



Meridian Cavalry Handbook



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The following is the Cavalry Handbook for the Kingdom of Meridies. It is an addendum to the SCA Society Equestrian Handbook and should be used in conjunction with the Society Equestrian Handbook. It is important to be familiar with both documents. Some Meridian rules are more stringent than those utilized within the Society at large. Individuals riding within Meridian Borders or individuals who possess a Meridian Rider Authorization Card must comply with the rules presented in this document.

The Meridian Cavalry Handbook is available online at <http://www.meridies.org/marshal.htm>

Meridian Cavalry Program

The Meridian Cavalry program is administered via a Kingdom Equestrian Marshal (KEqM/KEO) that serves as a deputy to the Kingdom Earl Marshal of Meridies. The KEqM is responsible for oversight and reporting of equestrian activities for the Kingdom as well as maintaining rosters of authorized riders and marshals for various equestrian related activities. The KEqM must fulfill all items in the "[Marshal Requirements](#)" section below.

The KEqM may appoint deputies to fulfill the following roles with the Meridian Equestrian Program:

Commander of Cavalry

The deputy filling this role serves as an advisor and advocate to martial activities. This includes the jousting and mounted combat and any future activities deemed by the KEqM to be of a martial nature. (Generally martial activities are considered combat between opponents in a period manner using period style weapons).

Master/Mistress of the Horse

The deputy filling this role serves as an advisor and advocate to non-martial activities. This includes the games (reeds, heads, rings, crest combat), emprises and any future activities deemed by the KEqM to be of a non-martial nature (with exception of driving).

Provost of Meridian Horse

The deputy filling this role serves as an advisor and advocate to education, classes, research and training. This role serves as the foundation of the program and the provost works with the Commander of Cavalry and Master/Mistress of the Horse in training and education for their respective areas.

The KEqM may at their discretion appoint "Authorization Standards Marshals" (ASM). These Marshals must be an authorizing marshal and will have reporting deputies for geographic areas or official practice sites. Generally this role requires superior communication between the KEqM and the ASM so issues can be quickly identified and corrected.

The primary function of deputies to the KEqM is to serve as safety officers. Secondly they serve to advise the KEqM on their related portions of the equestrian program and as advocates to those portions. These deputies serve at the will of the KEqM and can be replaced by the KEqM at will.

Driving activities fall under the guidance of the KEqM.

Signage and Waivers

All equestrian events, practices, SCA demos, etc. must comply with the state specific signage and signed waivers with the required waiver language. Deviation from this requirement will result in any or all of the following: Loss of Marshal status, revocation of rider card or site suspension.

Activities

All activities in the Meridian Cavalry program must have prior approval from the KEqM before being implemented at any official event or practice. Currently approved activities include the games (rings, reeds, Saracens, pig sticking, spear throw, quintain, similar activities and other traditional games activity), foam tipped jousting, crest combat, mounted combat, driving and horseback archery. Experimental activities will be approved on a case-by-case basis. All activities listed in this section require mounted games authorization and may require an additional special authorization.

Conventions

1. Foam Tipped Jousting

Activity requires special authorization.

Scoring system is to be determined by the list organizer.

2. Heavy Mounted Combat (HMC)

Limits: This activity requires a special authorization. Only the Kingdom Equestrian Officer or marshals designated for this activity may approve riders to participate in this activity. Authorization is a three-step Process. Mounted combat candidates must be previously authorized for the mounted games, authorize on the ground and then on horseback. Horses must be deemed "authorized" for mounted combat by the marshallate.

Scoring: Legal targets to minimize contact with the horse are: head, arms, and torso; above the solar plexus. Neck shots are counted lethal but discouraged. This system of scoring represents an attempt to kill rider and capture horse.

Conventions: In judging "injuries" the fighters are presumed to be fully armored according to the standards of SCA Equestrian handbook, This also means that if a blow strikes a protruding area of a fighter's helmet (i.e., a jutting faceplate or an exceptionally tall conical helmet) with sufficient force, the fighter is dead, no matter if the fighter's head lies under that particular part of the helmet. Likewise, if a good blow strikes a piece of arm armor that stands far off the arm of a fighter, the fighter's armor is his or her arm for the purpose of calling the blow.

