles

A. The King and Queen

The Royal Crowns, King and Queen's reign is specified as five (5) years at the conception of Realms of History. After the initial five (5) years, if re-elected, they may reign a total of ten (10) total years consecutive, unless they decide to step down before the term is over, or are removed by 2/3rds electronic vote of the populace.

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If a King and, or Queen steps down, or are removed, elevation of another to the position of King and, or Queen will be accomplished through a letter of intent posted throughout the Realm and electronic ballot of the membership as a whole will decide who will preside as Crown to finish out the current term of the King or Queen.

Rights and responsibilities of the Crowns

- Hold at least one Royal Court and event per year in a location to be determined.
- Visit chapters outside their residential area as funds and time allow.
- Appoint the ministers of their Realm for each office.
- Create and bestow honors and awards.
- Preside over the Privy Council meeting.
- Oversee and mediate issues between ruling nobles and, or lands within the Realm.
- Render an opinion when requested and provide guidance for resolving local disputes within thirty (30) days of a written request.
- Ensure dissemination of changes to Bylaws and Tenets of The Realm.
- Ensure the Bylaws and Tenets of The Realm are adhered to.

B. The Prince and Princess

The Prince and Princess are nominated and selected by a majority electronic vote by the principality's population with notification to the Crowns. The new Prince and Princess shall serve a term of office for a period of two (2) years. They may reign a total of four (4) years consecutive if re-elected by the chapter.

Rights and responsibilities of the Prince and Princess:

- Appoint and officiate over local administrative officers.
- Appoint a Deputy Treasurer.
- Appoint a Court Herald or Town Crier depending on the size of the local group.
- Appoint a Marshal to oversee the safety and welfare of combat and members at large.
- Bestow local honors and awards.
- Ensure at least one (1) event where all disciplines can be participated in is held per month.
- To declare war on another land within the Principality with prior consent of the opposing estate(s) and the Royal Crowns. These are to be wars for bragging rights or a prize for the enjoyment of the estates.
- Ensure that safety is maintained at all times.
- Ensure the Bylaws and Tenets of The Realm are adhered to.
- Ensure all changes to Bylaws and Tenets of The Realm are announced at a minimum of two (2) events after publication in courts and/or written correspondence to the public communication boards.
- Ensure quarterly reports are provided to the Prince and Princess of the Principality.

C. Constable

The Lord/Lady Constable of a parish is appointed by the King and Queen of the Realm, who reports directly to the King and Queen of the Realm.

Rights and responsibilities of the Constable:

- Appoint and officiate over local administrative officers.
- Appoint a Court Herald, or Town Crier depending on the size of the local group
- Appoint a Marshal to oversee the safety and welfare of combat and members at large.

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- Bestow local honors and awards with prior approval of the King and Queen.
- Ensure at least one (1) event where all disciplines can be participated in is held per month.
- Ensure that safety is maintained at all times.
- Ensure the Bylaws and Tenets of The Realm are adhered to.
- Ensure all changes to Bylaws and Tenets of The Realm are announced at a minimum of two (2) events after publication in Courts and/or written correspondence to the public communication boards.
- Ensure quarterly reports are provided to the King and Queen of the Realm.

D. Removal of Crowns

The Privy Council shall be notified in writing of the request for removal of the King and Queen of the Realm which shall include:

1. Written notification of offenses or complaints will be submitted to the Board of Directors.
2. Complainant shall be required to provide all back up information or materials associated with the offense or complaint to the Board of Directors.
3. The Board of Director's shall review all pertinent materials and information associated with the offense or complaint and rule on validity.
4. If the ruling is valid, a notification of request to remove the Crown(s) with minimal justification provided will be submitted to the populace for consideration.
5. The King, Queen, or Prince and Princess may then be removed from office by a 2/3rds electronic vote of the membership of the Realm or Principality.

Titles, Rank and Orders

Titles, Orders and Awards may be given by any ruling noble for service rendered with approval of the King and Queen. All Orders and Awards are to be recorded in the archives with the member's membership information.

Titles and Rank

In order of precedence:

King and Queen – the ruling nobles of the Realm.

Prince and Princess – the ruling nobles over the Principality, the mundane state in which they reside.

Constable - – the ruling noble over the Parish, the mundane state in which they reside.

Duke and/or Duchess –the head of estate over the Duchy, members numbering 75 or more.

Count and/or Countess – the head of estate over a County, members of 50 or more.

Baron and/or Baroness – the head of estate over the Barony of 30 or more.

Lord/Lady Mayor – the head of estate over a Village of 15 members or more.

Sheriff – the head of estate over a Hamlet of 5 members or more.

Knight – attained through points, deeds and upholds the ideals of chivalry.

Lords and Ladies – title of appreciation bestowed by the Crowns and ruling nobles.

Lady in Waiting – aides who have sworn fealty to a ruling noble.

Page – one who pledges fealty to a knight for special training.

Man at Arms/Guard – one who swear fealty to a Knight for training to become a squire.

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Squire – one who pledges fealty to a knight for special training.

Orders

List of orders that may be awarded by the ruling nobles with approval of the King and Queen.

Order of the Vanguard of Honor - individuals who display extraordinary examples of courage, chivalry and grace on the battlefield.

Order of the Silver Mantle - given to consistently well-accountered fighters.

Order of the Edelweiss - awarded to those who show excellence in skill on the field of combat.

Order of Old Battered Helm – given to veteran knights of distinguished age and perspicacity.

Order of the Crucible: given to those who have demonstrated skill in a variety of Trades and Crafts, including a high level (Master) skill in at least one discipline, demonstrated a knowledge of historical techniques, the ability to research and the willingness to teach Trades and Crafts related skills, present a reasonably authentic appearance, and provide an example of courtesy and chivalry worthy of emulation.

Order of the Grey Goose: for excellent skill in target archery, combined with authentic garb and demeanor, and demonstrating a leadership role in archery, including the willingness to teach.

Order of the Decurio: given for service and/or long service within an area of the Realm from which the entire Realm benefits, or by continuing service in ways which directly benefit a large portion of the Realm.

Order of the Noble Manor: given once per year, to those whose excellent and regular efforts have created an exceptionally historical and well-appointed encampment and those who continue to demonstrate excellence in promoting historical authenticity in recreation.

Order of the Noble Bearing: given once per year, to those who demonstrated excellence in historical dress, thought, and behavior and those who continue to demonstrate excellence in promoting historical authenticity in recreation.

Order of the Crown's Treasure: offered by the ruling noble to those who, by their consistent efforts in creating various works and providing such items to the Crown to use as gifts to others, greatly contribute to the ruling noble's ability to show largesse.

Order of the Golden Galleon: given for exemplary service as autocrat or head cook. Members of the order wear a wooden spoon on a ribbon. It is possible to receive many of these tokens.

The Realms Roll of Honor: honors those individuals who by their actions have inspired the populace or have substantially enriched the Realm.

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Order of the Shining Star: given to those young people 12 years of age and younger who have demonstrated an understanding of life within Realms time period, who know and use the appropriate courtesies consistently, and who demonstrate to the best of their abilities and knowledge a willingness to serve.

Order of the Sun and Moon: given to former ruling nobles of the Realm in recognition of their service, leadership and excellence in promoting historical authenticity in recreation in the Realm. (to include the King & Queen, Prince & Princess, Constable)

Awards may be established by the chapter's ruling nobles with approval of the King and Queen.

Domains

Realms of History willingly recognizes domains such as Thunder, Nadastadi Kumpania, Church of Fools, Corsairs, Carpathian Guard, Mercenaries and the like. Identification and rules of the domain must be submitted to the King and Queen of the Realm for approval and acknowledgement. By signing the Realms of History, Inc. membership form each domain member agrees to the enforceable oath to maintain and adhere to the Bylaws and Tenets of the Realm of Realms of History and to the Crowns.

To start a new domain, the requesting group must:

1. Include members from more than one Principality (mundane state)
2. Group members must maintain a steady membership for one year prior to request
3. Submit heraldry for the domain
4. Submit written purpose and guideline/rules for the domain which must include rules on how to join and how to quit.
5. Must hold at least one sanctioned event per year
6. Provide a written annual report on activities to the King and Queen in January so the Crowns are aware of associated events and membership activity.

Notice of Events

Announcements of events shall be made at every event and posted to all social media venues managed by the Realm.

Announcements of events should be thirty (30) days prior to the date of the event and shall state the start time and location of the event. It should include any requirements of the location, such as facilities usage, stakes in the ground or parking limitations.

Special events should be announced sixty (60) days prior to the date of the event and shall state the start time, location of the event and any applicable site fees. It should also include any requirements of the location, such as facilities usage, stakes in the ground, camping regulations and fees or parking limitations.

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Classes and Demonstrations

Classes and demonstrations are presented to our members and the public to further historical education. Classes, or collegia are normally presented to members at events to further education and share knowledge, but the public are also encouraged to attend and learn. Demonstrations are usually done in a public venue such as a park, school or fair setting; to provide the historic persona and experience which include all areas of combat, archery and trades and crafts.

Notice must be published and announced thirty (30) days in advance.

A. Collegia

Classes, also called collegia are lectures and, or interactive classes given to members and non-members for the purpose of expanding knowledge on a particular historical topic from our time period.

Classes must meet all the requirements for an official event and the following:

1. Requirements for a class:

- i. A location or event site to hold the class.
- ii. The Crown must be given a basic syllabus of the class for review and approval.
- iii. Thirty (30) day notification must be given to allow members and other participants to make arrangements to attend.
- iv. A sign in roster to document points for those in attendance.
- v. The instructor of the class needs to be able to provide a basic handout for the class being taught.
- vi. There can be more than one teacher for a class, if approved by the Crown.
- vii. There must be a minimum of five (5) participants including the instructor for a class to earn the educational point.(this will increase as Realms of History increases in numbers)
- viii. Attendees need not be members of Realms.
- ix. A class must be at least twenty (20) minutes long, with at least ten (10) minutes for questions and answers for a total of at least thirty (30) minutes.
- x. Sign-In roster and materials must be turned in to the minister for Trades and Crafts upon completion of the class.
- xi. If the class warrants it, garb requirements may be waived by the Crown.
- xii. The instructor of the class will earn one educational initiation point. The attendees will earn an educational demonstration point.
- xiii. The same class may be given as many times as requested, but only two in a twelve month period will count towards advancement in knighthood.

B. Educational Demonstrations

Educational demonstrations are a public way to show others what we do and with that, the reason why we do it. Through educational demonstrations we share knowledge of combat, archery and or crafts, showing what was worn, how weapons were used, what was made, how it was made and, sometimes we allow others to participate with us.

1. What makes a demonstration?

- i. A public gathering where members of the Realm gather and show their talents and talk to the public about the historical period;
- i. When, where, how, why and who.

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- ii. This could include combat which includes talking about the historical fighting technique; artisan wares put out for public display and discussion. In most cases archery is not allowed in public, but equipment can be shown and discussed.
- 2. Who can do a demonstration?
 - i. Any member can lead, or autocrat a demonstration.
- 3. What has to be done for a demonstration?
 - i. The member needs to make contact with the prospective group for whom they wish to do the demo.
 - ii. The member needs to get approval from the Crown for the demonstration.
 - iii. The member, now autocrat, needs to make sure there are no additional insurance needs associated with the demo, i.e. fairs and schools.
 - iv. The autocrat needs to post and announce thirty (30) days in advance so members can make arrangements to participate.
 - v. The autocrat needs to make arrangements and obtain volunteers for setting up and tearing down of the demo.
 - vi. The autocrat is responsible for the sign in roster and making sure that each participant's points are logged for each discipline they participate in.
 - vii. The autocrat must ensure that the sign in roster with points are turned in to the Keeper of the Rolls or the deputy for point recording.
 - viii. The autocrat is responsible for clean up after the demo arranging for assistance from member participants.

Courts

To be released soon.

Knighthoods

Each member of Realms of History is eligible to work towards and receive the rank of knight based on effort and merit. Once the requirements and points are met, written request to receive said knighthood is given to the applicable chapter Crown and points are verified.

- 1. The knighthood may be given by any knight of the chapter, or ruling Crown(s).
- 2. Members of any age can become a knight in whatever discipline they choose. However, only one point per month can be accrued for each discipline unless special compensation is given by the King and Queen for an official visit.

A. Knight Champion of Combat

- 1. Must be a member in good standing.
- 2. Participate in twenty-eight (28) combat tournaments; twenty (20) recommended participations on the lower list and eight (8) on the higher list.
- 3. Perform ten (10) combat services, i.e. marshal or water bear.
- 4. Win seven (7) combat tournaments.
- 5. Participate in ten (10) combat educational demonstrations or classes.
- 6. Initiate three (3) combat educational demonstrations or classes, i.e. autocrat or instruct.
- 7. Combat participation or service in six (6) wars.

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Each knight must continue to earn Combat points in order to maintain their knighthood. On the second year anniversary of the knighthood these points must be completed in order to maintain that knighthood.

1. Must be a member in good standing.
2. Participate in ten (10) combat tournaments.
3. Perform four (4) combat services, i.e. marshal or water bear.
4. Participate in four (4) combat educational demonstrations or classes.
5. Initiate one (1) combat educational demonstrations or classes, i.e. autocrat or instruct.
6. Combat participation or service in one (1) war.

B. Knight Master of Trades and Crafts:

1. Must be a member in good standing.
2. Participate in twenty-eight (28) trades and crafts lists; twenty (20) recommended participations on the lower list and eight (8) on the higher list.
3. Perform ten (10) trades and crafts services, i.e. judge or scribe.
4. Earn seven (7) tournament wins.
5. Earn seven (7) masterpieces.
6. Participate in ten (10) trades and crafts educational demonstrations or classes.
7. Initiate three (3) trades and crafts educational demonstrations or classes, i.e. autocrat or instruct.
8. Trades and crafts participation or service in six (6) wars.

Each knight must continue to earn Trades and Crafts points in order to maintain their knighthood. On the second year anniversary of the knighthood these points must be completed in order to maintain that knighthood.

1. Must be a member in good standing.
2. Participate in ten (10) trades and crafts lists.
3. Perform four (4) trades and crafts services, i.e. judge or scribe.
4. Participate in four (4) trades and crafts educational demonstrations or classes.
5. Initiate one (1) trades and crafts educational demonstrations or classes, i.e. autocrat or instruct.
6. Trades and crafts participation or service in one (1) war.

C. Knight Warden of Archery:

1. Must be a member in good standing.
2. Participate in twenty-eight (28) archery tournaments; twenty (20) recommended participations on the lower list and eight (8) on the higher list.
3. Perform ten (10) archery services, i.e. range master.
4. Win seven (7) archery tournaments.
5. Participate in ten (10) archery educational demonstrations or classes.
6. Initiate three (3) archery educational demonstrations or classes, i.e. autocrat or instruct.
7. Archery participation or service in six (6) wars.

Each knight must continue to earn archery points in order to maintain their knighthood. On the second year anniversary of the knighthood these points must be completed in order to maintain that knighthood.

1. Must be a member in good standing.
2. Participate in ten (10) archery tournaments.
3. Perform four (4) archery services, i.e. range master.
4. Participate in four (4) archery educational demonstrations or classes.
5. Initiate one (1) archery educational demonstrations or classes, i.e. autocrat or instruct.
6. Archery participation or service in one (1) war.

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D. Knight Purveyor of Service:

1. Must be a member in good standing.
2. Earn thirty-six (36) participations for holding a Crown appointed ministry office.
3. Participate in three (3) ministry educational demonstrations or classes.
4. Initiate ten (10) ministry demonstrations or classes, i.e. autocrat or instruct.
5. Earn service participations at six (6) wars.

Each knight must continue to earn service points in order to maintain their knighthood. On the second year anniversary of the knighthood these points must be completed in order to maintain that knighthood.

