

## **Meridies Marshal's Rulebook**

This document covers the rules and regulations that govern the marshaling of combat specific to Meridies. All combat activities must be conducted according to the policies in this document. Combat Disciplines are Armored Combat, Combat Archery, Rapier Combat, Live Weapons, Youth Armored Combat, Youth Rapier Combat, Siege, Rebated Steel, and Equestrian Activities. All activities under these categories must be supervised by a marshal warranted by the Meridian Earl Marshal's Office.

### **I. General Responsibilities of a Marshal**

- A. Safety must be the primary concern of all Marshals.
- B. The Marshals must enforce rules evenhandedly, regardless of the rank, affiliation, or degree of rudeness of the fighters involved.
- C. All Marshals must conduct themselves in a safe, courteous, and controlled fashion.
- D. Marshals are expected to contribute to the rules modification process by suggesting improvements or commenting on proposed changes to policies and conventions.
- E. Marshals are required to be members of the SCA
- F. Marshals must be completely familiar with the SCA Rules of the List, the SCA Marshal's Handbook, this document and any additional documents in their discipline.
- G. Marshals must keep their information updated with the Warrant Deputy.
- H. If any officer with the authority (such as the event Autocrat, local, regional, or Kingdom Seneschal) removes sanction from an event, all warranted marshals must leave the site.

### **II. The Structure of the Marshallate**

There are 3 basic levels of marshal

- A. Kingdom Level (this includes the KEM, and all Deputy Earl Marshals (DEM)). There is a DEM for each sanctioned marshal activity. They report directly to the Earl Marshal and to a Corporate Officer (if one exists in that role) and have no direct reports save any regional deputies that they may create to aid them. Their role is to oversee all aspects of that activity, recommend scenarios to the Group Level Marshals, recommend rules changes to the Earl Marshal, and to create and maintain appropriate training materials
- B. Group Level (this includes the group Group Level Marshal and all of their Deputies (DGLM)). The Group Level marshals report directly to the Earl Marshal and the DEM of their discipline for the purposes of submitting event reports and reporting problems. They should seek advice on the design of scenarios from the DEM of their activity as needed and recommend rules and training changes to them as well.
- C. Non-warranted Positions (this includes Marshals in Training (MIT) and Crowd Control Assistants, etc.) These people are responsible for assisting people with each activity in a limited capacity that does not require a warrant.

### **III. The Types of Marshals and their Responsibilities**

- A. Kingdom Earl Marshal (KEM)

- i. The KEM shall be responsible for the formulation, publication, and distribution of the rules of all activities and the marshal's policies. The KEM may delegate to one or more deputies for this purpose, but the ultimate responsibility lies with the Earl Marshal.
- ii. The KEM must conduct an appropriate review of sanctions imposed by the Marshal In Charge of an Event (MIC).
- iii. The KEM must submit required reports to the Society Earl Marshal.
- iv. The KEM must meet the Marshal's mandate established in Kingdom Law and must meet the requirements of the Corporate Policy and those of the Society Earl Marshal.
- v. The KEM must appoint all marshals in Meridies but may designate Deputy Marshals to appoint Marshals in place of the KEM.
- vi. The KEM must appoint Deputies for each Combat Discipline.  
The KEM must appoint a Successor to handle the proper transition of the Earl Marshal office and end of their term of office or in case the KEM is no longer able to serve.
- vii. The KEM will determine and publish the rules and regulations for experimental weapons and other experimental rules.
- viii. The KEM is the arbiter for interpretation of all conventions or policies for all disciplines of combat.
- ix. The KEM must audit the warrant roster monthly, and inform any individual no longer meeting the requirements that their warrant is to be terminated. The KEM must submit the roster of Marshals to the Crown once per reign; usually at Coronation.

## **B. Successor Deputy Earl Marshal**

- i. The Earl Marshal's designated successor shall be warranted as a Deputy Earl Marshal.
- ii. The designated successor is second to the Earl Marshal in the chain of command and shall act for the Earl Marshal in situations where the Earl Marshal is unavailable, and where it is appropriate for the SDEM to do so.
- iii. The SDEM, through their discretionary power to act for the KEM and the Crown, may make those decisions that he or she feels are justified to ensure safety at an official event. Those decisions must be immediately reported to the KEM and the Sovereign.