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A slash to the face must be (at minimum) almost, but not quite, as hard as a good blow to any other part of the head or body. Draw cuts to any part of the face, head or body need not be called.

Head	One hit is a kill
Neck	One hit is a kill
Torso	Above Solar plexus, one hit target is killed. Below Solar Plexus, two hits striker is killed
Arms	Two hits, target is killed (blows are counted & equipment is not dropped)
Horse/Saddle	Striker is killed.

- Holds - All holds are general, meaning any hold called on the field ceases all activity. Riders will place weapons across the tops of helm to quickly identify all have heard.
- Charges - Riders may take any gait to engage but must calibrate their blows for the added momentum of their mount so as to not hit too hard
- Engagement - After 'lay on' is called fighters, are considered engaged until all but one is eliminated or a hold is called.

Prohibited Activities:

- No intentional striking or kicking the opponent's horse. Rider may be removed from play for the day.
- No grappling of any sort
- No handling opponent's tack, harness, bridle, etc.
- Shields will not be used as an offensive weapon

3. **Crest Combat**

Activity requires special authorization. Activity is limited to riders authorized for the mounted games.

4. **Mounted Archery**

Activity requires special authorization. Activity is limited to riders authorized for the mounted games.

5. Driving

Activity requires special authorization from the designated Driving Marshal.

(1) A bridle with reins attached and passed through the terrets must be in place whenever a horse is put to a vehicle.

(2) Hitched horses shall not be left unattended.

(3) An authorized whip (driver) shall be on the vehicle and have access to the reins whenever the vehicle is in motion.

(4) The whip shall be the first person on the vehicle and the last person off.

(5) Whips are responsible for having an adequate numbers of grooms (defined as intermediate ground crew capable of rendering assistance). All horses must be headed while hitching/unhitching from cart/carriage.

(a) Single horses must have one groom.

(b) For other hitches, there shall be one groom per every two horses or fraction thereof.

(6) Intentional cantering of hitched horses is not permitted.

(7) All whips, prior to every event or practice, shall ensure their equipment is safe and in good working order.

(8) Each whip accepts full responsibility for the condition of his/her vehicle, harness, horse(s), and other equipment, and has the obligation to him/herself, the Marshal, and all opponents to see that his/her equipment meets all Society and Kingdom requirements.

(9) Equestrian Marshals in Charge may refuse or restrict the participation of any horse/driver/vehicle/harness combination.

(10) There shall be a driving authorization in the Kingdom of Meridies (see attached checklist).

(a) Whips shall demonstrate the knowledge and ability to hitch and harness. Cart/Carriage must be inspected for safety and suitability of horse/pony.

(b) Whips shall demonstrate the ability to drive forward, turn, and change directions at the walk, slow trot/jog, working trot, and extended trot.

(c) Whips shall demonstrate the ability to drive forward, turn, and change directions at a strong/fast/extended trot without breaking gait.

(d) Whips shall demonstrate the ability to halt.

(11) Authorized whips may take passengers under the following conditions:

(a) The passengers must have signed the equestrian waiver.

(b) Passengers under the age of 18 must wear a helmet.

(c) Passengers under the age of 10 may not touch the reins nor act as a groom (groundsman).

(d) An authorized whip must be in the vehicle at all times while a passenger is in the vehicle.

(12) Authorized drivers under the age of 18 must wear a helmet. However, it is highly encouraged that ALL drivers and passengers wear a helmet.

(13) Horses drawing carts/carriages in processions must be led by two (2) handlers, cross-tie style. A whip must be in the whips box at all times during the procession.

(14) Riding Postilion is not authorized in the Kingdom of Meridies.

Equipment Standards

Will be to follow Society Guidelines

1. Foam Tipped Jousting

Maille shirt with padded gambeson may be used as body armor.