1. Must be a member in good standing.
2. Earn ten (10) participations for holding a Crown appointed ministry office.
3. Participate in four (4) ministry educational demonstrations or classes.
4. Initiate two (2) ministry educational demonstrations or classes, i.e. autocrat or instruct.
5. Earn a service participation at one (1) war.

The knight accolade will be bestowed when all requirements are met and the chapter Crowns have approved.

Section II Archery

A. Target Archery

1. Method of competition – Any structured tournament style is acceptable as long as it looks as if it would have been done in the time period and conducted in a safe manner with results that show a defined winner. Creativity is highly encouraged, with safety as the primary concern for all tournaments.

Tournament Formats:

- i. Tiered elimination – each tier is shot with three rounds of six (6) arrows starting at 20 yards. Archers are paired off with an opponent by the Range Master. Each archer shoots their six (6) arrows per round. When archers have shot, the Range Master will give the Okay to retrieve and score. Archers must leave their bows at the shooting line, then retrieve and score the arrows with the Range Master. The highest scoring archer from each round will advance to the next level. The winning archer will report to the Range Master for subsequent rounds. Archers advancing shall step back an additional ten (10) yards from the shooting line for the next round if space permits. Each level should be made more difficult for the competition. The winner is the one with the highest points on the target. Tiebreakers shall be an additional round of six (6) arrows.
- ii. Shooting Difficulty – standard tournament scenario, but for extra points, the shot is made while kneeling or seated.
- iii. Optional Targets – three-dimensional (3D) targets (including animal targets) are available at most archery outlets.
- iv. Regional Limitations – Local mundane laws regarding archery shall always have precedence. In areas where target archery cannot be done safely or legally, do not attempt to do it anyway. You put the Realms of History's insurance at risk.

2. **Lists** – there are two levels of competition in archery tournaments; Bowman and Hunter's list. The Bowman's list is for those just beginning. The Hunter's List is for those who are more advanced. There is no minimum number of archers required to obtain an event point. However,

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there must be four (4) archers on a list to garner a winning point. There must be some competition in order to win. Obtaining a knighthood in Archery is detailed in the Tenets of the Realm.

3. **Scoring** – scoring is based on the structure of the competition. The Range Master will arbitrate any issues. The archer may appeal to the Crown whose say is final.
4. **Range Safety** - this describes the safety requirements in regards to standard target archery.
 - i. Range Master – a range master must be present at all time when archery is taking place, even during practice. The range master is responsible for the range safety. This includes setting the limits of the range and equipment checks. The range master may participate in the archery tournament as long as an alternate range master is present to maintain the security and safety of the range.
 - ii. Archer Qualification – Archers must be qualified by the range master for archery. Archers will be tested on archery safety, range safety and equipment maintenance.
 - iii. Signaling readiness - no archer may fire their bow until the range master has checked for safety and declared the range open to fire. When archers on the shooting line are ready to begin their round, they **WILL** signify their readiness by having one hand raised with an arrow in it. This will ensure that everyone is ready to the range master. Verbal acknowledgement of readiness **IS NOT** acceptable.
 - iv. Hold – When the word "Hold" is called, all archers on the shooting line will immediately stop and lower their bows, un-nock their arrow and step back at least five (5) yards from the line if the area permits. Archer's may not nock an arrow or shoot until the range master declares the range is open.
 - v. Bows Past the Shooting Line – no bows will go past the shooting line at any time. When retrieving arrows from the targets, the bows must be left behind the shooting line. No one will occupy the space between the shooting line and the spectator line during arrow retrieval.
 - vi. Side Clearance – Side clearance must be at least five (5) yards. Back clearance must be at least thirty-five (35) yards in depth unless there is a suitable backstop, such as a hill or barrier.
 - vii. Spectator Line – there will be a spectator line five (5) yards behind the shooting line. Spectators must stay behind this line at all times. Spectators are not allowed in the side areas at any time.
 - viii. Unsafe Shooting – shooting arrows in an unsafe manner is grounds for removal from the archery lists for up to twelve (12) months.
5. Unsafe manner includes, but is not limited to:
 - i. Aiming or shooting a bow with a target arrow anywhere other than down the range at the target butts.
 - ii. Aiming or shooting a bow with a target arrow at someone.
 - iii. Shooting a target arrow into the air for any reason.

B. Target Archery Equipment

1. **Bows** – limited to recurve, straight, semi-recurve, and longbows only. Bows should be made of materials available in the time period of the archer. There are no draw weight limits in target archery other than those imposed by the archery range hosting the tournament.
 - i. However, it should be noted that anything over 40 lbs. can and usually will pass right through a target butt which is a safety issue.
2. **Other Equipment** – gloves, arm guards, finger gloves, finger tabs, arrow rests, nock locators, and bow rests are suggested equipment, but not required. It is highly recommended that arrows be

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carried in a quiver. Open toed shoes are to be discouraged, but may be worn with a leather foot shield.

3. Equipment Variations – no compound bows, mechanical sights, spectacle sights, counter weights, stabilizers, level or string trigger releases may be used unless the item is documented as having been used in our time period.

4. Arrows – arrows used in tournament competition must conform to the following specifications:

- Standard target arrow shafts must be made of wood. No fiberglass, composite, or aluminum shafts.
- Actual feathers or segmented synthetic fletching only shall be used. Solid plastic fletchings are not allowed. Arrows must have Field or Bullet tips. No hunting tips (broad head type) are allowed.

5. Target Backstops – The backstop should be one of the following (for standard archery using real arrows):

- Three (3) bales of hay/straw stacked vertically to form a wall and held together by dowels or better to prevent the wall from falling.
- An eight-to-twelve inch (8-12") thick closed-cell foam block.
- A standing thirty-six (36) inch or greater round woven grass mat.
- A cardboard box tightly filled with cardboard at least ten (10) inches thick.
- A standard commercially made Archery Net.

Free standing targets such as 3-d animal figures still require one of the above backdrops, an earthen bank or at least forty (40) yards of empty space behind the target.

6. Equipment Ownership – each person should supply their own equipment. Each person is responsible for the condition and maintenance of their own equipment. Equipment loaned to another archer still remains your responsibility.

C. Administration of Archery

The General of Archery or Range Master shall:

1. Advise the Crown or other members of the Tenets of the Realm as they pertain to Archery.
2. At all sanctioned events:
 - Supervise the tournament and scoring of the archery event.
 - Train and supervise all assistant range masters and archers in the rules of archery within Realms of History.
 - Conduct safety checks.
 - Set the limits of the range for the event.
 - Arrange for clean-up after the event. Remove excess garbage and pick up any equipment left behind.
 - Maintain the score of the events and ensure the Master of the Rolls receives the original or a copy.
3. Provide the incoming General of Archery all materials and information pertaining to the Office of Archery at the end of each reign and ensure they are trained to assume the position.

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D. Equipment Care and Safety

1. Dry firing a Bow
2. NEVER dry fire a bow. Pulling a bow and releasing it without an arrow notched in place will cause excessive fatigue in the bow. This will most likely cause the bow to break. The stronger the bow, the more likely the chance it will break.
3. Inspecting Arrows
4. All Arrows should be inspected prior to every use. Worn fletchings will cause an arrow not to fly straight. Cracks can also be discovered by listening for a cracking sound while twisting the shaft near the ear. Tips should be inspected to ensure they are still firmly attached, and have not come loose.
5. Stringing a Bow
6. Never string a bow by pushing an end into the dirt. Use a bow stringer or bend the bow across the thigh. The range master can demonstrate this technique. Using a bow stringer is the best method for stringing and unstringing bows.
7. Finger Tabs
 - Using a finger tab or shooting glove. While not required, it will prevent blisters, and soreness that develops with rapidly releasing a taut bow string.
8. Loose Clothing
 - Loose clothing and long hair should be secured out of the way when shooting. Entanglements can be painful and distracting.
9. Arm Guards
 - Arm guards are suggested, especially for beginners. Bowstrings slap on the arm accidentally and can be painful and bruise.

Section III Combat Rules and Requirements

A. Health& Safety

The United States government classifies our type of combat as a martial art. Anyone who wishes to participate should be in sound physical condition. It is recommended that each person undergoes a medical examination, or check with their regular physician prior to engaging in any form of combat. Under no circumstances will the Realms of History be held responsible for the consequences to any person's health if they choose to participate in combat. All combatants, regardless of their being a Realms of History member or guest, must sign a liability waiver prior to participating in any manner, especially combat. All combatants shall conduct themselves in a safe and courteous manner at all times. Temper tantrums, excessive force, throwing equipment and loud vocal profanity will not be tolerated. Acting in an unsafe manner to themselves or others are causes for dismissal from the field and continuing behavior will result in removal from the event.

Pregnant women ARE NOT allowed into the list field to participate in combat or marshal under any circumstances regardless of the stage of pregnancy. If a member insists, she will be asked to leave the event. This includes sanctioned Realms of History fighter practices.

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B. Minimum Ages

Combatants under the age of eighteen (18) must have parental written consent to participate in any combat, fighter practice, tournament, demonstration and war.

1. Age requirements are:
 - Waster - 12 years of age
 - Rapier - 14 years of age
 - Armored - 16 years of age

C. Minster Responsibilities

1. Knight General of Combat:
 - i. Will qualify and authorize new combatants in each type and style of combat across the Realm.
 - ii. Will train, qualify and authorize new marshals in each type and style of combat across the Realm.
 - iii. Maintain the list of qualified combatants and marshals for the Realm.
2. General of Combat:
 - i. Will qualify and authorize new combatants in each type and style of combat.
 - ii. Will train, qualify and authorize new marshals in each type and style of combat.
 - iii. Maintain the list of qualified combatants and marshals for their respective chapter.
 - iv. Inform the populace of the day's tournament activities, the order of combat, and any other relevant information or special rules associated with the days combat.
 - v. Manage and oversee all combatants' armor and weapons checks for the event.
 - vi. Confirm qualifications of each combatant prior to commencement of the tourney or war.
 - vii. Administer the sword oath prior to any combat.
 - viii. Confirm and list all marshals for the event.
 - ix. Coordinate, run and manage the combat list field for the event.

D. Oaths

"I do swear upon my honor and name;
To act with honor and chivalry upon this field;
To respect my fellow combatants;
To heed the wisdom of the marshals;
And to take no action that would dishonor myself and the Realm;
So swear I....."

E. Qualifications, Authorization and Training

1. Combat Qualification

All combatants must be qualified for each combat style prior to being allowed to compete in it. Some weapon forms for each style of combat may require an additional qualification as well. The additional qualifications are listed below for each style of combat. The General of Combat, or the Crown, will conduct qualifications for any combatant who they deem safe and knowledgeable of the rules for any level of combat style, or weapon. This will be done at the General of Combat's discretion.

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In order to take the field of combat, each combatant must perform the following:

- i. Each combatant must read and show they understand the rules of the combat section in the Tenets of the Realm to be allowed to continue the qualifications process. They will sign off with the General of Combat that this has been done.
- ii. The physical qualification shall cover general safety, target areas, and issues specific to the style of combat in which the combatant will be qualified.
 - a) Confirmation of appropriate armor, basic attack and defense, power control and situation awareness.
 - Wasters combat style
 - Rapier combat style
 - Armored combat style
 - b) Confirmation of the understanding of weapon and its uses for basic attack and defense, power control.
 - Wasters Pole Arm weapons form
 - Rapier Sword and buckler weapons form
 - Knight level Rapier Case, Sword and dagger/gauche weapons form
 - Armored Great Sword and/or Case weapons form
 - Armored Pole Arm weapons form
 - Armored Shield form

2. Marshal Qualifications

- i. The General of Combat will work directly with the marshal in training, explaining the core marshaling concepts (armor standards, weapon standards, actions to be performed by an authorized marshal) as specified in the Marshaling section of the Tenets of the Realm.
 - a) This shall include the marshal in training shadowing the General of Combat in at least one tournament.
 - b) The marshal in training shall read and fully understand the combat section of the Tenets of the Realm. Upon doing so, the marshal in training shall inform the General of Combat that they have read the pertinent sections of the Tenets of the Realm, and the General of Combat will record this.
 - c) Upon completion of the two items above, the marshal in training shall be considered an authorized marshal.
- ii. Every two years, authorized marshals shall be required to re-authorize using the same steps required for the initial authorization.
- iii. The General of Combat will maintain the listing of approved marshals, and will submit the list to their Crown on a quarterly basis.

F. Armed Combat Types and Levels

1. Types and styles of armed combat

Each combat type has styles that may be used for participation in any combat event. Each combatant shall be qualified in that style prior to using it in combat.

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- i. Wasters – Wasters combat is the introductory combat type for Realms of History. All combatants with little or no weapons combat experience begins with wasters and will eventually move on to armored and rapier combat. Wasters combat is slash only! There are no weapons approved for thrusting for this type of combat.
 - a) Single weapon
 - b) Single weapon and shield (a single weapon used in conjunction with a shield)
 - c) Double weapon (any combination of two weapons used simultaneously)
 - d) Pole arm
- ii. Armored – Armored combat is fought with all manner rebated metal weapons that existed within out time period and geographic boundaries with exception of those weapons listed in the banned weapons list.
 - a) Single weapon
 - b) Single weapon and shield (a single weapon used in conjunction with a shield)
 - c) Double weapon (any combination of two weapons used simultaneously)
 - d) Pole arm
- iii. Rapier – Rapier is intended to depict late renaissance swordplay involving both thrusting and slashing. It is not to be fought with as if it were a waster or armored combat. The rapier styles may be used in both Sergeant's and Knight's List.
 - a) Single rapier (a single rapier used with either hand)
 - b) Rapier & defensive secondary (a single rapier being used in conjunction with a cloak, mailed gauntlet, etc.)
 - c) Rapier & poniard (a single rapier used with a parrying dagger)
 - d) Case of rapiers (two rapiers used simultaneously)
 - e) Sword and shield (a single rapier used in conjunction with a buckler)

2. Levels of tournament combat

- i. Sergeant's List – this level consists of combat with waster weapons, waster pole arms and rapier bladed weapons respectively. This level of combat is open to beginning level combatants.
- ii. Knight's List – Knight's level consists of combat with rapier and armored type weapons. This level of combat is open to sergeant and knight level combatants. A combatant who has attained the rank of Sergeant or higher may no longer participate on the Sergeant level of combat with the exception of Wasters and rapier battles at war.

G. Armor and Weapons Standards

To promote and enhance the safety and authenticity on the field, all armor shall be made to appear as realistic or authentic as reasonably possible. Blatantly mundane articles, such as blue jeans, plastics, aluminum, modern sports and military gear, shall be covered up or disguised in some fashion. The marshals have the authority to disallow any item of armor or weaponry they deem to be unsafe or glaringly unauthentic looking.

The following are the parameters for the minimum armor requirements for each form of armed combat. This is intended to be the basic rules for maintaining the minimum safety standards. Materials or armor exceeding the minimum requirements is completely acceptable except where noted otherwise.

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It is the responsibility of the combatant to ensure that their armor and weapons is in good repair and safe for use in the list field.

1. Armor: General Requirements (ALL Types)

Equivalents to stated materials other than those mentioned must be approved by the General of Combat or Crown prior to their first use in the list field. When considering equivalents, the General of Combat or Crown can consider multiple layers of the specified materials, or a combination of materials to satisfy the required standard. *For example, a chain hauberk with larger than accepted diameter rings, which will not pass on its own, can be combined with a 6oz leather buff coat, may provide sufficient protection to satisfy the body armor requirement for armored combat.*

Rigid material can be of any inflexible material that can withstand a sharp impact without shattering such as:

- i. High impact plastic
- ii. Semi rigid material can be any somewhat flexible material such as:
- iii. 6 oz. leather
- iv. Several layers of quilted, heavy canvas
- v. See list approved of rigid and semi rigid material equivalents in the combat appendix

2. Personal Protection

- i. Men are required to wear a rigid athletic cup (or equivalent)
- ii. Women are highly encouraged to wear some form of semi-rigid breast protection that completely covers the breasts. High-impact breast protectors sold by fencing suppliers are recommended.
- iii. Combatants shall wear some form of boots, such as renaissance boots, cowboy boots, military boots, and hiking boots.
- iv. There shall be no large areas of bare skin allowed on any combatant in any combat form. All combatants shall adhere to (or exceed) minimum armor standards.

