

Calontir Armored Combat Marshallate

Open Forum Meeting Notes

Date: December 14th, 2024 Place: Kris Kinder Market

Room: Stepped Lecture Hall Time: 3PM to 4:30 PM

◆ Introductions and Guidelines For Open Forum

Officers in Attendance:

◆ Allison of Forgotten Sea - Kingdom Armored Combat Marshal,

◆ Jurgen Weiter von Landstuhl - Kingdom Earl Marshal

◆ Upcoming Changes From Society - Not For Discussion - Only Informative

New Marshals Handbooks in Wiki Format - Overview

Society Handbooks are completely rewritten for clarity and simplicity.

◆ **Looking at an April-June roll-out of the completed new handbooks and wiki.**

Global Change Updates

Upcoming - Forearm Protection

◆ **90% Confirmed - Forearm Protection Will Be Required by Society in 2025.**

◆ *Calontir Specific - Not For Discussion - Only Informative*

☑ **New Handbook from Calontir - Beginning of January Release Date**

☑ **Authorizations for Fighters (Not Marshals) - Not Changing.**

☑ **Arm Holds - Not Changing.**

⚠ If a fighter using two weapons loses an arm or drops one weapon during a fight, no hold is to be called as the fighter is still armed.

⚠ If the two fighters separate naturally, and no shots are being thrown, the marshals may call hold to allow the armed fighter to switch hands, if they are fighting with sword and shield.

☑ **Shield “Punching” and “Grasping” - Not Changing.**

⚠ Shields may not be used as weapons in Calontir. Shields may not strike any part of an opponent’s body.

⚠ Shield “punching” is strictly prohibited.

⚠ The grasping of an opponent’s shield shall forfeit the use of the hand and arm that grasped the shield. Intentionally grasping the shield as a means of securing an advantage over an opponent may result in the forfeiture of the bout and shall not result in the opponent’s death.

☑ **Acknowledgement of Blows - New Society Rules Define This Option**

⚠ Thrusts to the Side of the Head - Society Rules

☑ **Armor Requirements - Not Changing.**

⚠ In Calontir, elbow protection must be worn at all times, including behind a “side-strapped” shield.

☑ **Spears - Not Changing.**

⚠ Pistol Grip or L Shaped “Buttcaps” that form a handle are not allowed in Calontir.

⚠ Running thrusts with a spear are prohibited in Calontir.

◆ *Calontir Traditional Items - Up For Discussion*

6 Ft Weapons or Under Only in Tournaments

◆ **Voted to KEEP the following verbiage:**

- 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 change must be announced in advance of the event, at least one week prior.

Crown Tournament Shield Span "Rule"

◆ **Original Verbiage:** 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.

◆ **About a 50/50 split on a vote whether to keep this Calontir guideline or not.**

- Suggestions for changes include:
 - Be specific in numerical values for size limits.
 - Change verbiage to allow for the Crown's complete discretion.
 - Add verbiage that if a Crown would like to waive the traditional shield size variance, it must be announced upon asking for Letters of Intent for Crown tournament.

Marshal Authorizations, Warrants, and Reporting

◆ **SKIPPED DURING MEETING - CREATING A COMMITTEE TO DISCUSS UPDATES AND CHANGES.**

◆ Current Process

◆ Warranting ALL Marshals at Authorization

❖ Reporting - What? When? Why?

☑ **“Corkscrewing”**

❖ **Voted to KEEP the following verbiage:**

- When fighting an opponent who has lost his legs, the standing fighter shall not circle his opponent to gain an advantage. A fighter should make every effort to not “corkscrew” his grounded opponent. This type of maneuvering for advantage is considered to be unchivalrous and is therefore prohibited in Calontir.

☐ **“Dead On The Ground” Rule**

❖ **NO CONSENSUS REACHED DURING MEETING - CREATING A COMMITTEE TO DISCUSS UPDATES, RESEARCH, AND CHANGES.**

- ❖ Combatants are not permitted to fight while lying on the ground. A fighter may not strike an opponent who is lying on the ground.
- ❖ Calontir also does not use a “dead on the ground” rule. This means that in other Kingdoms and jurisdictions, during a melee, a combatant can place their weapon on another combatant who falls and is laying on the ground, and the down combatant cannot reset or stand until the first combatant removes the weapon from the downed combatant.