Only metal helmets of at least 18-gauge steel (or equivalent) are allowed.

For all other requirements, see Society Guidelines.

2. Heavy Mounted Combat (HMC)

The only acceptable core material for HMC swords is rattan. PVC core swords for HMC are expressly forbidden.

Use of leather and/or reinforced gloves is recommended.

For all other requirements, see Society Guidelines.

3. **Crest Combat**

See Society Guidelines

4. **Mounted Archery**

No crossbows are allowed.

For all other requirements, see Society Guidelines.

5. **Driving**

Tack for driving will vary greatly depending on the cart or chariot all must be in good condition before use and inspected by a driving marshal.

NO : Check Rein/Overcheck/Bearing Rein

Authorization General Requirements

In order to authorize riders; four things must first occur:

1. Insurance must be active
2. There must be An EqMIC
3. Rider must have signed the equestrian waiver
4. Rider must have completed the appropriate safety and games class for their authorization.

With all authorizations (pass or fail) the marshal records the activity and the riders contact information, AS WELL AS MEMBER NUMBER AND EXPIRATION DATE. Non-members may authorize, but only for the day. All documents must be forwarded to the KEqM within 10 days.

1. **Ground Crew Authorization**

The requirements to become authorized to perform ground crew tasks at events are as follows:

- Completion of the Risk Management/Safety Class
- Completion of the Games class
- Attendance of the days Risk Management class
- Serve on the field as a ground person under the observation of a games authorization marshal.

2. General Riding Authorization

Marshal must observe the candidate inspect tack for serviceability and safety. While the marshal will not inspect the equipment for safety (and the rider is solely responsible for the safety of their tack), if the candidate fails to notice a safety issue the marshal will point out the safety issue. Dependent on the severity of the issue, either allow the candidate to continue or advise the candidate of the safety issue and inform the candidate that the candidate needs to deal with the issue before they can participate in activities. All tack and its safety is the responsibility of the rider.

Marshal must observe the candidate mount the horse unassisted. The candidate may use mounting aids as required but cannot ask for assistance from another person. Although there may be universally accepted standards for mounting a horse in the equestrian world, the standard for the Kingdom of Meridies is safety. Criteria:

- a. Control of the horse while mounting
- b. Consideration for the horse's safety and well-being

Once mounted, the rider should opt for gait at which to authorize. No rider will authorize at a walk. Riders will authorize at a trot or canter or equivalent gait if riding a gaited horse.

The marshal will instruct the candidate to ride the chosen gait in a circle to demonstrate control at the gait, and then in a figure eight at the same gait. If the candidate cannot maintain gait this is reason to disqualify. There is no standard for how long the test will be. The marshal will determine how long the candidate needs to ride the pattern to discern the candidate's ability to safely control their mount.

Criteria to be considered:

Secure in the seat
Humane to the horse
In control of the horse
Maintains control of the gait

Not to be considered

Tack choice
Seat position
Foot placement
General riding style

At the end of the figure eight pattern the marshal instructs the candidate to ride to a point not less than 50 feet away at the chosen gait and bring the horse to a stop.

The candidate must control the horse at a halt for 60 seconds and return to the marshal when summoned at the chosen gait.

Criteria to be considered:

Maintains Gait
Control of mount
Safe transition to halt
Maintains control of mount while halted
Secure Seat
Safety of horse and others

Not to be considered

Horse's behavior at halt
Gait transitions for horsemanship
Seat style

3. Mounted Games Authorization

The candidate must first authorize for general riding.

Candidates must demonstrate control of both a long weapon and a short weapon using the same criteria considerations from the General Riding section.

This is first and foremost a SAFETY test. This is not a skill with weapons test. **Any rider who casts off the weapon to maintain control of the horse is not automatically disqualified.**

Any rider who loses control of the horse to maintain control of the weapon is disqualified. As a final step in the process we ask the rider to discard the weapon safely.