3. Armor – Waster and Rapier Combat

i. Head Protection

- a) The back of the head must be covered with one-quarter-inch (1/4") of padded material or equivalent. Rigid protection is recommended.
- b) Waster combat requires a fencing mask. Some fencing masks do not offer adequate throat protection. In this case, additional protection must be added. Masks with small snap on bibs are not sufficient and require neck protection as well.
- c) Rapier combat requires a three-weapons fencing mask or fully enclosed helm with fencing mask type mesh is required. Some fencing masks do not offer adequate throat protection. Additional protection must be added. Masks with snap-in-bibs are not sufficient and require further neck protection as well. The openings on the visor shall not be wider than one-eighth-inch (1/8") in any direction.
- d) Metal helms require a minimum of one-quarter-inch (1/4") of padding and chinstraps.
- e) 18-gauge lobster tail helms are recommended, but not required.

ii. Neck Protection

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- a) A gorget of heavy or rigid material is required for neck and clavicle protection. Light leather or medium weight fabric, with rigid plates attached is also sufficient.
- iii. Body Protection
 - a) A minimum of one layer 6 oz. fabric, about the thickness of heavy t-shirt material, But a minimum of 1/4 inch thick quilted gambeson, lined medium weight canvas or denim, or leather buff coat is recommend.
 - b) Kidney protection is required for combatants under the age of eighteen (18) and recommended for combatants of 18 years of age or older.
 - c) Elbow pads are required. One-quarter-inch (1/4") padded gambeson sleeves are sufficient.
 - d) Knee pads are recommended, but not required.
- iv. Leg and Arm Protection
 - a) Arms are to be covered by at least one (1) layer of sweatshirt material or equivalent.
 - b) Semi-rigid shin and forearm protection is highly recommended.
- v. Hands Protection
 - a) Waster combat requires leather gloves or similar.
 - b) Rapier combat requires medium weight leather gloves.
- 4. Armor – Steel Combat
 - i. Head Protection
 - a) A fully enclosed helm of no less than 14-guage steel is required.
 - b) A full faceplate of 14-guage steel or 16-gauge reinforced steel is required.
 - c) All seams must be welded or riveted together.
 - d) One-quarter-inch (1/4") of closed-cell foam or equivalent padding is required inside the helm.
 - e) A chinstrap that prevents the helm from contacting the face (when pressure is applied to grill) is required.
 - f) The openings on the visor shall not be wider than three-quarter –inch (3/4") in any direction. The use of micro-perforated steel, with holes no larger the (1/4") one-quarter of an inch is suggested
 - ii. Neck Protection
 - a) If the helm does not feature a built in gorget or camail of at least 16 gauge steel, then a separate gorget of leather reinforced with no less than 16-gauge steel or equivalent is required to cover the clavicle.
 - Equivalents:
 - Rigid material covered by leather
 - 10-ounce boiled leather
 - 14-ounce unboiled leather
 - 18-gauge stainless steel or spring steel
 - iii. Shoulder Protection
 - a) Spaulders of at least 16-gauge steel or equivalent. If a chain hauberk with sleeves is worn, a rigid material cop covering the point of the shoulder is sufficient.

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- b) A minimum of one-quarter-inch (1/4") padding underneath if not already provided by the gambeson.
- c) The shoulders and shoulder blades must be completely covered if not already covered by the body armor.

Equivalents:

- 18-gauge stainless steel

iv. Body Protection

The body must be protected by any one, or a combination of the following:

a) Chain Hauberk or Shirt

- Chain hauberk or shirt of at least 16-gauge steel with a maximum inside ring diameter of five sixteenth-inch (5/16 ")
- For 14-gauge steel a maximum inside ring diameter of one-half-inch (1/2")
- For 12-gauge steel or larger a maximum inside ring diameter is seven-eighths-inch (7/8")
- These sizing rules shall not apply to steel riveted chainmail, as these rules are in place to help prevent ring loss and holes in the mail.
- Padding beneath the chainmail must be at least one-quarter-inch (1/4")
- Rigid protection over the kidney area is required
- Aluminum mail is not considered equivalent to steel or similar dimensions. Because of the low mass of aluminum, it serves as negligible protection against our weapons.

b) Brigandine or Wisby Coat

Coat of plate of 16-gauge steel or equivalent, mounted to leather or heavy canvas, with no gap greater than one-half-inch (1/2"). Any overlap at the sides should be the front over the back

Equivalents:

- High impact plastic or one-quarter-inch (1/4") ABS
- Rigid boiled 10 ounce leather
- Unboiled 12 or 13 ounce leather
- T6 or similar aluminum

c) Rigid Boiled Leather

This type of armor must cover the torso including the groin and tops of shoulders. Armor may be segmented to allow movement as long as no gaps occur when bending.

Equivalents:

- Rigid boiled 10 ounce leather
- Unboiled 15 ounce leather
- T6 or similar aluminum
- High impact plastic or one-quarter-inch (1/4") ABS (also covered with light leather)

d) Breast and Back Plate

- Breast and back plate of at least 16-gauge mild steel or equivalent that overlap at sides.

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- The breast plate must provide complete coverage of the entire stomach and chest.
- The back plate must completely cover the spinal cord and underlap or overlap the gorget by at least one-half-inch (1/2").

Equivalents:

- Leather covered high impact plastic or one-quarter-inch (1/4") ABS
- 18-gauge stainless steel

v. Elbows and Knees

- a) Elbow and knees must be covered by steel cops with wing of at least 16-gauge mild steel or 18-gauge stainless steel. Equivalents to wings will be allowed. Equivalents to include full metal wrapping around the knee or elbow, or protection hanging from above the knee or elbow.
- b) Articulations can be other rigid material.
- c) Upper and lower arm and upper leg must be covered with chainmail, or rigid material.
- d) Semi-rigid shin protection is required (soccer shin guards are sufficient). Rigid shin protection is highly recommended.

vi. Hands

- a) Gauntlets of at least 16 gauge mild steel or equivalent must be worn at all times during combat.
- b) Gauntlets may be of any design as long as full hand and wrist protection is achieved.
- c) Heavy leather gloves like welding gloves are required as a minimum for the inside of shields with steel hand guards including center boss shields.
- d) Cage-style hand guards that cover the hand and wrist must have no more than a three-quarter-inch (3/4") opening to preclude the requirement for a gauntlet.
- e) For shields without steel hand guards, gauntlets are required.
- f) Demi-gauntlets are allowed for the inside of shields only if the shield has built in hand protection such as a center boss.

Equivalents:

- 18-gauge stainless steel

5. Weapons: Wasters

All weapons must conform to the following guidelines and meet with the approval of the Marshal:

i. Wasters

- a) Shinai should be a minimum of eighteen (18) inches in blade length.
 - Must have all four (4) sides/slats.
 - Commercial martial arts supply weapons only. Modifications to commercial equipment are subject to the approval of the local marshal with emphasis on safety.
 - The forward sword edge shall be marked with red tape or red paint.
 - The back edge of sword shall be marked by the string (or red tape/paint as well).
 - Shinai's are treated as double edged weapons.
- b) Synthetic wasters will be allowed from approved manufactures, see appendix for examples. The use of synthetic wasters against shinai shall be allowed.

ii. Wasters Pole Arms

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- a) Consist of a length of PVC or wood that is relatively non-flexible, attached to the shinai.
- b) A wooden dowel may be inserted into the flexible PVC to stiffen it.
- c) The shinai must be attached such that there is no danger of it slipping out of the pole during combat.
- d) Variations to shinai pole weapons must be approved by the marshals and Crown.
- e) Seven-foot (7') maximum length.

iii. Cross-Guards

- a) Shall protrude no more than ten (10) inches from either side of the handle.
- b) Shall be rounded or padded such that they are no smaller than the end of the wasters.

iv. There are no thrusting weapons approved for wasters combat.

6. Weapons: Rapier

All weapons must conform to the following guidelines and meet with the approval of the Marshal and Crown.

i. Rapier Blades

- a) Nominal one-half-inch (1/2") width
- b) Blunted tips with dulled edges
- c) Blades must be purchased from a reputable dealer or forger (for safety and breakage reasons). No homemade blades are allowed.
- d) The overall weight of the sword is not to exceed 2.5 pounds.
- e) Metal swept hilts that protect the fingers from a slashing impact are highly recommended on rapiers, daggers and gauches.
- f) Blades must have a flex to them of at least four (4) inches. No stiffer blades will be allowed. Any blade that retains a sharp bend after being flexed must be permanently removed from the field. A slight bend over the length of the blade is acceptable. The acceptable method for testing flexibility:
 - Hold the weapon handle firmly to a table or counter such that the blade is horizontal to the floor with the flat facing the floor.
 - Hold a ruler to the tip at zero (0).
 - Hang a one-pound (1lb.) weight off the tip of the sword and measure the amount of deflection.

ii. Points

Points on blades must be blunted. Commercially blunted blades are allowable as long as the rubber blunt is permanently affixed to the blade and marked as in steps 2 and 3 for rapier. If the rapier tip is not factory blunted, the tip must be filed so as to no longer bear a point before a specially manufactured blunt can be applied for non-factory blunted blades. The only acceptable method for blunting a non-commercial blunted rapier blade is:

- a) Epoxy an empty bullet shell casing (9mm or .38 caliber) to the tip of the blade. Allow time for the epoxy to dry completely before continuing to the next step.
- b) Force a rubber rabbit blunt over the top of the shell casing.
- c) Completely cover the casing, blunt and tip with red tape (or a red "Kem-Dip" type paint).

iii. Dagger/Gauche Blades

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- a) Dagger or gauche blades must be no more than nineteen (19) inches long (measure from the ricasso), and tipped just like rapier blades.
- b) Thrusting blades must have reasonable flexibility of at least two-and one-half-inches (2 ½") and reasonable memory to allow for safety in thrusting. The acceptable method for testing flexibility is described above. Any blade that retains a sharp bend after being flexed must be permanently removed from the field. A slight bend over the length of the blade is acceptable.
- c) Non-flexible blades must have a rounded tip and are to be used for cutting or parrying only.

iv. There are no pole arms approved for rapier combat.

7. Weapons: Armored Combat

All weapons must conform to the following guidelines and meet with the approval of the Marshal and Ruling:

i. Swords and Daggers

- a) A Minimum of eighteen (18) inches blade length for slashing weapons (measured from the ricasso).
- b) Tips of swords shall be rounded such that they do not come to a chisel point and shall not protrude more than three-quarter-inch (¾") into the legal helm.
- c) Overall weight shall not exceed four (4) pounds for a single handed sword.
- d) Overall weight shall not exceed eight (8) pounds for a hand-a-half or two-handed sword.

ii. Other Single-handed Weapons

- a) The striking surface of all weapons must be metal.
- b) Overall weapon length is not to exceed thirty-six (36) inches.
- c) One-handed thrust only spears shall not exceed the maximum overall length of sixty (60) inches. A short pole-arm with a thrusting tip may be used one-handed for thrusting if it is no longer than 60 inches in length.
- d) Weight is not to exceed four (4) pounds overall, with a maximum head weight of two (2) pounds. Weigh the head by supporting the weapon in the middle and weighing the head end.
- e) Thrusting tips shall consist of no less than a one-and-one-inch (1.5") sphere, or one (1) inch flat surface, fixed to the end of the shaft or blade (a pipe cap on the end of a spear is also acceptable).
- f) Chopping edges (such as axe blade, mace, flanges, etc.) shall be no thinned that one-eighth-inch (1/8") and have no smaller curvature than a two-inch (2") diameter circle on the striking surface.
- g) Hooks shall have no smaller curvature than a one-inch (1") diameter circle and no less striking surface curvature than a chopping edge. Hooks shall not extend more than four (4) inches from the shaft.
- h) Hammer heads shall be no less than one (1) inch in diameter. Any square corners must be rounded so not to leave angular dents in an opponent's armor.
- i) Butt spikes must be identified and conform to the standards for thrusting tips.

iii. Pole Arms and Jousting Weapons

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- a) All pole weapons must have some kind of metal striking surface at one or both ends to be considered lethal to an armored combatant.
- b) Pole weapons may be constructed with any of the features described for single-handed weapons provided they confirm to the same dimensions.
- c) Pole weapons shall weigh no more than eight (8) pounds over all.
- d) Pole weapons weighing more than four (4) pounds overall may not be used one-handed for offense through they may be used for defense. However, a pole arm no longer than sixty (60) inches, with a legal thrusting tip, may be used one-handed for thrusting.
- e) Pole weapons shall not exceed the maximum overall length of one-hundred-twenty inches (120").

Although many kinds of weapons may be purchased and suitable for use in combat, homemade weapons are still allowed.

No hooks, points or striking surfaces shall protrude more than three-quarter-inch (3/4") into a legal helm. Undisguised aluminum weapons are not allowed.

8. Shields

Shields can be any historical shape so long as they do not exceed the specified outer dimensions listed below.

i. Maximum shield sizes

- a) War shields (wasters or armored)
 - Round – 42 inches in diameter.
 - Rectangular – (including Norman, square, oval, scutum, etc.) 48 inches tall by 36 inches wide measured across the front.
- b) Tournament shields (wasters or armored)
 - Round – 30 inches in diameter
 - Rectangular – (including heater, square, oval, etc.) 36 inches tall by 24 inches wide measured across the front.
- c) Rapier (also sometimes known as a buckler)
 - Round – 18 inches in diameter
 - Square – 16 inches in diameter

ii. Shield construction

- a) Paint or covered shields must be painted or may be covered with canvas or leather. (a single color is always acceptable.)
- b) Front opening shields may not have openings in the front except as specifically below.
- c) Wooden shields
 - Must be constructed of at least one-quarter-inch (1/4") plywood for wasters or rapier and one-half-inch (1/2") for armored.
 - The edges must be bound in leather or equivalent.
 - The edge of a shield must not be less than one-half-inch (1/2") thick. This is to prevent splintering or weapon breakage.
 - A wooden shield may be faced with a metal covering.

iii. Metal shields

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- a) May be used if the edges are rolled, rounded or covered by material, giving the shield edge one-half-inch (1/2") thickness.
 - b) Metal rapier bucklers are allowed to have a rolled or rounded edge of one-quarter-inch (1/4") thickness.
- iv. High-impact plastic
 - a) Maybe be used for wasters combat only.
 - b) Must be covered by canvas or leather.
 - c) Must be edged as described for wooden shields.
- v. Protrusions
 - a) Rounded bosses are acceptable protrusions.
 - b) Thrusting bucklers are allowed only if they comply with all requirements of shield construction, as well as single-handed thrusting-tipped weapons. These shield types may not be strapped or bound to the arm in any way.
 - c) Rounded bosses and thrusting bucklers (as described above) are the only allowable weapon-like protrusions on shields.
 - d) Shield protrusions may not be used for slashing.
- 9. Other defensive items
 - i. Other defensive items such as cloaks, mailed gauntlet, metal mug, etc. may be used for defense only. Practically anything can be used for defense so long as it does not pose a danger of being broken into sharp pieces during combat.
 - ii. Marshals are encouraged to use common sense in allowing odd items to be used in tournament or wars, with an eye towards authenticity and safety.
 - iii. Cloaks are not proof or armor against the striking blow. Any cut or thrust that strikes the combatant, even if it goes through the cloak first, still counts as a valid blow.
- 10. Banned Weapons List

This section lists the weapons that are banned. This list may increase over time. A weapon may be banned for safety, authenticity, or suitability reasons. All weapons on this list shall have a brief reason for their banishment.

