



**CALONTIR
ARMORED COMBAT
CALON CON MEETING**

June 29th, 2024



01. **WELCOME**
officers, Chain of Command

02. **MARSHAL GENERAL INFORMATION**
Authorizations, MiT Training, Etc.

03. **ACTIVE MARSHALING**
Authorizations, MiT Training, Etc.

04. **SIEGE COMBAT INFORMATION**

05. **UPCOMING CHANGES AND
UPDATES**

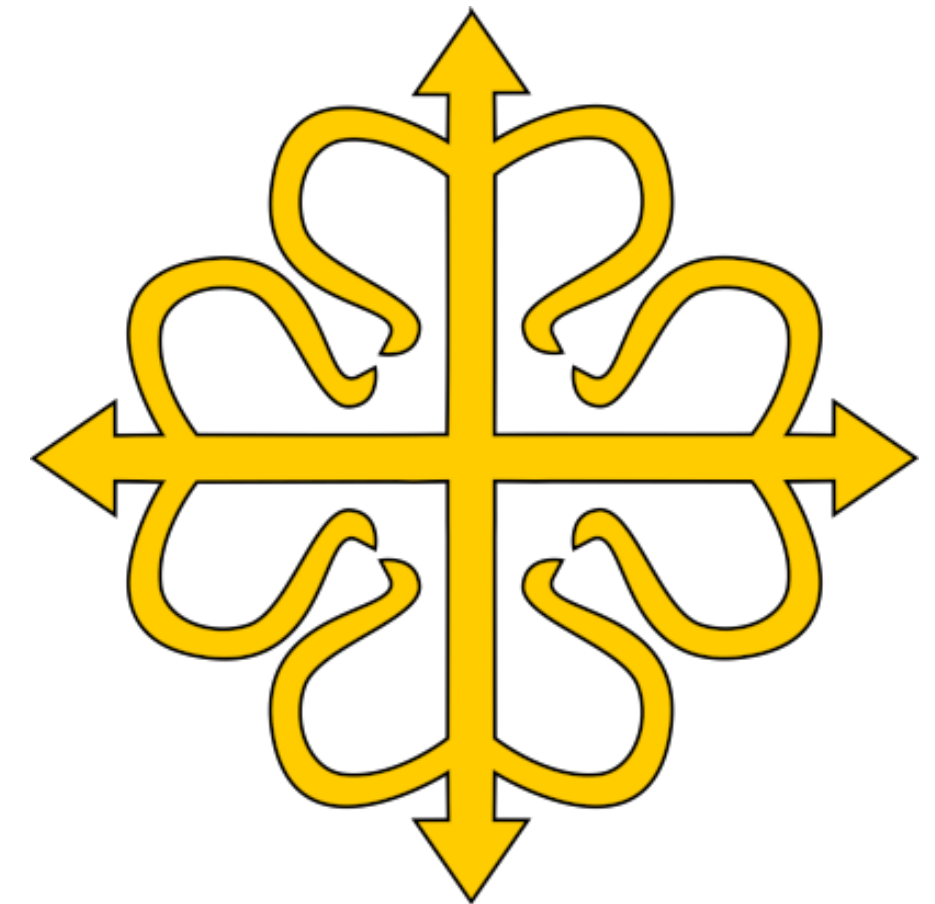


TABLE OF CONTENTS



01.

WELCOME!

Kingdom Armored Combat Officer - Allison of Forgotten Sea

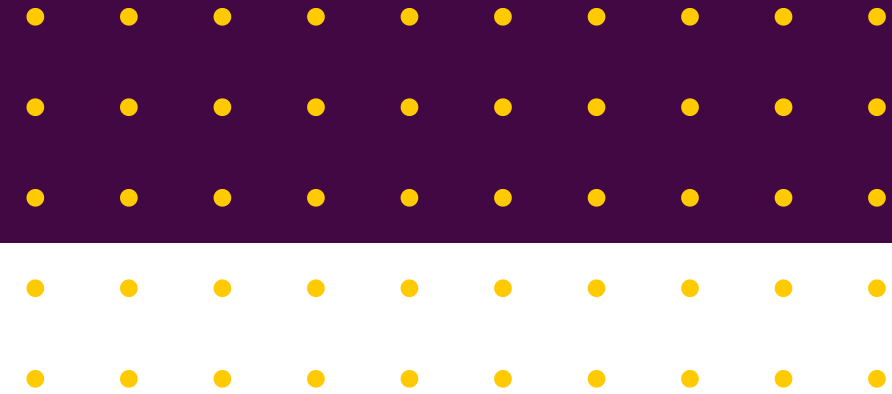
Kingdom Earl Marshal - Jurgen Weiter von Landstuhl

Kingdom Siege Officer - Morgana McDermott



02.