Short weapon

Riders must ride in a circle demonstrating a striking motion at a simulated opponent with a short weapon at a chosen gait (of at least a trot) while maintaining control of weapon and mount. The rider must then also demonstrate control through figure eight with the same weapon at the same gait. The marshal then designates a point not less than 50 feet away. The rider must ride to that point at the chosen gait and stop while carrying the weapon. The rider must maintain control of the mount at the halt while carrying the weapon. When summoned, the rider must ride back to the marshal at the chosen gait and ask the rider to safely discard the weapon at the half way point.

Long weapon

Mounted rider will take the long weapon (whether tipped or not, this will be demonstration of the pig sticking weapon) from ground crew and demonstrate the

safe handling of the weapon at a halt. The candidate will demonstrate safe discard at the halt and demonstrate understanding of the rotation of the weapon onto target. The rider will demonstrate carrying the weapon in the safe position and rotating the weapon to target. Two options of rotation are recommended. The first is the point up behind the back (like the javelin) and the other the baton twirling style that keeps the point out of contact with both rider and mount. Any style that can be demonstrated as safe to both rider and mount may be entertained and documented by the authorization marshal is deemed safe enough for authorization.

4. Special Authorizations

Foam Tipped Jousting

This authorization procedure requires the presence of a qualified jousting authorization marshal.

Candidates must authorize with a shield for authorization purposes only (to determine how well they can control their horse while encumbered).

Candidates must authorize against a current authorized jouster.

Candidate must authorize at a gait of at least a trot.

Candidate will conduct a series of passes down the barrier against the authorized jouster.

The first pass will be at a walk. Lances are kept upright during this pass. If the marshal has no issues with horse or rider and the riders are comfortable, the pass will be conducted again at a walk, this time both riders will lower lances and attempt to make contact with their opponent.

The above is repeated at a trot and then a canter (if candidate wants to try a canter).

Marshal may require as many passes as necessary to determine suitability of horse and rider to the activity.

Criteria to be considered:

- Does the candidate maintain control of horse with lance and shield?
- Does the candidate maintain control and placement of lance?
- Is the candidate's mount able to maintain a close proximity to the barrier (does not shy away)?

- Does the candidate maintain a safe seat?
- Does the candidate maintain the horse's gait through the run?
- Does the candidate demonstrate control as to not strike their opponent with the non-foam portions of the lance?

Marshal with consultation of the candidate's opponent, will make a determination of the suitability of the horse and rider after the passes are completed.

Mounted Combat (HMC)

Adherence to Society rules for armor and weapons for Mounted Combat is required.

The full authorization procedure requires at minimum three present; a Warranted Mounted Combat Authorizing Marshal, an Equestrian Marshal and an experienced authorized Mounted Combat Fighter. The experienced mounted combat fighter is to join in combat with the person being authorized. Ideally, these should not be the people who have trained the fighter being tested.

Prior to authorizing the candidate, the authorizing marshal will properly complete an equestrian waiver and a waiver for SCA Combat-Related activities if the fighter is NOT a member. If the candidate IS a member with a "blue card" indicating a waiver on file, they do not need to sign a SCA Combat-Related activities waiver but must still complete the equestrian waiver.

A candidate must be at least eighteen (18) years of age.

A candidate must be previously authorized for mounted games riding. There is no stipulated time requirement as a mounted games rider for authorization.

The Mounted Combat authorization is a two-step process. The first step is a basic combat authorization. This step is to ensure the candidate has the correct equipment fitted properly, and can conduct combat safely calibrating blows and understands the rules of combat for The Kingdom of Meridies. Each Candidate must demonstrate understanding of the rules of the list. The second step is the mounted combat step to ensure the candidate can manage a horse and conduct combat safely.

Step 1 – On the Ground..