 - i. Flails (Including Morning Stars)
 - ii. Butt-Mauls on Pole Arms
 - iii. Quarterstaff
 - iv. Wrist Immobilizing Weapons

H. Combat List Rules

1. Unsafe Weapons

A combatant may decline any challenge or the use of a particular weapon by him opponent, should the combatant deem the weapon unusually dangerous or unsafe. If the weapon is found to be unsafe by the marshal or Crown, or does not conform to the weapon standards set herein, then the weapon shall be removed from the arena and the combat may commence with a different choice of weapons. If the weapon is found to be safe and within Realms of History's specifications, the combat shall continue. If the combatant so chooses, he may forfeit the match rather than fight against that combatant or weapon.

2. Shield Use

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The Sergeant List combatants may only use shields for defensive purposes and may not rush, smash, or intentionally strike their opponent's body with it.

3. Knight's Combat

If the Knight's List combatants, age 18 or older, desire to conduct Knightly combat (shield bashing, grappling, etc.) they shall notify the marshals prior to the start of combat. The marshals shall make sure both combatants have agreed to Knightly combat. Forms of grappling to include grabbing an opponent's shield, arms, legs, torso, but not the helm. This is to avoid the possibility of having the helm accidentally removed or cause a neck injury. An opponent's weapon may be grasped by the hilt or haft, but never the blade. The forms of grappling shall be agreed upon by both combatants.

4. Calling Blows

Sergeant's and Knight's List – Determination of good blows should be made by the combatant receiving the blow.

5. Marshals

The marshal shall disallow any blow they determine to be delivered with excessive force, land with the flat of the blade or the haft of the weapon.

- i. If the marshal determines that either combatant is blatantly ignoring blows, the marshal shall first call a Hold and discuss any incidents with the combatant. If blows continue to be ignored, the marshal may step in and call blows for the combatant.
- ii. A combatant has the right to ask the arena marshals for a judgment of a particular blow, given or received.
- iii. The decision of the marshal is final.

6. Backing into a Boundary

A combatant may not back up into the boundaries of the area to escape attack. The combatant shall have two (2) warnings for backing into the boundary. The third infraction will be called dead.

7. Circling a Legged Opponent

A combatant on his feet may not circle around a "legged" opponent to gain an advantage. They must engage them from the front.

8. Death from Behind

A combatant may not strike an opponent from behind under any circumstances.

- i. Behind includes to the side of the opponent such that the opponent has no knowledge that the attacker is there.
- ii. The proper method for killing from behind is for the combatant to lay the flat or haft of the singlehanded weapon or place the shaft of a pole weapon on their opponent's shoulder and within his opponent's range of vision, and call out "Dead M'Lord/M'Lady". Statement must be uttered for this to be valid. This gives the combatant time to acknowledge being killed and imposes a reasonable amount of time it would take to really kill a person. Yelling "Dead!" is not sufficient.
- iii. Once a combatant is killed from behind, they may not cry out with the intent of informing the rest of the army of the enemy's presence.

9. Combatants on the Ground

- i. A combatant on the ground is defined as being prone with their back or sides touching the ground

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- ii. A combatant may be called "Dead on the Ground" if they are not being defended by another combatant capable of reaching the combatant attempting to kill the prone combatant on the ground.
- iii. A combatant on the ground may not attack from the prone position.

10. People allowed on the Field/Arena

- i. Only the combatants, marshals, water bearers, healers and unarmored squires are allowed on the field of combat/arena during a "Hold".
- ii. Only the combatants and marshals are allowed on the field during combat.

11. Marshals

Marshals have the right to judge blows to any combatant, calling them dead or wounded as appropriate.

I. Scoring

A scoring blow is any unobstructed blow (unblocked by a weapon, shield, etc.) which lands on a valid target area with the killing surface of a weapon.

1. Types of Scoring Blows

Scoring blows are considered to be of two types:

- i. Lethal – head, neck, or torso from the point of the shoulder inward, above the hip and downward into the groin area.
- ii. Disabling – Arms from the point of the shoulder to (but not including) the wrist, legs from the hips to (but not including) the knees. If struck on the hand or wrist that is not being used to hold a weapon or shield (or in the case of a Rapier, a mailed glove), the whole arm is lost. If the same limb is hit twice on the Sergeant's list or in armored combat, it will be counted as a killing blow.

2. Force of Blows

- i. A combatant may not deliver a blow of greater force than needed to insure it is felt by the opponent. Blows resulting in intentional injury will be subject to review and possible suspension from Combat by the Crown and maybe the Governing Council.
- ii. It is a reasonable belief that every combatant is capable of delivering an armor-piercing blow. The safety of the spectators shall not be risked in demonstrating this.
- iii. The marshal shall issue two (2) warnings for excessive force or unsafe behavior. The third infraction will result in the combatant's ejection from the event. A combatant being expelled from two consecutive events for excessive force or unsafe behavior can be banned from any further combat for three (3) months and must re-qualify prior participating again.
- iv. Blows intended for weapons or shields should be no greater than the force of blows intended for the body.
- v. Combatants who intentionally cause excessive damage to the equipment of his opponent(s) shall be removed from the event combat and shall have disciplinary action applied.

3. Non-target area

A combatant deliberately targeting non-target areas of an opponent's body will be warned two (2) times. A third time and the combatant can be subject to the discipline of excessive force.

4. Acknowledging Blows

- i. All combatants are on their honor to verbally, or visually acknowledge all blows fairly given and received.

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- ii. Punch-blocking – the act of extending the shield to meet an opponent's weapon is allowed.
- iii. Shield-hooking – the act of catching the edge of an opponent's shield with your shield to move it out of the way is allowed.
- iv. Shield edge – striking an opponent's body with the edge of the shield is NOT allowed.

5. Fighting when wounded

Combatants can continue fighting when "wounded" as they are considered to be heroic. A combatant who receives a blow to the:

- i. Arm – that arm becomes unusable and must be held behind the back for the remainder of the round of combat.
- ii. Leg or hip – the combatant must fight from his knees.
 - a) Combatants who fight from the knees may rise up from a sitting position.
 - b) A combatant having one "injured" leg may move about or pivot so long as the knee of the wounded limb remains in contact with the ground.
 - c) A combatant who has received wounds to both legs may not move or pivot on the ground. They may move themselves by using their hands or weapons.
 - d) There is no hopping on one leg.

6. Although the legal targets are listed here, it does not exclude the limiting of targets for a particular tournament or scenario. For example, if a particular tournament call for "Killing Blows Only" or "Head Shots Only", it would be allowed. Targets can be restricted so long as they do not conflict with the safety goals of this manual.

7. Types of Kills

- i. Lethal blow
- ii. Disarmament – A combatant with both arms disabled is considered killed. In the case of one combatant being disarmed and the other combatant killed, the disarmed combatant is considered the winner.
- iii. Double Kill – both combatants score lethal blows or disarmament simultaneously. Simultaneous is defined as having both blows already started by the time the first blow lands. This is considered a draw and the bout shall be fought until a combatant wins. No losses will be assigned for a double kill unless specifically stated as being part of the tournament.

8. Blocked Blows

- i. A weapon that has been blocked cannot cause injury to an opponent unless it disengages and changes direction prior to coming into contact with the opponent. For example, if a combatant throws a sword blow that is sword-blocked by his opponent and the combatant then pushes through the block to hit the opponent, the blow is not considered good since the initial force of the blow was removed when the sword block was made. However, if the combatant disengages the sword block and changes the angle of attack, the resulting unobstructed blow would be considered valid.
- ii. A weapon is sufficiently blocked when a block has noticeably decreased its momentum. A deflected blow may still be considered good if the deflection did not noticeably reduce its momentum.

9. Pommel Strikes

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Pommel strikes (in armored combat only) are not considered lethal unless both combatants agree to make it so.

10. Thrusting

- i. Thrusts with legal thrusting weapons are always considered unobstructed. When parried, these weapons automatically change line (or direction) making a new point of first contact even if the parrying device is still in contact with another part of the weapon.
- ii. The technique of pool-queuing (thrusting where the back of the hand is gripping the pole and the forward hand is allowing the pole to slide through the hand) is allowed in armored combat as long as the forward hand does not lose control of the pole.

11. Pole Weapons

- i. A combatant may not aim the pole weapon (over 5 feet) at an opponent and then let go of the pole with the forward hand while thrusting.
- ii. Shania pole weapons are non-thrusting weapons and must be gripped firmly with both hands when striking.

12. Draw Cuts

- i. Draw-cutting is defined as the practice of placing a blade on an opponent (usually after missing a thrust or having a weapon blocked) and drawing the blade to cut an opponent.
- ii. Draw-cuts are only allowed in Wasters Rapier combat.

J. List Field or War Battle Field Setup

1. The list field size for:

- i. Single combat shall be no smaller than fifteen (15) feet square with a fenced boundary. The recommended size is twenty-five (25) square feet with a fenced boundary. If no fencing is available for the list field, one of the below options may be utilized:
 - No smaller than thirty (30) square feet if surrounded by observers.
 - Penned in on three (3) sides by natural obstacles (trees, hedges, castle walls, etc.) Thirty (30) feet away from the nearest encampment.
- ii. A battlefield or melee field shall be no smaller than thirty (30) feet square. If more than six (6) combatants will be fighting at once, scale the size of the field accordingly larger. The size and shape of the field may be altered to fit a scenario so long as there is still an appropriate amount of space for an external area clear of spectators. The battlefield boundaries may also be defined by natural or geographic features as long as they are easily recognizable (such as trees, hedges, obvious pathways, etc.).

2. Fencing

The border of the list field shall be composed of at least one (1) strand of rope (minimum size 3/8"), strung at least thirty (30) inches high at posts. Posts that support two (2) strands of rope, one along the top and one in the middle are preferred. The lower strand assists in keeping small children from running into the list field. The top posts used to hold the list field rope must not end in a point that could cause injury if fallen upon.

3. External Border

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The list field must have an external area of at least five (5) feet out that is to be kept clear of tent ropes, spectators, equipment, etc. second set of ropes and poles is recommended, but not required. For multiple connected list fields, a five (5) foot border between the list fields is not necessary.

4. Hazards

Examine the inside of the list field for gopher holes, or sprinkler heads, filling holes if possible or moving the arena if the hazard cannot be avoided. Since most park sprinkler heads are flat and mostly flush with the ground, informing the combatants of where they are should be sufficient. A marshal can be assigned to warn combatants when they approach, if the hazard still cannot be avoided.

K. Marshaling Combat

1. Marshals

Qualified Marshals must be present for any and all combat be it sanctioned fighter practice, demonstration, tournament or war. Any member may choose to become a Qualified Marshal. A Marshal must have achieved the minimum qualification of participating on the Shania list and must have read and be familiar with the rules of combat and sign the waiver of acknowledgement.

i. Duties of the Marshal:

- a) Conduct armor and weapons safety checks.
- b) Qualify combatants prior to participation on the lists.
- c) Ensure safety, fairness and objectivity during combat.
- d) Listen to and help resolve appeals on calls.
- e) Watch carefully for timing of blows.
- f) Watch carefully for loss of blunts, broken weapons, broken armor or straps and excessive splintering of shield or hafts.
- g) Watch for injuries and signs of extreme exhaustion, marked by a combatant's inability to defend or attack effectively.
- h) Observe combatant behavior and correct as necessary.
 - Excessive force
 - Blatantly ignoring blows received
 - Loss of temper

2. Armor Check

The following is the method for conducting an armor inspection:

- i. The fully armored combatant (including helm) must report to the marshal for armor check.
- ii. Ensure all of the places that require rigid protection, based on type of combat, are covered. If leather is being used for rigid protection, make sure it hasn't gone soft.
- iii. Look for any unfastened buckles, loose ties, etc. Advise the combatant of them.
- iv. Ask if the combatant is wearing their groin protection. Do not physically check for it.
- v. Tell the combatant to tilt their head back and look up. Verify the throat and lower jaw is covered and no skin is showing. Examine any large openings in the Helm, measure any that appear larger than allowed.
- vi. Tell the combatant to tilt their head forward and verify the back of the head and neck are sufficiently covered. The cervical vertebrae can be found by running a hand down the neck from the back of the head. The first large bump is the cervical vertebrae.

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- vii. Place one arm behind the combatant's shoulder, use the other hand to press on the front of the helm to ensure that it doesn't bottom out on their face. It is acceptable for the tip of the nose to touch.
- viii. Hold the helm with both hands and pull up on the helm to ensure that it doesn't easily come off the head. Do not yank on the helm.
- ix. Check for undisguised plastic or aluminum and modern sports or military gear.
- x. Examine the shield for splinters and loose edging. If the combat type requires rigid hand protection, ensure the combatant has either a gauntlet or an adequate combination of shield hand guard and demi-gauntlet.
- xi. If the combatant smell of alcohol or appears to be inebriated in any way, ask them if they have had any alcohol or taken any medications prior to coming to the field, and remove them if they have.
- xii. When conducting an armor inspection, do not:
 - a) Test armor by hitting it with weapons.
 - b) Hit the combatant in the groin.
 - c) Yank on the helm.

Marshals shall inspect all weapons prior to allowing them to be used in combat. Armor and weapons that do not meet with the Marshals approval shall not be allowed in the List Field. It is recommended combatants consult with local marshals and Crowns before constructing or purchasing armor or weapons to be used in combat if you are unsure of their suitability. If the Crown or General of Combat deems a weapon or armor unsafe, even if it meets the minimum safety requirements, the marshal has the right to disallow it on the field.

A combatant may not enter the area of combat without:

- Having signed in for that event.
- Having passed inspection for minimum armor and weapons requirements.
- Taking the Sword Oath.

3. Lay-On

The command of "Lay-On" is the signal to commence combat.

4. Hold

The command of "Hold" stops all combat instantly. A scoring blow that was begun prior to the Hold being called is valid. A Hold may be called for any reason. A spectator may call a Hold for weapon or armor failure or an unsafe situation pertaining to the bystanders. During Hold:

- i. Combatants will freeze in place.
- ii. A hold is a stoppage in time. Combatants are not to discuss strategy or move about the combat area.
- iii. Dead combatants will leave the field.
- iv. Water Bearers may enter the List Field to provide water to combatants.

All non-combatants and marshals must leave the field prior to recommencing combat.

5. Spectators calling blows

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Spectators may not call out blows observed during combat. If the spectator feels the need to discuss the combat with the marshal, it can be done at completion of the combat.

6. No Combatant Can

- i. Thrust with weapons not meeting the requirement standards for thrusting.
- ii. Purposefully strike the hand at the break of the wrist or below unless the opponent is using the hand defensively (as in blocking a blow) or offensively (attempting to grab the opponent or their equipment).
- iii. Purposefully strike the leg at the knee or below.
- iv. Kick an opponent or his equipment.
- v. Strike at an opponent that they cannot clearly see, swinging blindly or flailing while falling are unsafe and unacceptable and can cause the combatant to be warned or dismissed from the area.
- vi. Strike an opponent, who is on the ground, but can call for the opponents surrender, or allow the opponent to regain his feet or wounded knee.
- vii. Strike from the ground if fallen.
- viii. Throw a sword or shield at an opponent.

7. Decisions of the Marshal

All combatants shall submit to the decisions of the marshals on the List Field, but may appeal to the Crown whose decision is final. A marshal may not rule on any dispute arising from a specific combat in which that officer was a combatant. The marshal must defer to another marshal or the Crown.

8. Calling Blows

Marshals shall allow the combatants a few seconds to accept a blow. If it goes unacknowledged, call a hold and ask the combatant that was hit if they felt the blow. Then inform them of where you observed the blow. Refrain from sounding judgmental. Also ask the opponent who threw the blow if he felt it landed appropriately.