## **C. Deputy Administrator for Authorizations**

- i. Each Discipline may have an Authorization Deputy. If no Authorization Deputy is appointed then the DEM for the discipline will execute the duties.
- ii. The Authorization Deputy will make quarterly reports on the state of authorizations to the KEM. These reports shall contain the following information about each person to which an authorization card is issued: (1) SCA name (2) Mundane name (3) Date card is issued (4) Expiration Date (5) Combat activities of Authorization (ie. Heavy Combat, Combat Archery, Rapier, etc.)
- iii. Also included in the monthly Authorization Deputy reports should be information on authorization cards denied. These reports will include the subject's SCA name, mundane name, activity denied, and reasons for denial.
- iv. The Authorization Deputy will nominate in writing a successor to his or her office and assist this successor in transitioning into the Authorization Marshal's office.

#### **D. Deputy Earl Marshal for a Discipline (DEM)**

- i. The DEM must assist the KEM in creating and maintaining the conventions of the discipline, including:
  - a. Equipment standards
  - b. Authorization standards
  - c. Rules of Engagement
  - d. Scoring/Acknowledgment conventions
  - e. Safety Rules
- ii. Conventions produced by a DEM must be approved by the KEM and published according to policy and/or law before taking effect.
- iii. In the absence of the KEM at an event, the DEM will be the final authority on the interpretation of conventions in their specific discipline. In extreme cases, the DEM may overrule the MIC of an event, but only if they are not participating in the activity at the time of the dispute.
- iv. The DEM may appoint assistants, but they will have no official standing within these policies.
- v. The DEM reports to the Society Deputy Marshal for their discipline.

#### **E. Group Level Marshals (GLM)**

- i. Any group that wishes to conduct any marshal-related activity must have a Warranted Marshal or sponsorship from a warranted Meridian Marshal that will assume responsibility. If the Marshal is unable to serve as Marshal in Charge for the event/activity (unable to attend the event, not warranted for the activity, or for some other reason) a warranted marshal must be recruited to serve as MiC.
- ii. Each group will have at most one GLM per martial discipline.
- iii. The GLM must ensure that practices are conducted in accordance with SCA corporate policy and the guidelines that are defined in this document and its appendices.
- iv. The GLM must ensure that the group has a representative marshal present at such practices for all of the disciplines being practiced. Any one marshal may represent any or all disciplines in which he or she is a warranted marshal.
- v. The GLM should encourage the other marshals in their group to accumulate loaner equipment and do so themselves.
- vi. The GLM should encourage the marshals of each discipline in the group to become cross-trained in other disciplines and do so themselves.
- vii. The GLM must train new participants in the activities for which the GLM is a warranted marshal. The GLM may delegate this responsibility to another marshal as long as that marshal is warranted in that particular discipline.
- viii. The GLM must ensure that there is a Marshal-In-Charge (MIC) for each local event that includes any marshal-related activity. In this process, the GLM must work with the group's seneschal and the event's autocrat to select a mutually acceptable MIC. The GLM need not be the MIC.
- ix. The GLM shall ensure that the MIC for events hosted by their group files an event report. A GLM who fails in this obligation may be removed from office.

#### **F. Deputy Group Level Marshals (DGLM)**

- i. Marshals who have completed the specific training and testing program for a given discipline will become a warranted marshal in that discipline.
- ii. Warranted marshals with no other role will be assigned as a DGLM of their local group.
- iii. Local groups may have any number of DGLM.
- iv. The DGLM are deputies of the GLM. The DGLM should train participants in the disciplines that they are warranted in, upon request by those participants in that discipline. The DGLM may offer assistance, but may not mandate participation in training exercises by any participant.
- v. Upon request by the GLM or the MIC-Event, the DGLM may assist the MIC-Event with the administration of marshaled activities at events.

#### **G. Marshal-at-Large**

A Marshal can become a Marshal-at-Large (MaL) with the approval of the KEM and DEM of that discipline. The MaL has the duties, responsibilities, and length of warrant as a Deputy Group Level Marshal (DGLM.)

#### **H. Marshals In Training (MITs)**

- i. MITs must make arrangements with a mentor to guide them through the program. This mentor must be a warranted marshal and must be listed in the request for entrance into the MIT program. The DEM can be the mentor.
- ii. The mentor and DEM of the discipline will create a training program based on the experience of the individual.
- iii. The DEM of the discipline can sign off when the training is completed.