1. The persons conducting the authorization must verify that the candidate is familiar with the rules for mounted combat and the conventions of mounted combat for The Kingdom of Meridies. Each candidate must demonstrate understanding of the rules of the list

2. The candidate must present himself/herself on the field in armor for inspection. The armor must be inspected on the body and must pass the current Society armor requirements for mounted combat. This inspection must be complete and exacting and any deficiencies must be permanently corrected before the person may authorize.
3. Both the experienced authorized fighter and the candidate shall be armed with sword and shield, unless there is a physical reason that a fighter or candidate is unable to fight in that system. Sword is the only allowed weapon.
4. For the first few minutes of the bout for authorization, the candidate and his experienced opponent shall fight at $\frac{1}{2}$ to $\frac{3}{4}$ speed and verbally acknowledge all blows landed as per mounted combat rules. During this phase of the authorization, the marshals should get an impression of the candidate's style, technique, ability to call blows, and the ability to defend himself/herself. If this portion of the authorization is not satisfactorily completed the authorization procedure shall be stopped. The candidate shall be told of the problems observed and instructed as to how to correct the problems.
5. If the first portion of the bout has progressed satisfactorily, then the combatants will be told to fight a list type of combat, taking all blows in accordance with the rules of mounted combat. During this phase the Marshals and the witnessing fighter should observe the new fighter's control, reaction to blows, and ability to cope with pressure. At some point a "hold" should be called to judge the reaction of the new fighter.
6. The Marshals and the authorized fighter shall confer to decide if the candidate exhibits adequate performance in the minimum criteria for authorization listed below:
 - Does the authorizing fighter know and apply the Rules of combat?
 - Does the authorizing fighter exhibit safe behavior on the field, both for him/herself and for others?
 - How does the authorizing fighter react to pressure? Does he/she fight back, or does he/she become disoriented and confused?
 - Can the authorizing fighter defend him/herself?
 - Is the authorizing fighter able to feel and judge blows, both those received and those thrown?
7. If the Marshal, and experienced fighter agree that the fighter meets these requirements for authorization, the authorization will move to horseback

Step 2 - Horseback Authorization.

1. The candidate must be authorized for the mounted games.
2. The candidate must demonstrate control of the mount and the mount's acceptance of equipment.
3. The rider must mount in all required armor without assistance.¹
4. Ground crew will pass the shield to the rider after the rider is successfully mounted.
5. Rider must authorize SWORD AND SHIELD.²
6. The riders shall move horse into physical contact with each other slowly to prevent incident.
7. If the horses accept contact the riders should contact shields with enough force to make noise. Riders should practice caution to prevent shield bashing. This will judge the horse reaction to clashing shields.
8. For the first few minutes of the bout for authorization, the candidate and his/her experienced opponent shall fight at ½ to ¾ speed and verbally acknowledge all blows landed as per mounted combat rules. During this phase of the authorization the marshal should get an impression of the candidate's style, technique, ability to call blows, and the ability to defend himself/herself. The marshal should pay strict attention the candidate's control of the horse and horse rider communication. If this portion of the authorization is not satisfactorily completed the authorization procedure shall be stopped. The candidate shall be told of the problems observed and instructed as to how to correct the problems. Horse rider pairing issues should be noted.
9. If the first portion of the bout has progressed satisfactorily, then the combatants will be told to fight a list type of combat, taking all blows in accordance with the rules of mounted combat. During this phase the Marshal and the witnessing fighter should observe the new fighter's control, reaction to blows, and ability to cope with pressure. At some point a "hold" should be called to judge the reaction of the new fighter.
10. The Marshals should also witness an immortal bout in which fighter attacks and calls blows without counting until the marshals are confident the new fighter can maintain control of the horse and him/herself in the confusion of activity.

¹ This is only a requirement for the authorization process to demonstrate control while in armor. Once authorized the rider may mount before donning helmet.

² Rider may opt to fight without a shield but must authorize sword and shield unless there is a physical reason that a fighter or candidate is unable to employ sword and shield.

11. The Marshals, and the authorized fighter shall confer to decide if the candidate exhibits adequate performance in the minimum criteria for authorization listed below:

- Does the candidate know and apply the rules of combat?
- Does the candidate exhibit safe behavior on the field, both for him/herself both mounts and for others?
- How does the candidate react to pressure? Does he/she fight back, or does he/she become disoriented and confused?
- How does the authorizing Horse react to pressure? Does he/she accept the other horse, or does he/she become panic and behave inappropriately?
- Can the candidate control this mount?
- Can the candidate control equipment and his/her horse appropriately?
- Is the candidate able to feel and judge blows, both those received and those thrown?