☐ **“Engagement” Rules**

❖ **NO CONSENSUS REACHED DURING MEETING - CREATING A COMMITTEE TO DISCUSS UPDATES, RESEARCH, AND CHANGES.**

- ❖ An Armored Combat fighter shall not strike an opponent unless they are engaged with that opponent.
 - Engagement is defined as having achieved eye contact and not having left weapon range and returned.
 - Or, as belonging to a unit that is engaged with your opponent or their unit.
 - To be considered part of a unit one should be within weapon reach of their unit.
 - If not, they are considered an individual and should engage accordingly.

- If a fighter is not engaged with an opponent then they may only foul or snag that opponent's weapon and/or shield. They may not strike that opponent.
- Calontir does not allow use of a "dead from behind" rule.
- "360 Engagement" does NOT apply within the boundaries of Calontir.
 - ★ Fighters are engaged only from the side, perpendicular to the opponent's shoulder and forward, or having made eye-contact, and not having left weapons range and returned.
 - ★ In other words, a combatant cannot strike an opponent from behind the 90-degree view of the opponent.

Armor Requirements

◆ Voted to KEEP the following verbiage:

- Within Calontir, fighters shall cover or disguise blatantly modern aspects of their equipment/armor to help maintain a period atmosphere on the field.
- Newly authorized fighters shall be given a grace period to meet this standard.
- A combatant may ask for a variance from the Marshal-In-Charge if modern footwear or armor is showing for health reasons. The MiC has full discretion on whether to allow the variance or not. If a combatant disagrees with the decision, the combatant may follow the appeal process to the Kingdom Armored Combat Officer.
- The Marshal-In-Charge may ban blatantly modern items from the field at their discretion. This is to include modern athletic footwear (tennis shoes, sports sandals, aqua socks etc.) and unmodified ice hockey gloves.

Swords (Single-Handed)

◆ Voted to KEEP the following verbiage:

- Must have a minimum overall length of 18". All single-handed weapons less than 18" in total length are considered to be "thrust only" daggers.
- Polypropylene swords are not allowed in Calontir.

☑ **Mass Weapons**

🔹 **Voted to KEEP the following verbiage:**

- Mass weapons have a maximum total length of 36”.
- Weapons must balance forward of the center point to be considered mass weapons.
- Mass weapons shall not be equipped with basket hilts.
- It falls upon the wielder of the weapon to deliver blows of sufficient force to account for the amount of padding in the weapon.

🔹 Banning “Potato Masher” Rubber Mace Heads -
(https://www.plasticarmor.com/SCA_Rubber_Mace_Heads)

- **Voted to WAIT for Society Guidance on Safety.**

☑ **Two Handed Weapons**

🔹 **Voted to KEEP the following verbiage:**

- Two Handed Weapons must have a minimum total length greater than 36”.
- Two Handed Weapons with a total length over 6’ must have a striking surface of at least 18” in length.
- Only Two Handed Weapons with a total length equal to or greater than 48” may have a butt spike.
- Two Handed Weapons over 72” may not have a universal striking surface.

☑ **Madus**

🔹 **Voted to KEEP the following verbiage:**

- The madu is a double pointed thrusting weapon with a basket hilt or buckler attached to the weapon. To use a madu requires an authorization in polearm. The requirements for madu construction are:
 - The madu shall be constructed of rattan of not less than 1.25” in diameter throughout the entire length of the shaft.

The entire length of the weapon must be between 37" and 72".

- If a buckler is used it must conform to those regulations as set forth in "Armor Requirements, Shields". The basket hilt or buckler must be securely attached to the shaft so that it will not come loose during use. If a buckler is used it may not have a diameter greater than 12" across.

Javelins

◆ Voted to KEEP the following verbiage:

- Overall length of the weapon shall not exceed 5 feet.
- Javelins may only have a thrusting tip at one end.
- Javelins shall not be filled with any material. Marshals may ask to remove the cap from the butt end to inspect the javelin and assure proper construction.
- Javelins may have fins or trailers added to help stabilize the javelin in flight. Tail fins, if used, shall be made of soft, flexible material such as cloth, duct tape, or foam and rounded so as not to have sharp corners.
- The top 12 inches of the tip of the javelin shall be covered with red duct or cloth tape. The entire area need not be covered so long as there is sufficient red showing from all angles. An "X" of red at the tip is not sufficient.
- Yellow tape, shafts or markings shall not be used on javelin shafts since that color is restricted for Siege missiles.
- Javelins may have no more than two circular rings of $\frac{3}{4}$ inch yellow or red tape (other than the thrusting tip) in conjunction with any other colors for identification.

Combat Archery Authorizations and Use

◆ NO CONSENSUS REACHED DURING MEETING - CREATING A COMMITTEE TO DISCUSS UPDATES, RESEARCH, AND CHANGES.

- ◆ Should we go to Society Standards? Yes or No?