#### **I. Non-warranted Assistants**

- i. Previously known as “Line marshals” or “Marshals of the Field” these roles are not warranted and are no longer called “marshals”. These are more appropriately known as “Crowd Control Assistants” (CCA). They are only allowed at the discretion of the MIC-Event or the MIC of an Activity.
- ii. Anyone may be a CCA.
- iii. The only activity of the CCA is the warning of participants and spectators that they are approaching the boundaries of the combat activity.
- iv. If the MIC deems that any CCA is dangerous, incompetent, or redundant, the MIC may remove them from participation.
- v. Warranted marshals must take into account that CCAs may not be completely experienced in safety measures around a given activity and that they should be protected from dangerous situations.

#### **IV. The Roles of the Marshal**

There are three basic roles that a marshal may play at an event. They may be the Marshal In Charge of the event (MIC), the Marshal In Charge of an activity, or a regular marshal (eg, has no supervisory role).

#### **A. The Marshal in Charge of an Event (MiC-Event)**

- i. The MIC-Event is the marshal who is listed on the event registration form filed by the autocrat with the Kingdom Chronicler. If the marshal listed on the event registration form is unable to fulfill this commitment, they must inform the autocrat and the Group Level Marshal as soon as possible. A new MIC must be identified and the event registration form updated.
- ii. The MIC-Event shall oversee all combat at an event (including official practices and published demos).
- iii. The MIC-Event must ensure that for each marshal-related activity there is a marshal warranted in that discipline in charge of that activity.
- iv. The MIC-Event must submit an event report...
- v. Marshals who fail to properly handle their marshal-in-charge commitments may be removed from all marshal positions.
- vi. MIC-Events may set specialty parameters to certain battles as long as the parameters are within current rules explained in writing and effectively published.
- vii. For inter-kingdom events, changes to the conventions of either Kingdom must be published in both Kingdom newsletters as per Society Earl Marshal ruling.
- viii. MIC-Events must set scenarios, or delegate to a MIC-Activity. Note that the event's Autocrat defines the general nature of the scenario; however, all the details of the execution of the scenarios are in the purview of the MIC-Event and MIC-Activity.
- ix. The MIC-Event must enforce all policies and conventions, and apply problem resolution as needed.
- x. The MIC-Event must work in conjunction with the local seneschal to withdraw sanction from any event where the MIC-Event is unable to halt unsafe or illegal activity.
- xi. A MIC-Event must have:
  - a. A Way to easily identify them as a marshal (A Marshal's Staff, Marshal's tabard, or other prominent symbol of the office)
  - b. High-impact eye protection, if missile weapon combat is involved
  - c. A copy of this document
  - d. A copy of the SCA Marshal's Handbook
  - e. A copy of the SCA Rules of the List
  - f. A Pen
  - g. Paper
  - h. A whistle, horn, megaphone, or other similar device on his/her person while on duty, if large melees are involved
  - i. A copy of all forms related to this office (authorization forms, injury report forms, ect.)

#### **B. Marshal In Charge of an Activity (MIC-Activity)**

- i. Each marshal-related activity conducted at an event must have a MIC-Activity.
- ii. The MIC-Activity must be authorized to marshal that discipline.

- iii. The MIC-Activity must deal with any problems during the discipline activity. All problems must be reported to the MIC-Activity.
- iv. The MIC-Activity has the specific right to remove any participant from the Activity.
- v. The MIC-Activity must conduct, or assign subordinate marshals to conduct, an inspection of the armor, weapons, and other equipment that will be used by all combatants before starting combat activities.
- vi. Before each activity, the MIC-Activity must ask the combatants if they have had their equipment inspected. If any equipment has not been inspected the participant must complete the inspection process before starting the activity.
- vii. The MIC-Activity must attempt a quick visual inspection of all equipment before commencing the activity. This is not always possible and does not take the place of proper inspection procedures, or the responsibility of the user to maintain equipment in a compliant status.
- viii. The MIC-Activity will ensure that there is marshal coverage during the entirety of marshal activities for their activity.

## **V. Warrants**

- A. Prospective Marshals must undergo an MIT program in a specific discipline to supervise that discipline. This requirement may be waived or modified, at the KEM's or relevant discipline DEM's discretion.
- B. If a martial discipline has an authorization system, a Marshal may not be warranted in disciplines in which they are not authorized to participate. This requirement may be waived, at the KEM's discretion.
- C. Warrants may be kept by roster by the DEM for warrants.
- D. For Group Level Marshals, warrants will remain in effect for 2 years from the date of issue, unless the warrant is suspended or removed by the KEM, or another warrant is issued for that position.
- E. Deputy Group Level Marshals warrants expire upon resignation or termination by the KEM.
- F. The Deputy Earl Marshal warrants expire upon resignation or termination by the KEM.
- G. Warrants for all marshals are granted by the Crown and KEM, and all marshals are empowered to utilize their warrant anywhere in the Kingdom.