9. Questioned Call

When a called point is questioned, a simple majority of marshals rule. If the majority did not see the blow, it doesn't count unless the receiving combatant accepts it. If neither the combatants nor marshals can make a clear determination of a winner, allow the combatants to step back and start over. "When in doubt, fight it out."

10. Announce the Winner

Once a bout is over, announce the winner of the point to the audience and begin the next bout when both combatants are ready. Once the round is completed, announce the winner of the round to the audience. Make sure the list person is notified of the outcome.

11. Marshal Positions

- i. Two marshals – if there are two (2) marshals in the field, they should be positioned opposite of each other with full view of both combatants.
- ii. Three marshals – if there are three (3) marshals in the field, take position where one is facing the other two (2) who are spread at a distance with full view of both combatants.
- iii. Four marshals – if there are four (4) marshals in the field, each one takes a position opposite the other covering all four sides.

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- iv. Five marshals – if there are five (5) marshals, there would be one staying stationary in each corner (assuming four corners) and one marshal who will circle the combatants. No more than five (5) marshals should be in the field at one time.
- v. Movement – If the combatants rotate around each other, make an effort to maintain positions short of running in circles around them.

12. Conflict Resolution

- i. All combatants shall submit to the decisions of the marshals.
 - a) A combatant may immediately appeal a marshal's ruling to the Crown presiding over the event whose decision is always final.
- ii. Combatants have the right to call their own blows. This does not limit or negate the ultimate authority of a marshal to call any legal blow not called by the combatants.
 - a) A marshal may stop combat and ask if a combatant felt any blow.
 - b) The marshal may ask the deliverer of the blow if they thought it was a legal shot.
 - c) The marshal may then decide whether to impose the call on the combatant.
- iii. Calls will be imposed if a simple majority of the presiding marshals saw the blow and deem it legal.
- iv. Marshals have the authority to dismiss combatants from the field (war, demonstration or tournament) for losing their temper or using vulgar or offensive language at any time.

13. Marshaling Wars

The General of Combat and Crowns are responsible for conducting wars and may appoint or employ any number of marshals to accomplish this task.

14. Number of Marshals

There must be at least two (2) authorized marshals to conduct a war and at least one (1) authorized marshal per every eight (8) combatants. If there are sixteen (16) combatants, there must be at least four (4) marshals.

15. Administration

The General of Combat will arrange, ahead of time, for someone to:

- i. Manage the water-bearing activities
- ii. Ensure there is a Healer near the battlefield
- iii. Keep track of the outcomes of battle

16. Staff

When on the field, all marshals shall have a staff of some kind that is at least six (6) feet long. Swords unsheathed or sheathed and pole weapon may not be used as marshaling staves.

17. War Combat

Combat for Wasters and rapier scenarios takes place at the Sergeants List. There is no "Knightly Combat" style of fighting to take place on the Sergeant's List. Armored combat always takes place on the Knights list.

- i. Scan the field – being that there are so many combatants on the field, don't spend too much time observing any one in particular (unless there is a specific reason to); continually scan the field for potential safety hazards or unsafe conditions.

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- ii. Be aware of the flow of battle – avoid being caught in the middle of the battle or being run over by combatants. It is up to you to avoid the combatants. Their field of vision is much more limited than yours.
- iii. Be aware of conditions for the success of the scenario – be prepared to stop the battle when the conditions are met. If the battle has a time limit, arrange a time keeper and a signal they will give to indicate when the time is up.
- iv. Allow dead combatants to remain on the field as long as it doesn't pose a safety hazard – it may be a tactical advantage to be a physical obstacle after being killed. If people start tripping on the dead people while advancing, call a hold and get the dead under foot removed from the field.
- v. Water the combatants – If a Hold is called and it is going to last more than a few minutes, call in the water bearers and squires to allow the combatants to get a drink. Once the problem that caused the Hold is resolved, tell the combatants to resume positions that they were in before and make sure that all water bearers and squires are off the field. Then resume the battle calling "Lay-on!"
- vi. Watch for combatants too close to the boundaries – Announce they are nearing the boundaries edge. Depending on the scenario, if the combatants cross the boundary, the marshal as the option of calling a Hold to move the combatants back from the boundary, or calling anyone who has crossed the boundary "dead". In some scenarios, the boundary of the field is meant to be a cliff, or crossing the boundary would put the combatants too close to the spectators.

18. Rules of Engagement

- i. If a combatant is in a line of combatants facing another line of combatants, he is engaging with all combatants in the opposing line; anyone can attack anyone in the other line even if they are not looking in the attacker's direction.
- ii. If a combatant engages another combatant, those two combatants remain engaged until they are no longer within weapons reach of each other. Therefore, a combatant cannot engage someone, then turn their back and not expect to be hit. If a combatant manages to run, back to his opponent, out of weapons reach, the normal rules for killing from behind come into effect if the attacker then catches up with the fleeing combatant.
- iii. Anyone swinging at a combatant lying on the ground shall be ejected from the field for that scenario.
- iv. Anyone ejected from two scenarios in one day will be removed from combat for the rest of the event.
- v. Combatants engaged in a discussion or taking instruction from a marshal during the battle should not be struck, allow him to continue fighting and explain why to his attacker if necessary.
- vi. One the scenario has ended, loudly announce the winner. Make sure someone is tracking the points.
- vii. Allow the combatants' time to get water prior to calling them back for the next scenario.

19. Combat List Field

- i. The marshal of the field shall take note of those assisted in setting up the field and those who marshaled so they may receive credit for their contributions.

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- ii. Prior to the end of the event, the marshals shall police the battlefield for trash, discarded items, water bottles, weapons, etc. Take any items of value to the Crown's encampment, or the designated lost and found area.

L. Combat Demonstrations

Demonstration "Demo's" are the most effective way of bringing in new members and displaying what Realms of History is about. It is most important to keep in mind the public's point of view when participating in a demo. Above all, participants should make every effort to familiarize the public with what is occurring during combat to avoid an inaccurate perception of what our group is about. This is much more interaction between combatants and involvement with the public than in the average tournament or war. Because of this, the marshaling is different as well.

1. Marshaling Demonstrations

- i. Some kind of time schedule should be developed by the Crown or Administrator of the event in conjunction with the facility or event coordinators. This schedule should be made available prior to the day of the demo. If the demo is at a fair or an all-day event, post a schedule for combat for the public to see. The schedule should include:
 - a) When to arrive
 - b) When to start armoring up
 - c) How long the demo will last
- ii. Lay out an area as described for a tournament. If the demo is taking place indoors, make sure the ceiling, light fixtures, etc. are out of weapons reach.
- iii. There must be at least one (1) authorized marshal and two assisting marshals in the list field while combat is taking place. More emphasis should be placed on watching the perimeter during the demo than a tournament since there are typically more spectators unfamiliar with the potential dangers. If there is room, have small melees with two (2) or three (3) man teams. Have a least one (1) marshal for every two (2) combatants.

2. Interaction with the public;

Encourage the public to ask questions. This is a good chance to tell people why you like doing this. Combatants who are not fighting are encouraged to stand amongst the spectators and explain what is happening during combat.

3. Acknowledge the blows loudly and clearly.

Combatants should acknowledge blows received loud enough for the spectators to hear. If the combatants do not acknowledge their own blows, the marshals should do so, especially in a demo situation. Avoid non-acknowledgement of blows to extend the combat as it confuses the audience. Instead, purposefully throw blows that can be easily blocked for an exchange or two before getting into a more competitive fight. For example, two combatants may work out that they will make two passes before starting the real match.

4. Announce the combat.

Always have a field herald announce who is fighting, what the conditions for combat are (counted blows to the death, etc.) before the combat begins. If the spectators know what to expect, they will enjoy and understand the combat better. If a victor is determined, have the herald announce who won.

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5. Combatant behavior.

Allow the combatants to issue challenges. Combatants who are fighting are encouraged to issue loud challenges, praise your opponent's prowess, wax poetic about the honor of your lady, to add a little atmosphere to the demo. Think of yourself as actors in a movie and play rather than just combatants on the field.

If non-life threatening injuries are incurred during the demo, move the injured party from the List Field and away from public view. It doesn't give a good impression to the public to see our people lying around supposedly injured.

The use of excessive force is strictly forbidden in any type of combat.

Section IV Trades and Crafts

The purpose for Trades and Crafts is to promote learning through research and shared information. We strive to recreate items that were made during Realm's time period. This ranges from cooking, alchemy, bards/song, playing period instruments, and poetry, brewing, candle and soap making, armor and weapon construction, chainmail, clothing, shoes, animal husbandry, leather work and much, much more.

A. Craftsmaster and Deputy Responsibilities

1. Direct, instruct and train judges, scribes and artisans; promote and oversee Trades and Crafts at events.
2. Review all entries and documentation prior to the start of judging to ensure the entry is within the correct time period. If the documentation does not provide enough support for the entry:
3. The Craftsmaster should confer with the judges and Crown(s) to make final determination on the entry's acceptability.
4. If the entry is found to be unacceptable for this event, return it to the artisan and give an explanation and offer assistance to make it acceptable if possible, for the next event.
5. Ensure there are judges available to review and judge all entries at the event.
6. Oversee the judging
7. Ensure that judges are supplied with the forms and equipment necessary to perform the task.
8. Be available to the judges should any questions or issues arise. But give the judges space to do their scoring.
9. Collect and tally all judging sheets.
10. After entries are judged, collect the judging sheets, confirm all points are tallied correctly and all comments are constructive and positive prior to giving them to the artisan.
11. Prepare Thank You sheets and notify the Crown's herald or crier of any tournament wins for announcement during court.
12. Upon completion of judging and scoring ensure the return of the entry, all documentation and scoring sheets back to the artisan and answer any questions they may have.
13. Record the participation, points and wins associated with the entries and turn them in to the deputy of rolls or the Crown(s) at the end of the event.
14. Announce all Trades and Crafts entries in closing court and encourage artisans to bring their entry into court to show the populace. It may interest someone enough to try the project themselves.
15. Bring any issues to the Crown(s) that cannot be resolved by you.
16. Ensure there are at least two (2) collegiums per year on Trades and Crafts, one (1) must be on documentation and judging techniques.

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Preparing a Project for Judging

1. Sources

- i. Primary Source identifies an art or item existing in our time period of history. An exact or reputable credible source or reproduction of the artifact itself is acceptable. It can be a photocopy, facsimile, picture, or passage from a credible book. A photocopy of a painting created within the Realm's time period can be referenced as a primary source taking into consideration the clothing represented, such as, a painting of the Madonna wearing late Medieval clothing, the artist is historical, but the contents of the painting are not historically represented. Also acceptable are photocopies of the original historical item from museums or archeological dig articles, catalogs and books. *It does not include translations, transcriptions, redactions or relative evaluations on the topic. A photo of a reproduced gown from a magazine is not a primary source.* An exact or faithful reproduction of a piece, i.e. Recipe translation.
- ii. Secondary Source is any source description or explanation about an event or subject in history that was produced after that time period has passed. Aside from a textbook, the most commonly assigned secondary source is a scholarly monograph - a volume on a specific subject in the past, written by an expert
- iii. Other sources are considered Tertiary sources and are used strictly for informational purposes such a description, explanation, or discussion based on research and correlation to the Primary Source, such as commonly used discussions or papers provided by other re-enactment organizations which are well researched but cannot be used as a Primary or Secondary Source, but for informational purposes.

2. Group entry

- i. Is one that uses more than one person to present an entry, such as a play, a bard, or feast. Documentation provided must specify the number of participants and each participant must submit their own documentation for judging. A judge must be assigned per each participant.

3. Documentation

- i. All documentation must be in writing, preferably three (3) copies provided to the Craftmaster for the judging.
- ii. Documentation needs to show the project was made and used during Realm's time period. Just because it was made and used during a previous period of time, doesn't necessarily mean it was used during Realm's time period.
- iii. Documentation needs to provide information regarding the Who, What, Where, When, How and Why's of the entry.
- iv. Photo copies of extent items should be included in documentation to show that the entry existed. You can obtain these through the internet, encyclopedias (*but watch what they note as the source. Not everything in a dictionary or encyclopedia is accurate.*) This can also be done through use of photo copied paintings. *You can find all kinds of things in paintings of the time period if looking hard in the backgrounds.*
- v. Books can be used as resource information. You can bring your books to the event for the judges review and mark the pages with markers so they don't have to search the entire book to find the information; or make photo copies of the pages you used as supporting information, but make sure if you do that, to make a copy of the book cover also so the judges know what book it comes from.
- vi. If the supporting information is obtained from the internet, make sure you note the site you obtained the information from. The judges may later want to visit the site themselves or verify the information you provided.

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Remember, this is a learning tool. The judges and others learn from your work also.

4. Functionality
 - i. Entries must clearly show functionality; can it be worn, consumed/eaten, properly used or performed for its stated purpose, or it does not work.
5. Difficulty and Craftsmanship
 - i. The Artisan's craftsmanship weighs heavily for the entry, as it was in the time period. Better craftsmanship obtained better trade worth and, or monetary value.
 - ii. Complexity should be gauged by the artisan on the amount of work it took to make the entry.
 - iii. Complexity should be gauged by the artisan by the number of different procedures used in completing the entry.
 - iv. Complexity should be gauged by the artisan by the number of components involved or attached to the entry. *i.e. an Elizabethan Gown with Detachable sleeves, Forepart, underskirt, Chemise; multiple parts making up the entire entry.*
6. Substitutions
 - i. The following is a list of generally allowed substitutions; and a list of some that are not allowed when working historical projects for points. We are recreating historical items and though some substitutions may be acceptable in one mind, they may not be in another. If in question, speak with the Craftsman.
 - ii. Allowed
 - a) Substitution of fabric in creating clothing, banners, etc., is acceptable as long as they provide the historical look and feel.
 - b) Glues of any sort are acceptable for period equivalent.
 - c) Ply wood in place of boards is acceptable according to the project.
 - d) Cotton or polyester thread is acceptable in place of silk, linen or wool.
 - e) An in house oven is acceptable for the historical clay or brick oven. Cooking on the kitchen stove is acceptable for cooking over an open pit or fire.
 - f) Aluminum chainmail rings are acceptable depending on the use of the project, not acceptable for combat use in Realms.
 - g) Many modern day cooking ingredients.
 - h) Tools used to create a project *i.e.* hole punch and grommets, sewing machine, electric turn table for pottery, electric saw, belt sander, etc. are acceptable unless making the item during an event.
 - i) Store bought fabric dyes, embroidery markers or tempera paints.
 - iii. Not allowed
 - a) Stretch polyester, gabardine, stretch cotton (T-shirt material), Lycra spandex, etc. do not provide a historical looking affect.
 - b) Zippers in clothing are not acceptable even when hidden.

Remember to use common sense when looking at substitutions and make sure that every substitution is listed and explained in the documentation for the project entered.

7. Masterpiece
 - i. A Masterpiece entry is awarded when the artisan has 'mastered' the recreation of a historical art, item or project. The entry's documentation should show a greater knowledge and understanding

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of the historical piece. The actual piece must show the artisan has 'mastered' the skill to reproduce the art.

- ii. The artisan must show they have mastered the same techniques or processes in producing the piece.
- iii. Substitutions are allowed, but documentation must clearly provide why they were used and must show an understanding of the historical techniques and materials.
- iv. The documentation must clearly identify what time period materials were used and what processes used in the time period, whether the artisan used them or not.
- v. Two primary, indisputable resource and two supporting resources must be included to achieve a Masterpiece.
- vi. The artisan must be able to answer all questions regarding their entry.
- vii. The thirty (30) points must be obtained without inclusion of bonus points.
- viii. All the Judges must agree that the entry deserves a Master Piece Award.
- ix. Note: It is recommended that the Craftmaster retain a copy of the Masterpiece's entry documentation, with the artisan's permission, to be maintained in a designated place. They will build over time and allow others to see what was submitted, know where to go with inquiries and to get ideas on projects to make.