If the Marshal and experienced fighter agree that the candidate meets these requirements for authorization the rider is authorized for mounted combat.

The rider/horse pair will be recorded authorized for mounted combat in The Kingdom of Meridies.

An authorized mounted combat horse log will be maintained at the KEM level for The Kingdom of Meridies.

Crest Combat

Adherence to Society rules for armor and weapons for Crest Combat is required.

1. The candidate must be authorized for the mounted games. Candidate must authorize against a currently authorized mounted crest combat rider.
2. Marshal will have the riders approach each other to determine suitability and control of mounts in proximity of each other.
3. Once the marshal is satisfied that the horse is suitable, the marshal will ask the rider and candidate to take ½ speed swings at each other's crests.

4. Once the marshal is satisfied that the candidate has control at ½ speed, the marshal will ask for a fight at full speed.
5. If satisfied with full speed combat, the marshal will ask the authorized crest combat rider to press the candidate and to be aggressive with the candidate to determine how the candidate and mount react in a high stress aggressive environment.
6. Marshal may require as many bouts as necessary to determine suitability of horse and rider to the activity.

Criteria to be considered:

- Does the candidate maintain control of horse?
- Does the candidate maintain control of the sword?
- Is the mount able to stay engaged with the opponents mount without becoming out of control or kicking?
- Does the candidate maintain a safe seat?
- Does the candidate remain aware even in a high stress situation?

Marshal, with consultation of the candidate's opponent, will make a determination of the suitability of the horse and rider after the bouts are completed.

Mounted Archery

A candidate must be previously authorized for mounted games riding.

The Mounted Archery authorization is a two-step process. The first step is a basic Live Weapons Authorization, Archery. Any Live Weapons, Archery authorized participant automatically passes the first step. This step is to ensure the candidate has the correct equipment, and can safely fire arrows. Each Candidate must understand the rules of Live Weapons, Archery for The Kingdom of Meridies. Each Candidate must demonstrate understanding of the rules of the list. The second step is the mounted archery step to ensure the candidate can manage a horse and fire arrows safely.

Step 1 – On the Ground. *Obviated by live weapons, archery authorization.*

1. The persons conducting the authorization must verify that the candidate is familiar with the Rules for mounted archery and the conventions of mounted archery for The Kingdom of Meridies. Each Candidate must demonstrate understanding of the rules of the list

2. The candidate must present himself/herself on the field with bow and arrows for inspection. The bow and arrows must be inspected and pass the current Society weapon requirements for mounted archery. This inspection must be complete and exacting and any deficiencies must be permanently corrected before the person may authorize.
3. The candidate must knock an arrow, draw the bowstring, and fire at a target with control and safety. Every attempt should be made by the candidate for the arrow to fly straight and smoothly after leaving the bow.
4. The Marshal shall decide if the new participant exhibits adequate performance in the minimum criteria for authorization listed below:
 - Does the authorizing participant know and apply the Rules of Archery?
 - Does the authorizing participant exhibit safe behavior on the field, both for him/herself and for others?
 - Can the authorizing participant control his/her bow and arrows? Does he/she know their limits?
 - Is the authorizing participant able to judge angle and distance?
5. If the Marshal agrees that the participant meets these requirements for authorization, the authorization will move to horseback

Step 2 - Horseback Authorization.

1. The rider must demonstrate control of the mount and the mount's acceptance of equipment.
2. The riders shall move horse into the lane slowly, demonstrating control, making one pass by target.
3. If the horse accepts, the rider shall move horse into the lane at the desired gait demonstrating control, making one pass by target.
4. If the horse accepts, the rider shall move horse into the lane at the desired gait and drop the reins, pretend to fire, recover reins while making one pass by target.
5. Ground crew will pass the bow and arrow to the rider.
6. While halted, the rider will drop the reins, fire and recover reins.