## **VI. Reporting**

### **A. Event Reports**

- i. An event report must be filed by the MIC-Event within 10 days of each event (except where required to file a special report earlier due to problem resolution) and must include the following information. Event reports must be filed in writing and must include any supporting documentation as necessary.
  - a. The name of the Marshal in Charge of the Event submitting the report, and the Minister of the Lists.
  - b. The name of all marshals (incl. MITs) and the capacity in which they served.
  - c. A list of all authorization attempts including weapon form and result.

- d. A description of marshal activities for the day, including disciplines represented and scenarios enacted, with an evaluation of the activities for success and safety.
- e. A description of any injuries requiring professional medical services. This is in addition to the requirement for notifying the KEM within 24 hours.
- f. A description of problems arising from combat-related activities, including the name of offending participants, the nature of the offense, and the resolution. This report must include any decisions of the marshals that were overturned by the Crown.
- g. Any intervention by higher ranking Marshals (either invited by the MIC or unilateral on the part of the ranking Marshal).

**B. Fighter Practice Waivers:**

- i. Any waiver signed during an official local fighter practice shall be collected from the Group Level Marshal of that Activity.
- ii. All fighter practice waivers and a fighter practice waiver report form will be submitted by the Group Level Marshal of the hosting group to the Kingdom Waiver Secretary quarterly, per the following schedule:

Quarterly fighter practice materials are due based off of the following schedule:

For December through February, Due March 3 (1st Quarter)

For March through May, Due June 3 (2nd Quarter)

For June through August, Due September 3 (3rd Quarter)

For September through November, Due December 3 (4th Quarter)

If no fighter practice waivers have been collected at official local fighter practices, a fighter practice waiver report indicating this will be submitted by the Group Level Marshals on the above schedule. An electronic fighter practice waiver report may be accepted at the discretion of the Kingdom Waiver Secretary if no waivers were collected.

**C. Filing Reports**

- a. Reports may be filed by email to the KEM and the appropriate DEM of the discipline; or by a form in the appropriate section of the Meridies Marshal's Website.

**D. Incident Reports**

- a. Anyone may file an incident report for any problem that they perceive in the execution of combat activities. This includes: reports by participants about marshals at an event, reports about participants by participants at an event, reports by marshals about participants outside events (specifically including practices announced in the group newsletter), and reports by marshals (other than the MIC-Event) concerning problems with other marshals. The following guidelines govern incident reports:
  - i. Incident reports must be filed within 10 days of the incident

- ii. Incident reports must include the name of the filing individual
- iii. The name of the offending individuals (if appropriate)
- iv. The names of witnesses (if any)
- v. The specific description of the problem with a reference to Policy or Law to demonstrate the offense
- vi. The Earl Marshal will evaluate the Incident report for action. If the Earl Marshal finds that the incident has merit, they will work with the Kingdom Seneschal for appropriate Problem Resolution.

#### **E. Deadlines**

If a report is not turned in by the deadline, the marshal may be placed on suspension until the report has been completed. For a second offense, the marshal may be placed on suspension for 30 days after the report is completed. For any subsequent offenses, the determination will be made by the KEM and DEM for their discipline. While on suspension, the marshal activities in a group cannot be hosted.

### **VII. Authorization**

#### **A. Authorization Procedures**

- i. Authorization is designed to ensure that all fighters can conduct themselves safely and courteously while on the field; are conducting themselves according to a common standard; and display a minimum level of proficiency to show they are not a threat to themselves or others.
- ii. All combatants in tournaments and melees in Meridies must be authorized in the weapons they wish to use.
- iii. Visitors to Meridies may participate in Meridian events if they go over the Meridian rules with a Meridian marshal before they compete.
- iv. Fighters with valid authorization from another kingdom who move into Meridies may exchange for a Meridian authorization card within their first six (6) months of being a resident of Meridies.

#### **B. Who May Become Authorized**

- i. To become authorized a fighter must meet the following requirements.
- ii. Be at least 16 years old.
- iii. Combatants under the age of 18 have additional authorization requirements described in the minor authorization procedures.
- iv. Thorough familiarity with all weapon and armor standards, conventions of combat, and other rules concerning combat-related activities in Meridies.

#### **C. When Can Authorization Occur**

Authorizations can be held at any time during an official SCA function (event or fighter practice); a combatant authorized during an event may participate in subsequent activities as allowed by their new authorization.