MARSHAL GENERAL INFORMATION



GENERAL MARSHAL INFORMATION

Things to remember:

It is traditional in Calontir that weapons be limited to 6' in length in tournament combat. This tradition may be waived by the Marshal-In-Charge in the case of specialized tournaments, but this must be announced in advance.

It is traditional in Calontir that all Combatants fighting in Calontir Crown Tournament must be able to span the widest part of their shield with their extended arm. (i.e., Across the center of a round shield, or from the bottom corner to the top edge of a heater shield.) One corner/edge is placed in the armpit of the combatant, and they must be able to grasp the other corner/edge of the shield. This tradition may be waived by the Crown.

AUTHORIZATIONS

The Kingdom of Calontir currently has the following separate authorizations:

- **Weapon & Shield:** Weapon & Shield shall be the first authorization system for all fighters in Calontir. After this, additional authorizations and their order are up to the individual. This authorization also covers using a one-handed thrust. This authorization also covers weapon & offside weapon combat.
- **Two-Handed Weapons:** This authorization covers the use of all two-handed weapons 7.5' and below. This authorization also covers using a two-handed thrust.
- **Spear:** This is in reference to 9 ft. spears. The Spear authorization within the Kingdom of Calontir is fought using a fiberglass spear in a controlled (static) 1-on-1 melee situation. As with all thrusting weapons, the authorizing fighter needs to demonstrate an ability to safely thrust to his opponent's face and body. Due to the nature of pultruded fiberglass, the fighter should show that he can adequately throw killing blows without excessive force.
- **Combat Archery:** This authorization is for the use of pull bow and crossbow archery in combat.
- **Siege Weapon:** This authorization is for the crewing and use of siege weapons.
- **Marshal:** This grants an individual a basic marshal's authorization. This is not the same as being a "warranted" marshal.

ACKNOWLEDGEMENT OF BLOWS

- Thrusts to the side, top, and back of the head are not allowed. However, if a fighter is seen continuously “turning” his head to the side, in order to take a thrust on the side of the helm, instead of on the face plate, this is deemed to be illegal target substitution and can result in the offender’s “death”. The side of the head shall be considered from the ears back. This means the “FACE” is from the ears forward and also includes the throat.
- The throat is to be considered an extension of the face for purposes of thrust calibration.
- No blows may be dealt with the non-striking edges of any weapons. This includes basket hilts, quillions, hafts, and pommels.
- Auxiliary weapons (backup weapons) are not meant to act as extra defense. A blow that strikes an auxiliary weapon should be dealt with as if the auxiliary weapon did not exist. If an auxiliary weapon is carried in such a manner that it interferes with the fighter's ability to feel blows, it must be removed.