7. If the horse accepts, the rider shall move the horse into the lane slowly, drop the reins, fire and recover reins.
8. If the horse accepts, the rider shall move the horse into the lane at the desired gait, drop the reins, fire and recover reins.
9. The Marshal shall decide if the new participant exhibits adequate performance in the minimum criteria for authorization listed below:
 - Does the authorizing participant know and apply the Rules of Archery?
 - Does the authorizing participant exhibit safe behavior on the field, both for him/herself, both mounts, and for others?
 - Can the authorizing participant control this mount?
 - Can the authorizing participant control equipment and this horse appropriately?
 - Is the authorizing participant able to judge angle and distance on this horse?

If the Marshal agrees that the participant meets these requirements for authorization the rider is authorized for mounted archery.

The rider/horse pair will be recorded authorized for mounted archery in The Kingdom of Meridies.

Marshal Section

There are two types of marshals, standard marshal and authorizing marshal. Standard marshals can monitor their particular activities for safety violations, but may not authorize candidates for the activity. Authorizing marshals can monitor activities for safety violations and authorize candidates for any activity they hold an authorizing marshal status in.

Marshals should complete an authorization checklist for each authorized activity/level by candidate.

Safety: Safety for both the rider and the mount must be maintained at all times. All activities must be stopped at the first indication of an unsafe situation. Equipment failure on rider or horse is cause for stopping all activity.

Equipment: Marshal may fail any piece of equipment deemed unsafe for participants equine or human.

1. **Equipment Inspections**

Before the start of any activity, a marshal must inspect each rider and horse before the rider can participate. Each rider and horse receives pass/fail. Fails may be corrected for re-inspection.

Equipment requirements vary by activity. Standards for inspection for equipment used by each activity should be used from the Society Equestrian Handbook, except for additional requirements by the Meridian Cavalry Handbook.

The intent of this section is not to allow the marshal to interfere with style. This is simply for horse and rider safety. A marshal shall not fail a piece of equipment for personal taste.

The rider is solely responsible for their tack, and should pay particular attention to the following (note: a marshal may look at the following areas to discern safety during the activities:

The marshal should inspect for:

- No loose or hanging attachments that may present a hazard to horse, rider, ground crew, or marshal.
- Any rider who can demonstrate a piece of equipment for control of the horse to satisfy the marshal that the equipment is both humane and safe may use the equipment in lieu of a traditional bridle.

2. **Marshal Authorizations**

The process for becoming an equestrian marshal in the Kingdom is set out in Kingdom Equestrian handbook. The KEqM is a representative of the Kingdom Earl Marshal, all Equestrian Marshals are designated representatives of the Kingdom Equestrian Marshal (KEqM), and as such serve at the whim of the KEqM. All warrants expire when the KEqM departs office. Warrants may be extended voluntarily by the incoming KEqM either in an interim status or for the duration of the KEqM's office. Marshals should be able to ride at the mounted games authorization level. Exceptions may be made by the KEqM on a case-by-case basis.

Marshal Requirements

There is no set number of events a candidate must attend or run to become a marshal but each of the activists listed below (i.e. run authorizations, set up the field etc.) should be completed successfully 3 times unless the KEO gives special permission for fewer due to certain circumstances, such as an experienced

marshal moving in from another kingdom. A marshal candidate must be approved by at least two Marshals and comply with the rules stated in the society and kingdom equestrian handbooks, and;

- 1) Be a paid member of the SCA
- 2) Demonstrate knowledge of society and kingdom rules to the satisfaction of the KEqM.
- 3) Have completed the safety/risk management and games class.
- 4) Successfully teach are Kingdom's risk management class.
- 5) Successfully Run authorizations for general riding and games under the supervision of a Marshall.
- 6) Successfully Run the activities you would like to be a marshal for under the supervision of a Marshall i.e. driving, jousting, etc.
- 7) Participated in the setup and takedown of the equestrian area

Duration of Marshal Status

1. The equestrian marshal warrant does not survive KEqM succession.
2. The incoming KEqM can re-warrant without process, at will.
3. KEqM can revoke all warrants, at will.
4. No marshal warrant may extend past 4 years without renewal.