#### **D. Marshals**



- i. For Armored Combat and Rapier combat, there must be 2 warranted marshals present. For all other disciplines, a single warranted marshal is required.
- ii. The marshals MUST be authorized in the applicable weapons form.
- iii. Inspect the armor and equipment of all personnel participating in the authorization process.
- iv. Test the knowledge of the candidate regarding the applicable rules governing combat in Meridies. The knowledge test should include questions applicable to the weapons being used in the authorization.
- v. Inform the participants in the authorization of how the authorization is to be conducted.
- vi. Perform the authorization per the Society Marshal Handbook.

#### **E. Authorization for Minors**

- i. For anyone who is 16 or 17 years old to become an authorized fighter in Meridies outside of Youth Combat, the following procedure must be followed:
  - a. The candidate must have either a Minor waiver on file at SCA Corporate Headquarters (blue membership card) or must complete an SCA 'Minor's Consent to Participate and Hold Harmless Agreement (General Waiver for Minors)'.
    - b. For a minor to fight or even practice, either a parent or legal guardian shall be present, or someone holding a notarized Medical Authorization for Minors granting them authority to approve medical treatment shall be present.
    - c. During early training, those who are running the practice must make a careful determination as to the minor's physical and emotional maturity. The variations among minors are considerable. At this age, many are unready, either physically or emotionally, for SCA combat. The marshals must be conservative in this respect. If there is any question, remember that if the minor is truly emotionally ready, they will not react inappropriately to being told to wait a year. If the marshal is not sure that the minor is ready, they must be told to wait a year.
    - d. The local marshal will arrange for at least one of the parents or legal guardians to observe the fighting practice. Every attempt should be made to ensure that the parents leave with a familiarity with SCA fighting.
    - e. The minor must attend at least one fighting event before the event at which the minor attempts to authorize.
    - f. The parents or legal guardians shall be asked to come to an event before authorization.
    - g. A standard authorization will be conducted with at least one of the officiating marshals being the KEM or designated DEM.
    - h. All of the paperwork involved in the minor's authorization must be reviewed by the KEM or designated Deputy Earl Marshal before being processed by the Minister of Lists.
    - i. Minors engaging in combat with adults shall be marked in the following manner: A single yellow diamond no larger than 1 inch (25.4 mm) but no smaller than 0.5 inch (12.7 mm) to be placed on the front hemisphere of the helm (preferably on

or near the inspection sticker). Minors competing with adults in Rapier will have the same diamond on the cuff of the glove of their dominant weapon hand.

## **VIII. Rules for Participants in Armored Combat**

To participate, be authorized in, and/or marshal SCA Armored Combat you should be familiar with the current SCA Marshal's Handbook, and the Meridian Marshal's Handbook.

**Meridies adopts the Society rules as found in the Marshal's Handbook published by the Society Earl Marshal revision date October 2023 with the following modifications:**

### III. Conventions of Combat

#### B. Behavior on the Field

--. When fighting a legged opponent, you may not circle your opponent from outside striking range or sustain an attack that forces your opponent to rotate in an arc greater than 90 degrees from their initial facing.

Notes from the KEM: The "No Corkscrewing Rule". Don't try to circle or take the fight around the side and past a legged opponent.

This is an addendum to the other rules in section III. B.

### V. Acknowledgement of Blows

#### B.

##### 1.

b. The minimum effective thrusting blow to the face shall be a directed touch and the maximum shall be substantially lighter than to other parts of the body. The top, sides, or back of the head are not legal targets for a thrust and need not be called.

Notes from the Meridies KEM: In Meridies the only valid target for a thrust to the head is the face. To intentionally target other areas of the head is a violation of SCA Rule III. B. 12. To intentionally duck or twist your head to "block" a thrust to the face violates SCA rule III. C. 8. and is a good way of getting yourself hurt.

This replaces rule V. B. 1. B.

### VII. Weapon Standards:

#### B. Single-Handed Weapons

1. The shaft or blade of Single-handed weapons shall be constructed of one of the following:

##### a. Rattan

b. rattan-cored Siloflex or Siloflex-equivalent and shall be not less than 1.25 inch (31.8 mm) in total diameter (including tape) along its entire length except the handle.

Notes from the Meridies EM: Polypropylene rod is not approved for use in Meridies.

This replaces rule VII. A. 1.

VII. Weapon Standards:

B. General Weapons

\_ No single-handed, non-hafted weapons shall have a thrusting tip at the base of the weapon.