Event Lists

At tournaments, Trades and Crafts may be submitted for participation towards knighthood. There is no competition against others unless otherwise dictated by the Craftmaster before the date of the event, such as themed events. When entries are submitted, a list is prepared and judges obtained.

1. There may be two lists:
 - i. Apprentice List - is for non-knights participation.
 - ii. Journeyman & Master's List - is dedicated to aspiring journeyman, and knight competitors.
2. List Awards
 - i. A Masterpiece score is a total of thirty (30) points or higher.
 - ii. A Journeyman & Master's List win scores a total of twenty (20) points or higher.
 - iii. An Apprentice List win scores a total of sixteen (16) points or higher.
 - iv. As long as an entry is deemed historical, each artisan will receive a participation point.
 - v. Journeymen and Masters are more knowledgeable and require a minimum score of sixteen (16) to obtain a participation point.
3. Re-Judging of an entry
 - i. If an artisan is not satisfied with the score received they may ask for a re-judge. A re-judging of the entry must occur before closing court, do not wait till the last minute to return the score sheets to the artisan. The Craftmaster must locate three (3) different judges to judge the entry.
4. Juveniles participating in the lists will be judged on Apprentice list.
 - i. Juvenile participation is ages twelve and under.
 - ii. Children's participation in wars will be counted towards the Apprentice points.
 - iii. It is encouraged that children participating in the lists should receive a token for participating.
 - iv. The recommendation is a solid colored cord or leather thong and one bead. For each Trades and Crafts list the child participates in, they accrue a bead. Encourage them to hold on to this cord so they can track their participations.
5. Prizes may be awarded as the Crown(s) and Craftmaster see appropriate.

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Score Guidelines

Scoring Points may be awarded – 19 Points Total without Bonus Points

1. Documentation (total 9 points)
 - i. Documentation clearly defines the entry with the: who, what, when, where, why and how.
 - ii. References and resources are clearly presented and justify the entry's time period, location, culture and uses.
 - iii. References and resources include a Primary and/or Secondary Sources.
 - iv. The entry is unquestionably consistent with the correct time and geographical location of the time period.
 - v. Artisan shows through their documentation they clearly understand the difference between their entry and the original piece.
 - vi. The entry has several aspects or components that correspond and represent the time period and original idea of the item being recreated.
2. Materials & Aesthetics (total 4 points)
 - i. References and resources are clearly presented and justify the entry's time period aesthetics and materials used.
 - ii. There are not too many substitutions from the original historical item being recreated, and all substitutions must be identified and explained as to why they were used.
 - iii. The entry resembles the historical item in the appearance and texture, taste and consistency, materials used, design, function, and appropriate proportion for the period equivalent, style recreated for that particular period of time.
 - iv. The entry's substitutions do not detract too much from the overall project.
 - v. Bonus Points may be awarded to Materials & Aesthetics category, a maximum total of 2 bonus points overall in this category.
3. Processes and Techniques (total 2 points)
 - i. There may be a reasonable amount of mixture, of historical and modern day processes or techniques, used to complete the entry still maintaining a reasonable facsimile of the historical piece.
 - ii. The entry is done with mostly historical techniques and materials.
 - iii. The Artisan shows 3-4 different techniques, components, or elements to create the historical entry.
 - iv. References and resources are clearly presented and justify the entry's historical techniques and processes.
 - v. Any modern processes and/or techniques used are clearly documented and explained as to why they were used.
 - vi. Bonus Points may be awarded to Processes and Techniques category, a maximum total of 3 bonus points overall in this category.
4. Craftsmanship & Functionality (total 2 Points)
 - i. The entry performs its historical function (1).
 - ii. The materials used are functional (1).
 - iii. All parts of the entry represent the time period and original idea of the item recreated, producing a totally period looking entry.
5. Difficulty/Complexity (total 2 points)
 - i. The difficulty of the piece is documented and rated by the artisan.
 - ii. The completed project/entry is of the type a Master could be expected to make.
 - iii. The overall craftsmanship of the entry is unusual and deemed difficult in techniques used to complete it.

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- iv. The Artisan clearly shows the entry took a lot of practice to obtain the skill level for the piece recreated.
 - v. The entry shows average skill level and or practice for the project.
 - vi. Bonus points may be awarded to Difficulty/Complexity category, a maximum total of 3 bonus points overall in this category.
6. Masterpiece (total 11 points)
- i. The artisan must show they have mastered the same techniques or processes in producing the piece.
 - ii. Substitutions are allowed, but documentation must clearly provide why they were used and must show an understanding of the historical techniques and materials.
 - iii. The documentation must clearly identify what historical materials were used and what processes used in that period, whether the artisan used them or not.
 - iv. Two primary overall, indisputable sources and two supporting sources must be included to achieve a Masterpiece.
 - v. The thirty (30) points must be obtained without inclusion of bonus points.
 - vi. All the Judges must agree that the entry deserves a Masterpiece award.

Note: It is recommended that the Craftmaster retain a copy of the Masterpiece entry documentation, if the Artisan agrees to it, to be maintained in a designated place. They will build over time and allow others to see what was submitted, know where to go with inquiries and to get ideas on projects to make.

Trades and Crafts at War

Wars are treated like regular tournaments; however, wars require four (4) judges per entry. Wars are usually associated with a prize of sorts. A fourth judge is used so that any extremely low or high score can be removed from the tally allowing the average to still be with the three (3) closest scores.

- 1. Trades and Crafts announcement must be made in opening court:
 - i. Where and when entries may be turned in, and the cut off time to submit an entry to the Trades and Crafts war list.
 - ii. When judging will begin.
 - iii. At least one entry must be submitted to accrue Trades and Crafts war points.
 - iv. If the entry is a play, musical, bard, or feast requiring more than one person's participation, the Craftmaster must set up a specific time with the artisans and judges to ensure the entry is judged in its entirety by all.
 - v. Points shall be split between armies in case of a tie.
 - vi. War participants may enter up to two (2) entries for the list.
 - vii. Artisans are encouraged to judge during wars, but no more than fifty percent (50%) of the entries unless there are not enough judges to complete the task.
 - viii. Any scores with a stretch of four (4) or more points will be reviewed and if necessary, a convening of the judges to discuss and possibly amend the scores. If scores are amended, the judge must initial that they agreed to the change. If agreement cannot be reached by the convening of said judges, a new group of judges will be formed and the entry re-judged.
- 2. War points allocation
 - i. One for the highest score in the Apprentice's list.
 - ii. One for highest score in the Journeymen & Master's list.
 - iii. One for the Trades and Crafts Championship.
- 3. The Craftmaster must return all entries, documentation and score sheets back to the artisan an hour before closing court is scheduled. This is to allow for artisans to request re-judging if necessary.
- 4. Four different judges will need to be used for this purpose.

Tenets of the Realm

5. The Craftmaster will compile the score sheets, tally war points and prepare to give an accounting during closing court.
6. The Craftmaster will call out each artisan's name as having participated in the lists. Have them stand and be recognized for their efforts.
7. The Craftmaster will call into closing court artisans who receive Masterpiece awards for their entries encouraging them to bring their entry into court for viewing.

Complaints and Appeals

1. If the artisan or judge has an issue with the proceedings whether it be with the judges, the entry, the way the entry was judged or the final scores; the issue shall be brought to the Craftmaster prior to the end of the event.
2. The Craftmaster will consult with the parties involved and seek resolution to the matter.
3. Appeals can be made to the Crown(s) if a resolution is not agreed upon. The Crown(s) is the final word on the matter.

Trades and Crafts Forms:

- Documentation Sheet
- List Evaluation Sheet
- Thank You Form

Section V Minister Service

1. Creation of Offices – The crowns or ruling nobles may create service offices, temporary or otherwise as needed for the efficient running of the chapter within the Realms of History. The King and Queen shall be made aware of the ministers for each chapter by written notification.
 - A list of ministers from each Principality will be submitted to the Board of Directors annually on, or before January 1st. This list shall contain the name of each chapter and the names and contact information for each minister.
2. Minister Service – ministers serve at the request of the crowns or ruling nobles and are responsible directly to those who placed them in the office. Ministers will provide monthly reports to the Prince and Princess.
3. The Prince and/or Princess will provide a quarterly report to the King and Queen.
4. Requirements to hold an Office – All ministers must hold an active participating membership for the duration of their term in office. Members under the age of eighteen (18) may not hold an office.

For complete details on the responsibilities and duties of each office see the corresponding section of the Tenets of the Realm.

Deputy Treasurer:

Shall maintain the chapter's ledger, receipt book and receipts in a secure place.

Deputy Rolls:

Will collect and review all event paperwork to be forwarded to the Realms Rolls officer.

General of Archery:

Tenets of the Realm

Will manage and oversee the principality archery tournaments and war shoots.

Healer:

Will oversee the health and safety of all participants at events.

Pursuivant:

Will be the herald for all principality events, record notes from courts, handle submission of arms, and manage estate rosters.

General of Combat:

Will be responsible for managing and overseeing all combat within the Principality, qualifying combatants and marshals.

Deputy Chancellor:

Responsible for receiving and investigating complaints of injustice or wrong doing within the chapter, receiving local inquiries on the Bylaws and Tenets of the Realm or nominations, and manages all voting processes for the principality.

Deputy Craftsmaster:

Responsible for promoting and overseeing the Trades and Crafts at events.

Section VI Office of Rolls

To be released soon.

Section VII Healer's Office

The Healer's Office shall be responsible for the coordination of all First Aid and general health welfare at sanctioned events. All chapters are required to have someone responsible for the Office of Healer. It is recommended that the Healer and deputies have First Aid Training.

- The Chapter's Healer is responsible for the aid to the populace in whatever manner they need. Confirm water is available and water bearers are present and ready to aid the populace, combatants and archers.
- Do not force anyone to accept treatment, especially medications. In the capacity as a Realms of History Healer you are not a doctor, you do not know what allergies you may unknowingly provoke into a dangerous reaction.
- If a member's injury obviously requires more than basic first aid, the member must be referred to urgent care or family physician. The Healer shall not render any further treatment then to sustain them till they can get to urgent care. In case of emergency dial 911.

Good Samaritan Laws cover those who render aid in good faith, however, not to those who go beyond that for which they are authorized and trained. Be smart and know when to call for help.

A. Duties

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1. Maintain a first aid kit and coordinate a first aid station at all events. An area should be set aside as the Healer's station within view of, and clearly accessible to all event participants.
2. Members may volunteer any pertinent information regarding health condition that may aid any mundane emergency personnel in case of an accident or injury.
3. This information shall be kept in sealed envelope with the member's game and mundane name on the outside and located in an accessible place in the member's on site belongings. **This information shall remain in a sealed envelope and turned over to emergency personnel only, when necessary.**
4. Maintain a log of all incidents regardless of severity or not and provide it monthly to the Ruling Noble of the Chapter.

B. Deputies to the Healer

1. Must be prepared to assume the duties and responsibilities of the Healer in their absence.
2. Assist the Healer in the performance of their duties.
3. Provide water to ensure the populace's hydration to safeguard their well-being.

C. First Aid Kits

The following items are suggested, but not required contents for the average First Aid Kit:

4 Absorbent Compress Dressings	25 Adhesive Bandages (assorted sizes)
2 Adhesive Cloth Tape	Antibiotic Ointment Packets
Antiseptic Wipe Packets	1 Breathing Barrier (with 1 way valve)
2 Instant Cold Compress	4 pair of Non-latex Gloves
Hydrocortisone Ointment Packets	Scissors
Roller Bandages	Sterile Gauze Pads
2 triangular bandages	Tweezers
First aid instruction booklet	Sunburn Lotion & Sunblock (unscented)
Antibiotic Cream	Snake Bite/Bee Sting kits
• Cotton Swabs & Balls	

Section VIII Heraldic Arms

Heraldry can be confusing and difficult to understand. Therefore we try to make it easy. Remember the more simple your heraldic arms, the easier it is to recreate.

- A member's heraldry moves with their chapter membership. Where the member goes, so does the heraldry unless it is registered to the chapter, i.e. an estate, honor or event heraldry.
- A member can hold up to four (4) personal different heraldic arms(devices).
- If a member leaves the Realms of History, the registered heraldry is put in archive for up to three (3) years pending the return of the member. If there is no return, the registered heraldry is released.
- Heraldic arms already registered with another Re-enactment Organization may submit it within Realms of History to be accepted as long as it does not conflict with any existing approved heraldry.

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A. DO'S AND DON'TS

- i. No modern day heraldic arms, figures or symbols may be used.
- ii. Nothing that already has a copyright may be used.
- iii. Letters, numbers and names are not authorized on heraldry.
- iv. No derogatory, obscene expressions or figures will be accepted. (*Remember this is a family organization*).
- v. Armor pieces as charges are allowed as long as they can be documented as having existed and used in our time period.
- vi. Mythical Creatures and symbols may be used as long as they can be documented as having existed and used in our time period, see Appendix.
- vii. Monsters can be used if there is documentation that they were used during our time period. If used, they should appear in the period style, see Appendix.
- viii. Two-four (2-4) charges may be used on your Heraldic arms if they are on a split or quartered background or field.
- ix. No single fieldless charge can be approved for personal heraldry.

B. Registration Process

- i. Images of prospective heraldry must be clear and concise and on the appropriate form when submitted by the member.
- ii. The local herald deputy will review submitted heraldic arms for duplications or similarities with others registered in the Realms of History.
- iii. The local herald deputy will check the web listing for possible conflicts. If there is no conflict with another registered heraldry, the herald will forward on to the Sovereign of Arms.
- iv. The Sovereign of Arms will review and either approve or return for revision.
- v. Once approved the Sovereign of Arms will maintain a copy of the heraldic arms.

C. Colors/Metals

Must be historical to time period. No other variations will be accepted.

i. Historical colors and metals and the most basic of historical meanings:

- **Or: yellow or gold** – Generosity and elevation of the mind.
- **Argent: white or silver** - Peace and sincerity.
- **Sable: black** - Constancy, sometimes grief.
- **Azure: blue** - Loyalty and truth.
- **Gules: red** –Warrior or martyr, Military strength and magnanimity.
- **Vert: green** - Hope, joy and sometimes loyalty in love.
- **Purple: purple** - Royal majesty, sovereignty and justice.
- **Tenne: tawny** (orange-brown) - Worthy ambition.
- **Murray: sanguine**(blood red) - Not hasty in battle, patient, and yet victorious.

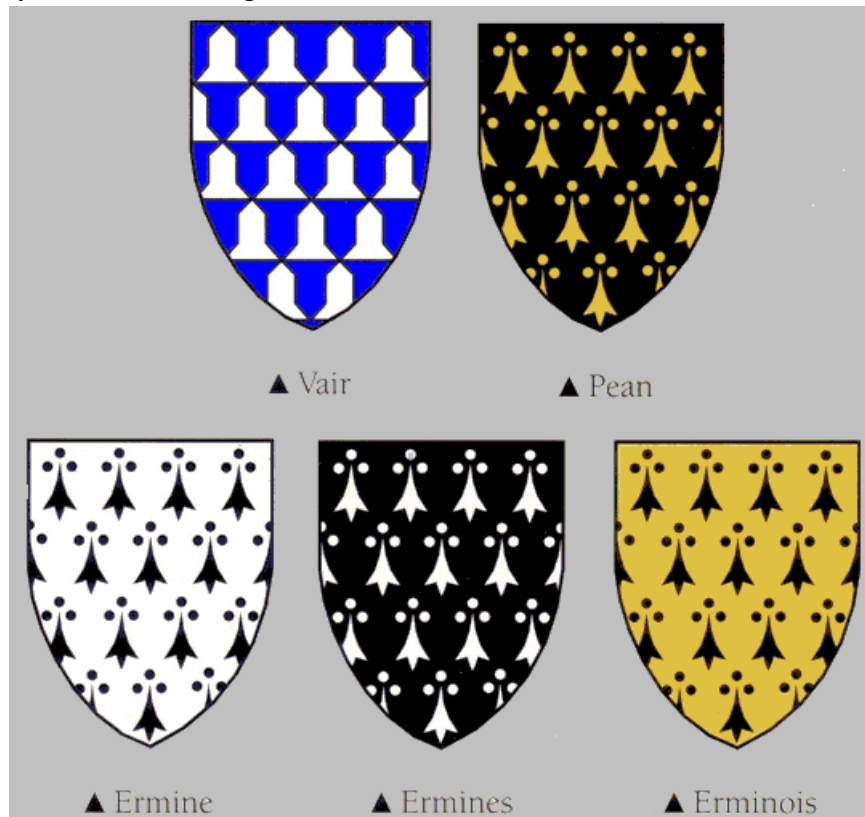
Tenets of the Realm



iii. Placing Metal on Metal is not acceptable.