Requirements to Sustain Status

1. All marshals must participate in at least one in-kingdom equestrian event or practice per year to remain active.
2. If a marshal's status goes inactive he/she must petition the KEqM for reinstatement of status.
3. The KEqM may require the marshal reauthorize or simply re-instate marshal status, as the KEqM deems necessary.
4. Any lapse of membership requires full reauthorization.

Revocation of Marshal Status

The following are reasons for revocation of marshal status. Since one major component of being a marshal is judgment; revocation for these is immediate. There is no probation. The KEqM shall determine the duration of the revocation.

1. Violation of the grievance process
2. Safety Violations
3. Non-Adherence to waiver policy
4. Non-Adherence to Horse Health document Checks

Authorizing marshals:

There are two categories of authorizing marshals; basic and advanced. Basic authorization marshals can authorize riders for general riding and mounted games. Advanced marshals can authorize all riders for general riding, and mounted games plus whichever endorsements they hold (see Special Marshal Authorizations).

General/Games

Marshal candidates must meet the marshal criteria listed in the Marshal Requirements section of this document.

Special Marshal Authorizations

Foam Tipped Jousting

Any authorization marshal authorized for jousting can authorize other jousters with the approval of the KEO.

Heavy Mounted Combat (HMC)

To be a Mounted Combat Authorization Marshall requires becoming an equestrian marshal, and an authorized heavy fighter. Each candidate must conduct two authorizations under the supervision of a warranted Mounted Combat Authorization Marshal. Special Marshal authorization is required to marshal mounted combat. Marshals for mounted combat must be an equestrian marshal and have a caveat for marshalling mounted combat.

Crest Combat

Any authorization marshal who is authorized for crest combat can authorize others for crest combat with approval of KEO.

Mounted Archery

Mounted Archery authorization marshals must be non-equestrian archery (live Weapons) authorized as well as equestrian and mounted archery authorized. The mounted archery marshal must maintain current authorization with the live weapons marshallate at all times. Loss of such authorization invalidates the authorization marshal's status for archery.

Driving

Must be equestrian marshal authorized in driving, approved by the KEO

Appendix

1. Society Equestrian Handbook

Society equestrian rules to be used in conjunction with this handbook. Note: All rules listed in the society equestrian rules are to be followed, and any additional requirements in the Meridian Cavalry Handbook.
Society Equestrian Handbook

2. State Signage and Waivers

Signage and Waivers to be used by State to be completed by all participants and copies sent to the KEqM. Participant waivers should be sent in with the event form within 10 days of an event or practice.
State Signage and Waivers

3. Rules of the List

Meridian Rules of the List, which is required to be known and understood by each participant.
Rules of the List

4. Event Form

Meridian Event Form to be updated at the event/practice and sent to the KEqM within 10 days of the event of the event or practice.
Equestrian Event Sign In and Log

5. Safety Class

Points to be covered during Meridian Safety/Risk Management Class. Note of attendance should be made on the General Riding authorization checklist.
Safety Class

6. Games Class

Games Class may be given in conjunction with the Safety Class. Note of attendance should be made on the Mounted Gaming authorization checklist.
Games Class

7. Authorization Check Lists

Authorization Check List for Ground Crew, General Riding, Mounted Games and Special Authorizations. To be used at events or official practices when authorizing candidates. Must be submitted to KEqM within 10 days for card issuance.

Authorization Check List – Ground Crew
Authorization Check List – General Riding
Authorization Check List – Mounted Games
Authorization Check List – Special Authorizations
Authorization Check List -- Driving

8. Incident Report

Form to submit to the KEqM for any incidents at official events or practices. Injuries requiring medical attention to a participant or horse must be verbally reported to the KEqM within 24 hours and the SEO. This should be followed up by a written report within 72 hours.
Incident Report