ARMORED COMBAT ARMOR REQUIREMENTS - CALONTIR

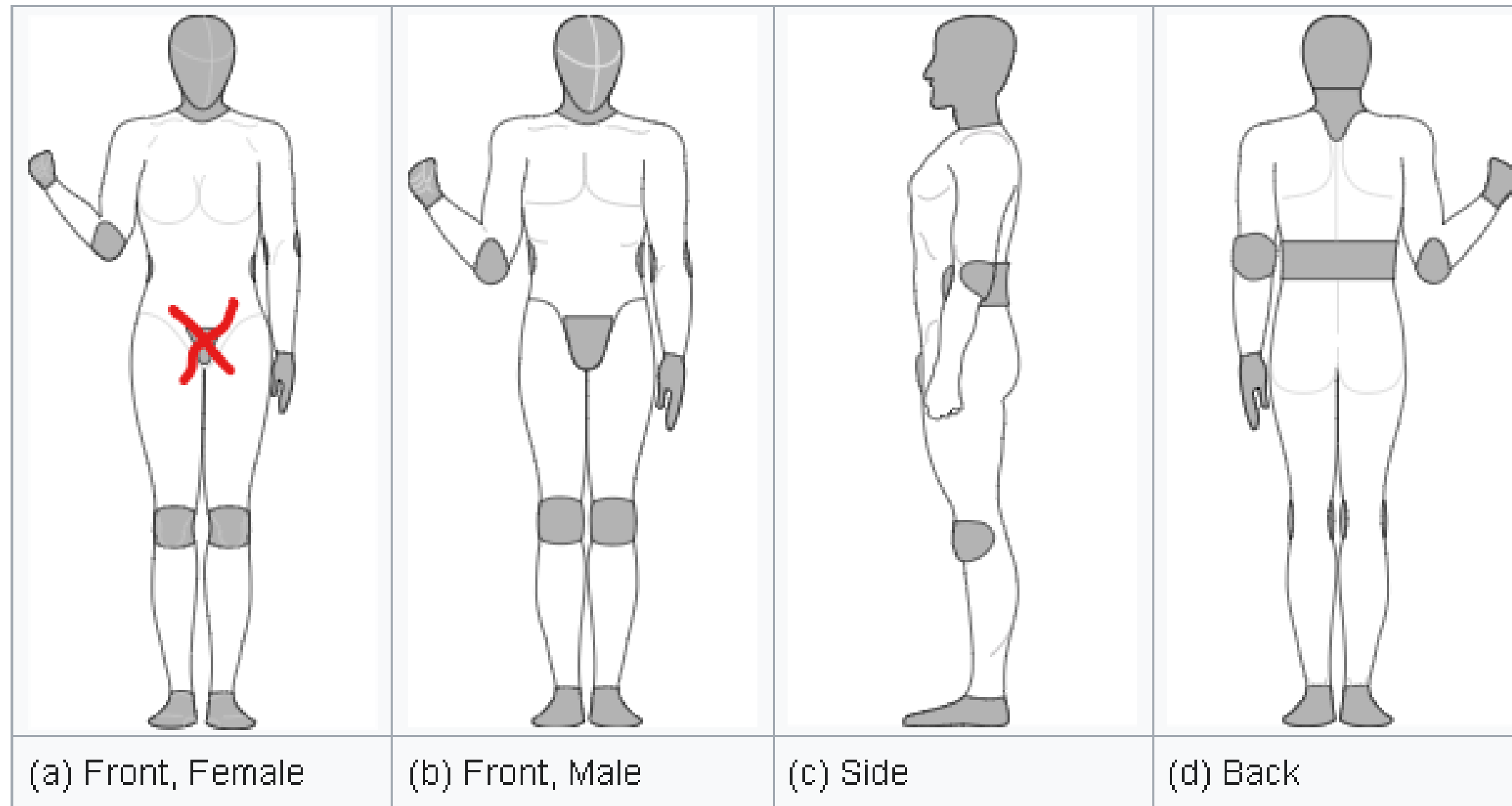
- **Armour must be fastened in a way that prevents it from being dislodged during normal use.**
- **Armour must cover the areas that are required to be armored throughout the normal range of movement.**
- **All armor must be free of sharp edges.**

ARMORED COMBAT ARMOR REQUIREMENTS - CALONTIR

Areas of the body which must be armored are:

- **The head and neck, including the face, throat, and the cervical and first thoracic vertebrae. The cervical vertebrae are the vertebrae in the neck. The first thoracic vertebra is the first major lump that can be felt in the spine at the base of the neck.**
- **The kidneys and floating ribs.**
- **The elbow joints.**
- **The hands and wrists.**
- **The groin (male requirement).**
- **The knee joints.**

ARMORED COMBAT ARMOR REQUIREMENTS - CALONTIR



ARMOR SPECIFICS TO REMEMBER

Neck:

- **During typical combat situations including turning the head, lifting the chin etc, the neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be covered by one or a combination of:**
- **The helm; or**
- **A gorget of rigid material padded with a minimum of 6mm of resilient material; or**
- **A mail or heavy leather camail or aventail that hangs or drapes to absorb the force of a blow. If the camail or aventail lays against the larynx, cervical vertebrae, or first thoracic vertebra or can be pushed into contact with those areas by a blow from a weapon, that section must be padded with a minimum of 6mm of resilient material.**
- **A collar of heavy leather lined with a minimum of 6mm of resilient material.**

ARMOR SPECIFICS TO REMEMBER

Body:

- **The kidney area and floating ribs must be covered by a minimum of heavy leather or better, worn over 6mm of closed cell foam or equivalent padding. Viscoelastic polymers and non-newtonian padding (i.e. Zoombang) are considered equivalent padding UNDER leather or other rigid material.**