A. Backgrounds

- i. Plaids and irregular strips are not acceptable for backgrounds.
- ii. Furs may be used as backgrounds. Such as:



Ermine – White with black spots.

Ermines – Black with white spots.

Pean – Black with gold spots.

Vair – Blue and white bell-shaped objects.

Tenets of the Realm

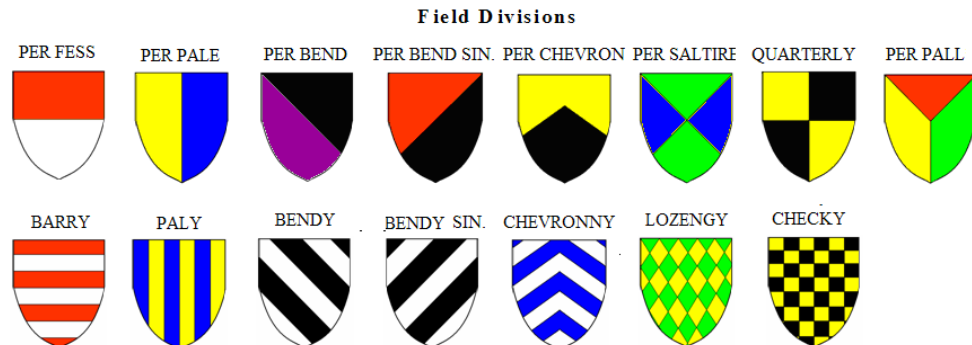
- iii. If you decide a field less (white) background is for you, any figure or charge you put on it must be one piece, not divided in any way i.e. crescent moon over a sword, a rose over a quill, arrow over a bow or quiver, etc.

B. Conflicts

- i. Heraldic arms may be returned due to a conflict with an existing approved heraldry.
 - Contact with the approved heraldry owner and agreement on one (1) specific change is authorized as long as the Sovereign of Arms is notified that permission has been granted to approve it so the appropriate notations can be made.
 - Any heraldic arms returned due to a conflict with another approved heraldry must be changed to show two (2) points of difference from the arms approved. Then it can be resubmitted. I.e. Background and/or Charge change is acceptable.

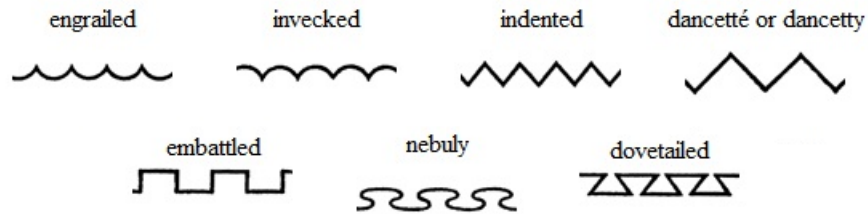
C. Terms

- i. Proper: is the term used for the charges; a Lion, Bear, Sword, Goblet, Flower, Tree, Moon, Bird, etc. (See Appendix for Images and historical meanings)
 - If the charge is a color by nature, you can put it on color as long as it is an approved color.
- ii. Tudor Rose: may be used as a single charge or layered with another charge.
- iii. The Fleur-de-Lis in gold is for the use of Crowns or Successful Crowns. The Fleur-de-Lis in silver is for the use of Prince or Princesses. This does not apply to the Croix-Fleury.
- iv. Layering of charges is acceptable up to two (2) charges and not more.
- v. Field Divisions
 - Per-pale; per-fess; per-saltire : the charge is divided in color, divided in half whether be straight up and down, across or diagonal and made in two different colors
 - Quarterly: a charge is divided in quarters by two different colors. Examples:
 - Partitions and Dividing Lines: A background or field may be partitioned or divided using stripes, or sectioning off as in the examples:



- vi. Heraldic Lines

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Nebulee or Nebuly - Clouds or Air

Engrailed and Invecked - Earth or land.

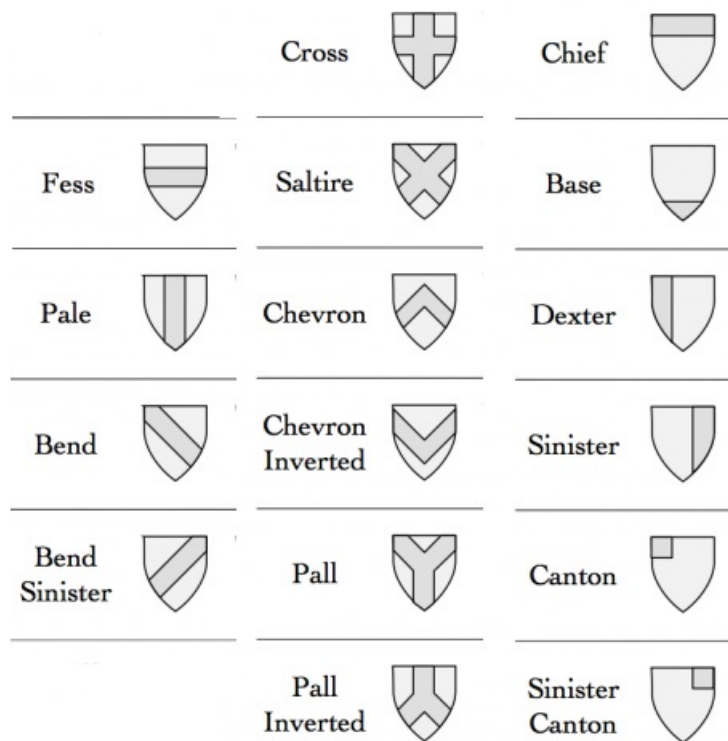
Indented - Fire.

Ragulee or Raguly - Difficulties which have been encountered.

Embattled - Fire or the walls of a fortress or town.

Dovetailed – Unknown.

vii. Ordinaries



Chief - Top one-third of the shield; signifies dominion and authority; often granted as a special reward for prudence and wisdom or successful command in war.

Cross – Faith; service in the Crusades

Chevron - Protection; Builders or others who have accomplished some work of faithful service

Pale - Military strength and fortitude. **Palet** - Same as Pale.

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Pall or Shakefork – Unknown.

Pile- Represents large pieces of wood used in building bridges; engineering skills, builder; May represent a pennon or flag.

Canton - Bearing of honor. When borne charged, it often contains some special symbols granted by the sovereign in reward for the performance of eminent service.

Quarter - Bearing of honor. Similar to the Canton.

Bend - Scarf or shield suspender of a knight commander; signifies defense or protection.

Saltire – Resolution (St. Andrew's Cross)

Gyron - Unity.

Section IX Regalia

To be released soon.

Section X Policy on Religion

To be released soon.

Section XI Justice Courts

To be released soon.

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Section XII Forms

All forms available as separate documents in the Library section of the website.

Event Roster Sample

Chapter: _____	Event Title/Location: _____
Event Date: _____	Crown(s): _____

RELEASE OF LIABILITY: I, the undersigned, do hereby state that I understand I will be participating in activities within the organization known as Realms of History. I understand that all activities and participation is VOLUNTARY and that I am not required to participate in any discipline while at a Realms sponsored event. This does not include public events where participation is required as part of my attendance. I agree to abide and adhere to the Bylaws and Tenets of the Realm, understanding that some of these may restrict particular activities I can participate in. I understand that participating in any Realms activity can possibly be dangerous or harmful to my person and, or my personal property and that Realms does not provide personal or property damage insurance coverage to its members. I am responsible for my own safety and release from liability, agree to indemnify and hold harmless Realms, and any Realms agent, officer or Realms employee acting within the scope of their duties, for any injury to my person or damage to my property, as a result of participating at any event. I acknowledge that Realms of History makes no representations or claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by Realms that it may hold a sanctioned event on. This Release of Liability is binding upon myself, successors in interest, and/or any person(s) who may think to sue on my behalf as a result of any injury or property damage.

Mundane Name					Mundane Signature					Personna Name					Notes				
T&C's					Craft					D / I Archery					S / K				
A / J&M / NJ																			
Mundane Name					Mundane Signature					Personna Name					Notes				
T&C's					Craft					D / I Archery					S / K				
A / J&M / NJ																			
Mundane Name					Mundane Signature					Personna Name					Notes				
T&C's					Craft					D / I Archery					S / K				
A / J&M / NJ																			
Mundane Name					Mundane Signature					Personna Name					Notes				
T&C's					Craft					D / I Archery					S / K				
A / J&M / NJ																			
Mundane Name					Mundane Signature					Personna Name					Notes				
T&C's					Craft					D / I Archery					S / K				
A / J&M / NJ																			

Trades & Crafts score is the average total, mark Win/MP which ever is received. Archery scores are total score of the shoot. Combat Win mark as RW

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Path to Knighthood Sample
To be released soon.

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Archery List Sample

Archery List

Event Title/Location: _____									
Event Date: _____									
Chapter: _____									
Range Master(s): _____				List Keeper: _____					
	Name	List	Equip Inspect	Round 1	Round 2	Round 3	Round 4	Round 5	WIN
1		B / H							
2		B / H							
3		B / H							
4		B / H							
5		B / H							
6		B / H							
7		B / H							
8		B / H							
9		B / H							
10		B / H							
11		B / H							
12		B / H							
13		B / H							
14		B / H							
15		B / H							
16		B / H							
17		B / H							
18		B / H							
19		B / H							
20		B / H							

Tenets of the Realm

Combat Qualifications Tracking Sheet Sample

Combat and Marshal Qualification

Chapter: _____

General of Combat: _____

Beginning Date: _____

Ending Date: _____

I, the below signed member, do hereby acknowledge I have read and understand the rules of Combat and Marshaling.
I do hereby acknowledge my responsibility in that if I fail to adhere to these rules, I understand my privilege of participating in combat and being a marshal may be revoked by the Crown of my chapter upon recommendation of the General of Combat. Revocation of combat privilege can be up to one (1) year.

	Member's Legal Name Last - First	Persona	Member's Signature	Qualification and Date				General of Combat Signature
				Waister	Rapier	Armored	Marshal	
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								

Tenets of the Realm

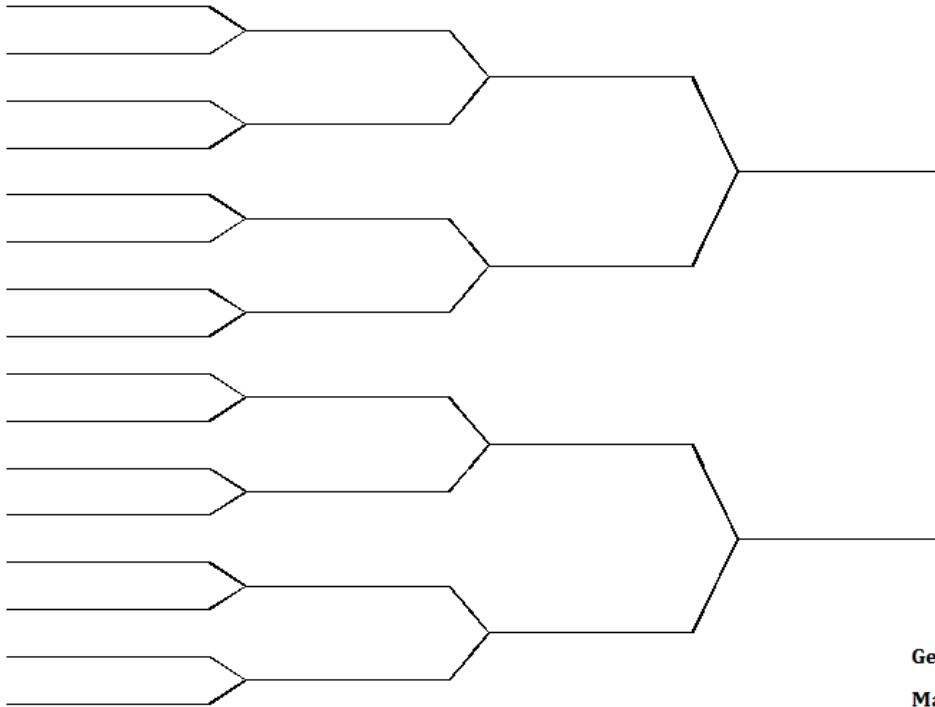
Combat List Tree Sample

Realms of History Combat Tree List

Event Title/Location: _____

Event Date: _____

Chapter: _____



General of Combat: _____

Marshal(s): _____

Tenets of the Realm

Trades and Crafts Documentation Sheet Sample

Trades and Crafts Documentation Sheet

This sheet is provided as a guideline for documentation; it is highly recommended to use this sheet for every entry. If you need extra room, you can attach a separate sheet of paper.

Chapter: _____ **Date:** _____

☐ Journey & Master's List

☐ Apprentice List

☐ Masterpiece

Name of entry: _____

Time period/date of the entry: _____ Country of Origin: _____

1. Give a general description of your project. _____

2. Document the historical relevance of your project. Who? What? Where? When? Why? How? Cite examples.

3. What materials and equipment did you used? Explain what substitutions you used. Tell what would have been used and why you chose to make those substitutions. Do the substitutions provide a period effect?

Document the period materials that were used. _____

4. How did you make your project? What techniques did you use? Explain any modern vs. period techniques used. Document how it would have been made. _____

5. Were the materials difficult to work with? Explain why. Did you need to learn a new skill or technique?

6. Explain the artistic relevance of your project. (i.e. style, color, taste, belief, etc.) How does it show a proper period aesthetic? Are the design elements and style appropriate and correct to a single period or geographical area? _____

8. Are the finishing and decorative details appropriate and correct to a single period or geographical area?

9. How does the entry function with respect to its historical purpose? Explain. _____

10. Are the choices of materials appropriate to the historical function? Explain how. _____

11. References/Sources: (Put your bibliography here): _____

Tenets of the Realm

Trades and Crafts Judging Form Sample

Trades and Crafts Judging Form

List Score Sheet _____ Apprentice _____ Journeyman & Masters

Artisan's Name:		Date of Entry:
Title of Entry:		Time Period of Entry:

Category	Points	Comments
Documentation <i>1 pt each</i>	9	Comments:
Date	_____	
Origin	_____	
Description	_____	
Use By	_____	
Used How	_____	
Secondary Source _____	_____	
Primary Source <i>3 pts</i> _____	_____	
Materials & Aesthetics <i>1 pt each</i>	4	Comments:
Materials Used _____	_____	
Substitutions _____	_____	
Proper Period Aesthetic	_____	
Correct to the Period or Area	_____	
Bonus:	Bonus	
Pictures of Materials used <i>1 pt</i>	_____	
Pictures of Substitutions used <i>1 pt</i>	_____	
Processes & Techniques <i>1 pt each</i>	2	Comments:
Period Techniques	_____	
Modern Techniques	_____	
Bonus: Pictures of project in progress with explanations <i>3pt max</i>	Bonus	
Craftsmanship & Functionality <i>1 pt each</i>	2	Comments:
Performs Historical Function	_____	
Materials Functional	_____	
Difficulty/Complexity <i>1 pt each</i>	2	Comments:
Difficulty Rating	_____	
Rating Explanation	_____	
Bonus: Pictures of failed attempts at project with explanations <i>3 pts max</i>	Bonus	
Masterpiece Requested _____	11	Comments:
Masterpiece requires:		
2 Primary Sources <i>3 pts each</i> _____	_____	
2 Secondary Sources <i>1 pt each</i> _____	_____	
Authentic Looking at 1 foot <i>1pt</i>	_____	
Percentage of Period Tools <i>1pt</i>	_____	
Percentage of Period Techniques <i>1pt</i>	_____	
Total		Judge's Signature:

Tenets of the Realm

Trades and Crafts Thank You Sample

THANK YOU

ARTISAN NAME: _____

PROJECT NAME: _____

We thank you for sharing your skill and information with us. Attached is your Documentation and Score Sheets.