**Remove the following rule:**

VI. Armor Requirements

D. Neck Armor

3. 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 in contact with the larynx, cervical vertebrae, or first thoracic vertebra, that section must be padded with a minimum of .25 inch (6mm) of closed cell foam or equivalent

Note: Meridies chooses not to allow camail or aventail as authorized neck protection.

## **IX. Rules for Participants in Combat Archery**

To participate and be authorized in SCA Combat Archery you will need to read the Participant's Section of the SCA Marshal's Handbook along with the additional regulations stated in the Armored Participant's Section of this guide.

### **A. For your authorization you should be ready to answer questions on the following:**

- i. Rules of the Lists of the SCA. (SCA Marshal's Handbook)
- ii. The Armor and Weapons standards of the SCA. (SCA Marshal's Handbook)
- iii. The Conventions of Combat for the SCA (SCA Marshal's Handbook)
- iv. Additional Rules and Regulations for the Kingdom of Meridies (This Guide)

### **B. Marshaling Combat Archery:**

In addition to knowing the rules and regulations in the Participants Section, you should read the Marshals Section of the SCA Marshal's Handbook and the Meridies specific guidelines listed in this guide.

### **C. Participant's Section:**

Meridies adopts the Society rules as found in the Marshal's Handbook published by the Society Earl Marshal revision date October 2023 with the following modifications:

Clarification of III. Conventions of Combat, D. Combat Archery Conventions, specifically paragraphs 2, 6, and 7:

Paragraph 2: The fighter must be authorized in the weapons form for the backup weapon.

Paragraphs 6 and 7: Shafted ammunition must be inspected by a combat archery marshal before re-use. Tubular ammunition, tennis balls, and thrown weapons may be inspected by the fighter before re-use during a battle subject to any other rules for the event or scenario.

Clarification of VII. Weapons Standards, F. Combat archery Bows/Crossbows, 4. (non-period sights, rests, etc.):

This is not meant to exclude the small plastic or leather non-mechanical rests used by many archers. Commercially these are sometimes incorrectly called spring rests.

Modification to VII. Weapons Standards, F. Combat Archery Bows/Crossbows, 8. Crossbows:

Add subparagraph \_\_. No crossbow may have a pull higher than 75 lbs.

Modification to VII. Weapons Standards, G. Combat Archery Ammunition, 1.

Add "All labels must be in English, and text must be large enough to be readable without magnification."

Modification to VII. Weapons Standards, G Combat Archery Ammunition, 5.f. Commercially Manufactured Blunts, *Cannot be used for Rapier Combat Archery.*

Modification to VII. Weapons Standards, G Combat Archery Ammunition, 5.g. UHMW (Ultra-High Molecular Weight Polyethylene) , iii, At least 1.0 inch (25.4 mm) and at most 1.25 inch (31.8 mm) of padding (with progressive resistant give) after taping must be added in front of the blunt and be at least the same diameter as the blunt. *For Rapier Combat Archery.*

Modification to VII. Weapons Standards, G. Combat Archery Ammunition, 7. Heavy Ammunition, d. Fellwalker bolts

Add sub-paragraph vii. Fellwalker bolts are permitted only if shot from light crossbows (600 in/lbs or less).

Modification to VII. Weapons Standards, F. Combat Archery Bows/Crossbows, 8. Crossbows:

Add subparagraph \_\_. Rapier crossbows measure 450" (518 kg-cm) or less, and must have their upper limb (or one limb for crossbows) covered with at least 4 inches (10 cm) of blue material (tape, cloth, etc).

## **X. Rules for Participants in Rapier Combat (and cut and Thrust)**

All deviations to the Society Rapier Manual are covered in the separate document *Meridian Rapier Rules*, published on the Meridies website.

## **XI. Rules for Participants in Live Weapons**

All deviations to the Society Live Weapons Manual are covered in the separate document *Rules for Participants in Live Weapons*, published on the Meridies website.



## **XII. Rules for Participants in Equestrian Combat**

Meridies accepts the society standard for Equestrian combat with the following exception:

Meridian Equestrian Authorizations may be conducted with a single, warranted marshal authorized in the specific discipline.

### **XIII. Rules for Participants in Youth Combat**

All deviations to the Society Live Weapons Manual are covered in the separate document *Kingdom of Meridies Youth Combat Handbook*, published on the Meridies website.

#### **XIV. Rules for Participants in Siege Combat**

Meridies accepts the Society Handbook with no changes.

## **XV. Rules for Participants in Rebated Steel**

Meridies accepts the Society Handbook with no changes.