MARSHAL IN TRAINING PROCESS

1. **New MiT's must fill out the agreement to serve for marshals on the Kingdom website:**
 - a. **<https://docs.google.com/forms/d/1OGdcl4Nfl4xwPRrda3aRXyWs7PHAaMGGHAS7qB57YAU>**
2. **Must complete the following items and have them signed off on by another authorized marshal.**
 - a. **Armor Inspection (At Least 2 Hrs)**
 - b. **Weapon Inspections (At Least 2 Hrs)**
 - c. **Marshaling a Tournament (At Event or Practice)**
 - d. **Marshaling (3 or More vs 3 or More Combatants)**
 - e. **Read both the Calontir and Society Marshal's Armored Combat Handbooks and have a good general understanding of the current combat rules.**
 - f. **Have a Warranted Marshal review all items and sign off on the form.**
3. **Send the completed Marshal Authorization Form to the Card Marshal (cardmarshal@calontir.org).**

MARSHAL IN TRAINING PROCESS

Calontir Armored Combat Marshal In Training Authorization Form

To receive authorization as an armored combat marshal, each Marshal In Training (MIT) must have an authorized marshal (AM) of Calontir sign-off next to each checkpoint, confirming that the AM has witnessed the MIT performing every marshaling activity. Once all tasks are completed, a warranted marshal must review and sign off on the authorization. The MIT should send a copy (or photo) of the form to the Card Marshal - cardmarshal@calontir.org.

Marshal In Training Information:

SCA Name: _____

Legal Name: _____

E-mail Address: _____

Home Group: _____

- I have completed the Marshal's Agreement to Serve on the Calontir website to be registered as an MIT.

- Armor Inspection (At Least 2 Hrs): Date - _____
Authorized Marshal Witness - _____

- Weapon Inspections (At Least 2 Hrs): Date - _____
Authorized Marshal Witness - _____

- Marshaling a Tournament (At event or practice): Date - _____
Authorized Marshal Witness - _____

- Marshaling (3 or more vs 3 or more combatants): Date - _____
Authorized Marshal Witness - _____

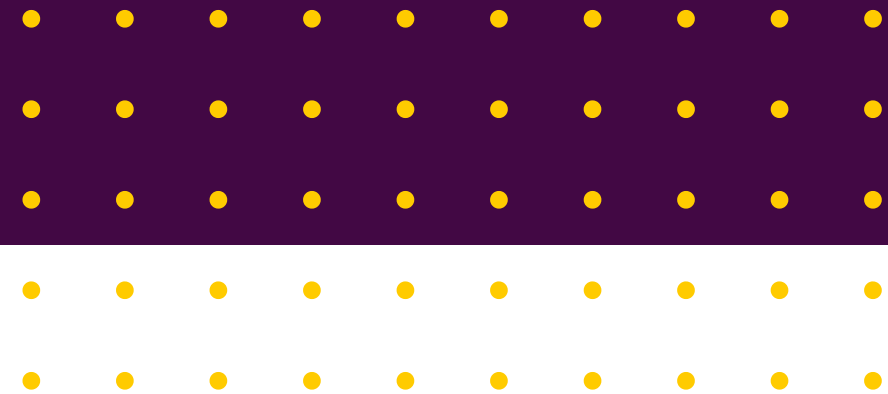
- I have read both the Calontir and Society Marshal's Armored Combat Handbooks and have a good general understanding of the current combat rules.

- Warranted Marshal Signature of Completion: _____



03.

ACTIVE MARSHALING



ACTIVE MARSHALING

- Marshals must be dressed appropriately (closed-toed shoes, etc) and stay actively engaged in the fight being performed. **Any marshal who is not being attentive may be removed from the field by the MIC, KACO, or Earl Marshal.**
- Marshals should be able to move freely and quickly, without hindrance to the fighters. (IE: Get out of the way!)
- Marshals must be ready and able to speak up when rules are broken or safety is threatened. The safety of the fighters AND the populace watching is the MOST important job of the marshal.
- Marshals should be ready to call holds loudly and clearly, and to relay any discussion decisions loudly to the other participants, heralds, list keepers, AND observing populace.
- No marshal should EVER call a fighter dead, but may discuss with the fighters about what the marshal has witnessed. This includes asking polite questions and allowing BOTH fighters to answer with their experience.