If you have any questions or concerns about your scores or comments, please bring these back to the Craftsmaster as soon as possible. *You can request a re-evaluation of the judging.*

Event :

Tournament _____

War _____

List:

Apprentice _____

Journeyman/Knight _____

Point Award:

Participation _____

Tourney Win _____

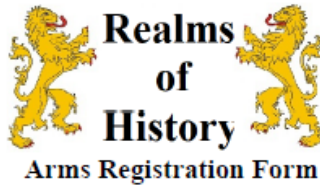
War Point _____

Masterpiece _____

Craftsmaster Signature: _____ Date: _____

Tenets of the Realm

Heraldic Arms Registration Sample



Mundane Name: _____

Game Name: _____

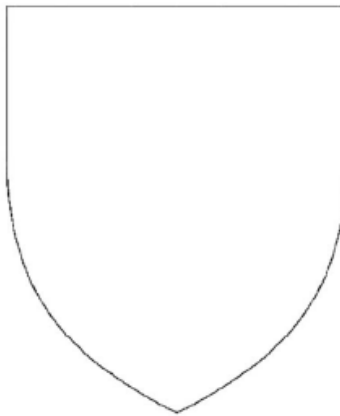
Principality: _____ Date: _____

Registered to: (Circle One) Person Estate (If Estate, Name of Estate): _____

Type of Device: (Circle One) Banner Badge Other (If other, explain) _____

Registered with Another Organization: YES NO (If yes, what group) _____

Blazon: _____



Internal Use Only

Date Processed: _____ Conflict: NO YES (If Yes, why) _____

Registered: YES NO Returned YES NO (if Yes, why) _____

Member Notified: YES NO (if No, why) _____

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Tenets of the Realm

Glossary

Arm Guard – a strap or sheath of stiff leather, or other rigid material that is placed over the inside of the forearm to protect it from bow string release snaps.

Baron and Baroness – The ruling nobles of an estate known as a Barony, consisting of 30 or more people, responsible to the Prince and Princess of the Principality.

Barony - an estate of thirty (30) members or more within a Principality chapter.

Battle Field – the designated area for war combat. Must have clear defined borders.

Bevor – a separate or built in steel augmentation to a helm that protects the chin and throat of the wearer.

Blunt – a) not sharp; b) required process of adding a rubber blunt to the tip of a weapon for increased safety; c) the blunted tip used on a sword to increase safety.

Boiled leather – a technique for finishing leather that strengthens it and makes it rigid sometimes called *cuirbouilli*.

Boss – a bowl shaped hand guard mounted in the center of a shield.

Brigandine – body armor made from small plates riveted or laced into the inside of a leather or heavy cloth cote. It may or may not have half sleeves but usually provides top of the shoulder protection.

Buckler – a small, round shield 6 – 8 inches in diameter, gripped in the fist.

Budget – BoD Treasurer drafts up and presents a budget for income and expenditures annually to the Board of Directors for review and approval.

Buff cote – a type of body protection made of light animal hide.

Bull's Eye – the center of the archery target.

Butt maul – a banned weapon: a wooden hammer with a mace head attached (ball or club protruding spikes).

Camail – or *Aventail* is a throat, neck, and shoulders protection made of flexible chain or leather that is suspended from the helmet.

Chain-mail – a flexible armor of small metal rings linked together in a pattern to form a mesh.

Charging – rushing full-speed toward an opponent.

Closed Cell Foam – stiff, resilient foam similar to sleeping pads.

Cote of mail – an armored coat made of metal scales, or chain mail.

Coif - A hood made of chain or quilted material that covers the neck from the chin to below the top of the breastbone, most of the tops of the shoulders, and back of the neck.

Count and Countess – The ruling nobles of an estate known as a County, consisting of 50 or more members, responsible to the Prince and Princess of the Principality.

County - an estate of fifty (50) members or more within a Principality chapter.

Cop - A single piece of dished armor used to cover a joint such as an elbow, knee, or the point of the shoulder.

Craftsmaster – The minister for Trades and Crafts.

Crown – Refers to the sovereign King and Queen of the Realm or the Prince and/or Princess of a Principality.

Death from behind - The only way a combatant may be “killed” from behind involves a specific procedure.

Dead on the ground - A phrase used to describe a combatant who has fallen and been called dead by an opponent.

Demi-gauntlet - A partial gauntlet that only covers the back of the hand, upper thumb and wrist.

Demonstration – Refers to a class given by members of Realms of History, or a school, fair, church, etc. event demonstrating the historical life skills of our time period.

Draw Length – the distance measured from the handle of the bow to the point where the arrow is nocked when drawn, measured in inches.

Draw Weight – the force, measured in pounds, required to pull the bow string to its draw length. Bows usually have this information printed on the bow near the handle.

Duchy – an estate of seventy-five (75) members or more within a Principality chapter.

Tenets of the Realm

Duke and Duchess – The ruling nobles of an estate known as a Duchy, consisting of 75 or more members, responsible to the Prince and Princess of the Principality.

Effect Weapons – novelty missiles, such as simulated animal parts, usually with no real damaging ability.

Elimination, Single or Double - A tournament list where each combatant is eliminated from the tournament after losing a single or double round.

Event Roster - Before anyone may participate in a Realms event, they must sign the event roster with the list-keeper at the beginning of the event. These sign-in sheets contain the required waiver and are used to create any list trees, and to award participation points for those who participate.

Excessive force - Using too much power to deliver the blow.

Flail - A banned weapon that has a wooden handle at the end of which a stouter and shorter stick is hung so it swings freely.

Finger Gloves – a partial glove that only covers the first three fingers with leather protection from being scraped by the bow string.

Finger Tabs – a piece of leather that covers the first three fingers, protecting them from being scraped by the bow string.

Fletching – the 'feathers' attached to the end of an arrow opposite the tip that stabilize the arrow in flight.

Gambeson - A padded defensive jacket, worn as armour separately, or combined with mail or plate armour. Within Realms of History it is a coat made of several layers of heavy batting, covered by a heavy broadcloth or trigger material.

Gauntlet - A protective glove used as a piece of armour that protects the entire hand.

General of Combat – The head marshal designated by the Ruling Noble of the area.

General of Combat's kit - Contains all the necessary items required to measure weapons, qualify combatants, and do minor adjustments or repairs if necessary.

Gorget– A piece of armor protecting the throat, neck protection covers the front, sides, and back of the neck. They have a bib to cover the clavicle, throat down to below the top of the breast bone, and cervical vertebrae of the wearer. The neck protection must be capable of preventing a thrust from coming up under the gorget and impacting the larynx. They can be made of leather and augmented with plastic or metal plates as dictated by the armor requirements.

Governing Council – Refers to the governing Board of Directors and the Privy Council responsible for the administration and finances of the Realms of History.

Grappling- Includes grabbing an opponent's shield, arms, legs, torso (but not the helm). Allowed only on the Knight's List when both combatants agree to it, and notify the marshals, before combat begins.

Haft - Shaft of a pole weapon or one-handed weapon that is not part of the handle or striking/killing surface of the weapon.

Hamlet – the smallest estate within a chapter, consisting of 5 members.

Hauberk - A shirt of chain mail worn as defensive armor from the 12th to the 14th century.

Hold - This phrase signals an immediate halt to combat. It is the same as "Freeze".

King– Refers to the crown of Realms of History. Co-ruler to the Queen; presiding over special events, holding courts and bestowing honorary titles to the masses.

Knight – A person who has earned the noble rank of Knighthood through their honor and deeds, sworn to uphold the values of faith, loyalty, courage, and honor; those virtues known as chivalry.

Knightly combat - A form of combat where those of appropriate age can compete and demonstrate a more physical form of combat, using means other than sword and shield. Includes shield-bashing, grappling. Allowed only on the Knight's List when both combatants agree to it, and notify the marshals, before combat begins.

Knight's List - This more advanced level of combat is open to Sergeant-level and higher, and consists of combat with Rapier combat type weapons and various armored combat type weapons.

Lay-on- This phrase signals the start of combat.

Tenets of the Realm

Liability waiver - A participant acknowledges that Realms of History is not liable for any injury or damage that might result from their participation in Realms of History events. This standard waiver is included on the membership form, but is also included on the event roster and is required for participation in Realms of History activities for members and all guests, including combat.

Light-density Foam – foam weighing up to ½ pound per cubic foot.

List Field - The designated area in which combat or archery will be conducted. Must have clearly defined borders and clear area.

Lord/Lady Constable – The ruling nobles of a Parish (state), responsible directly to the Realm's King and Queen.

Lord/Lady Mayor – A ruling noble of an estate known as a Village consisting of 15 members or more, responsible to the Prince and Princess of the Principality.

Lord/Lady Sheriff – A ruling noble of an estate known as a Hamlet consisting of 5 members or more, responsible to the Prince and Princess of the Principality or the Lord/Lady Constable of the Parish.

Mantlet- Large war shields that can be rolled around on the field to be used as defense mechanisms against projectile weapons such as arrows. Smaller than a Pavise.

Marshal - Marshals conduct armor and weapons checks, have authority on the field. Marshals are the safety officers of the Realm. General of Combats oversee other marshals on a local level.

Medium-density Foam – foam weighing between ½ and 4 pounds per cubic foot.

Member in Good Standing – Refers to a member who has paid their annual membership and is afforded all privileges and rights towards advancement.

Member not in Good Standing – Refers to a member who has not paid their annual membership and is not eligible to accrue points towards knighthood.

Knight General of Combat - The combat logistics officers of Realms of History, who is responsible for tracking all combat qualifications in the Realm and organizing combat for tournaments and wars when necessary.

Nock – the notch in the end of the arrow that attaches to the bowstring. It may be a separate piece glued to the end of the arrow or cut into the wooden shaft.

Nock Locator – a small metal ring which is attached to the bow string to indicate where the nock should be attached for firing.

Officers – The following are official officers of the Realms of History's Board of Directors; President, Vice President and Treasurer.

Official Publication – Refers to publication and announcement of local events, Governing Council and Privy Council Meeting Minutes; Tenet changes; and automated newsletters (if applicable).

Open-cell Foam – light, sponge like foam, such as upholstery or pillow foam.

Parish - Refers to the state/chapter of the Realm. The Parish is ruled by a Lord or Lady Constable.

Pas d'Armes- A form of tournament from late 14th century Europe, in which challenges play an important role in determining who shall fight each round. Winners are often chosen by a gallery of spectators, rather than counting the number of good blows.

Pauldrons- Rigid leather or steel plate armor that covers the top and sides of the shoulder and includes lames that cover the top of the upper arm larger than spaulders.

Pavise– A large convex shield of European origin used to protect the entire body. This war shield can be carried around on the field to be used as defenses against projectile weapons such as arrows. Larger than a manlet.

Peer – Refers to every member regardless of persona, title or rank.

Personal Protection - Part of armor specifically intended to protect the groin area (on both men and women) and breasts (on women)

Pile – the metal tip of the arrow.

Plate - A garment worn as armor, made of overlapping pieces of flat, thin material (usually metal).

Tenets of the Realm

Pool-cueing - Thrusting where the back hand is gripping the pole and the forward hand is allowing the pole to slide through the hand. Allowed in armored combat as long as the forward hand does not lose control of the pole.

Prince and Princess – The ruling nobles of a Principality (state), responsible directly to the Realm's King and Queen.

Principality – Refers to the state/chapter of the Realm. The Principality is ruled by a Prince and or Princess.

Privacy – Each member of the Realms of History should know that their membership is a matter of public record, but no other mundane information shall be released without express consent of the member involved.

Punch-blocking - Extending the shield to meet an opponent's weapon.

Pursuivant - Is the deputy to the Sovereign of Arms

PVC - Fairly rigid plastic material (polyvinyl chloride) commonly used to make hafts which are used in shinai pole arms.

Queen – Refers to the crown of Realms of History. Co-ruler to the King; presiding over special events, holding courts and bestowing honorary titles to the masses.

Qualification - A combatant must be qualified by the General of Combat in the type of combat and weapon-style in order to participate in that style of combat.

Quiver – a container that holds arrows, bolts or darts usually with the fletchings exposed, that can hang from the belt or be strapped across the back.

Range Master – the administrator of archery responsible for the running, conduct and safety of the archery part of tournament.

Rapier – A type of weapon used to simulate rapiers. These are heavier than an epee or foil. A style of rapier combat intended to depict late rapier swordplay involving both thrusting and slashing.

Realm – refers to the entire Realms of History organization nationwide.

Ricasso- The unsharpened length of blade just above the guard or handle on a knife, dagger, or sword just above the guard and before the start of the "sharpened" edge.

Rigid material - Any inflexible material that can withstand a sharp impact without shattering such as 18-gauge stainless steel, T6 aluminum, high impact plastic, etc.

Round robin - A tournament list where each combatant will fight every other combatant once.

Rubber blunt - See Blunt

Ruling Noble – refers to the ruler of the state chapter either at the Principality level or below.

Scale - A garment of worn as armor, made of overlapping pieces of flat, thin material (usually leather).

Semi-rigid material - Any somewhat flexible material such as 6 oz. leather or several layers of quilted, heavy canvas.

Shield-bashing - Rushing or intentionally striking their opponent only with the flat of the shield. Allowed only on the Knight's List when both combatants agree to it, and notify the marshals, before combat begins.

Shield-hooking - Catching the edge of an opponent's shield with your shield to move it out of position.

Shinai– A practice sword used in martial arts. It is made from four (4) slats of bamboo, shaped so they fit together into a round sword, and held together with leather bindings and grip. Shinai's are readily available at martial arts supply stores and usually come in blade lengths from 34 to 39 inches. Shinai short sword blades are around 18 inches in length.

Spaulder- Rigid leather or steel plate armor that covers the point of the shoulder and includes lames that cover the upper arm.

Staff - A pole at least 6' long, used by the marshals.

Sword oath - Before a combatant may enter the list or battle field, they must participate in the sword oath.

Synthetic – A practice sword used in historical European martial arts.

Three-weapons mask - A standard type of fencing mask used as protection against foils, épées and sabres in historical European martial arts.

Thrust -A type of blow delivered straight on (think of throwing darts, or a one-handed pool cue)

Tenets of the Realm

Village - an estate of fifteen (15) members or more within a Principality chapter.

Waster - An introductory style of combat involving the use of shinai or synthetics (slash only, no thrusting) for Realms of History.

Waster's List - This introductory level of combat is open to Yeomen and Guardsmen, and consists of combat with waster weapons and rapier bladed weapons.

Wisby cote - Body armor from the Battle of Wisby in 1361. It is made from large plates riveted onto the inside of a leather or heavy cloth vest. It provides torso and some top of the shoulder protection. It is a little less flexible than brigandine, but is better protection against impacts.

Appendix

Combat Appendix

Coming Soon will be located in the Library on the website.

Heraldic Arms Appendix

Located in the Library on the website.