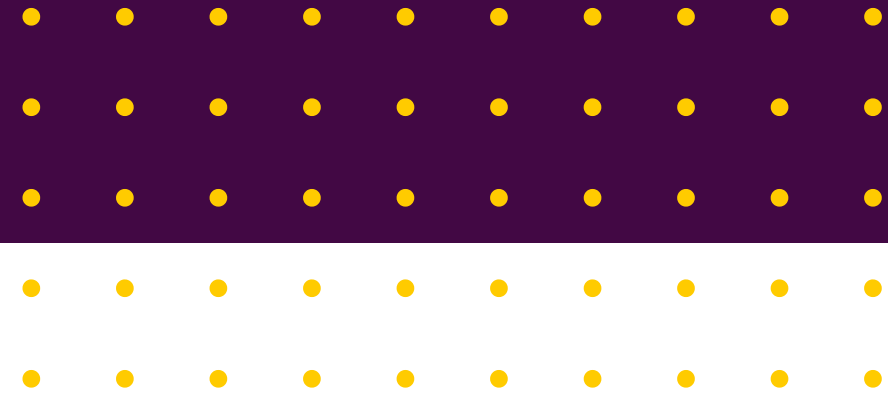
ACTIVE MARSHALING



- Marshals should provide information to the fighters when they ask for specific clarification. If a shot lands flat, or not on a legal target, and is clearly seen by a marshal, the marshal should feel comfortable speaking up. Marshals should speak up, without intrusively interrupting the fight. (Wait for a pause in the action, or when a hold is called, when it is feasible to do so.)
- Marshals should always remind the fighters of any appropriate rules and then let the fighters determine the outcome of the bout.
- If the fighters cannot or will not agree on shots landing or killing blows - the only option is to refight the bout.
- At the end of a bout, the marshal should check for discussion and agreement of the fight decision before the fighters leave the field.
- A marshal's ruling on the field is immediately final, but all field decisions (removal of a fighter, etc.) can be appealed to the Marshal In Charge, the Kingdom Armored Combat Officer, or the Kingdom Earl Marshal.

04.

SIEGE COMBAT UPDATES



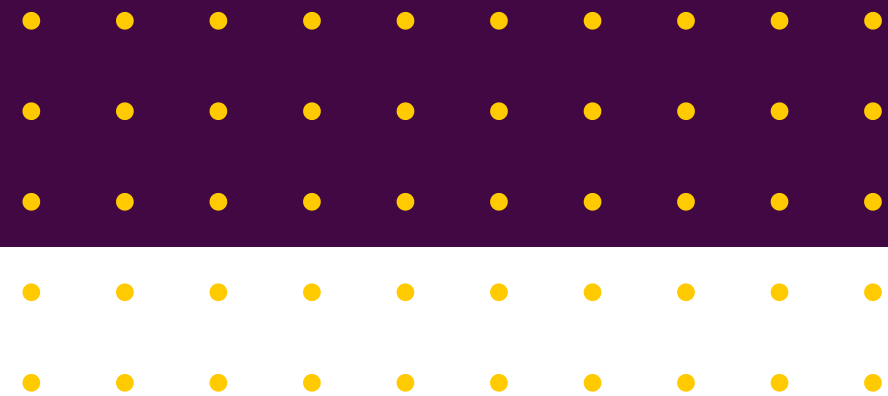
CALONTIR SIEGE COMBAT UPDATES

From Morgana

- **We are waiting on the target siege manual to get passed through the BoD, which will add another set of criteria for target siege.**
- **Updates to training and authorizing to come soon, after the new Siege manual is out - possibly when the new Marshal handhook comes out from Society.**
- **Ottar is also getting a donation fund set up so we can build a couple of engines ourselves.**

05.

**OTHER
UPDATES,
INFO, AND AMA**



OTHER NEW ITEMS

Shield Hand on Center Grips

- **A centre-grip shield is no longer sufficient to count as hand protection alone, and any half gauntlet worn with such equipment, in addition to the boss or other protective equipment, must cover the fingers and back of the hand. This means that exposed thumb joints when holding the shield must be covered**



OTHER NEW ITEMS

Vambraces Requirement Coming Soon!



ASK US ANYTHING

Ask Me Anything - with Kingdom Earl Marshal

When? Today @ 4 PM!!!



Two crossed swords, one in front of the other, with hilts and pommels visible. They are positioned behind the text.

THANK YOU!

Go Forth And HAVE FUN!