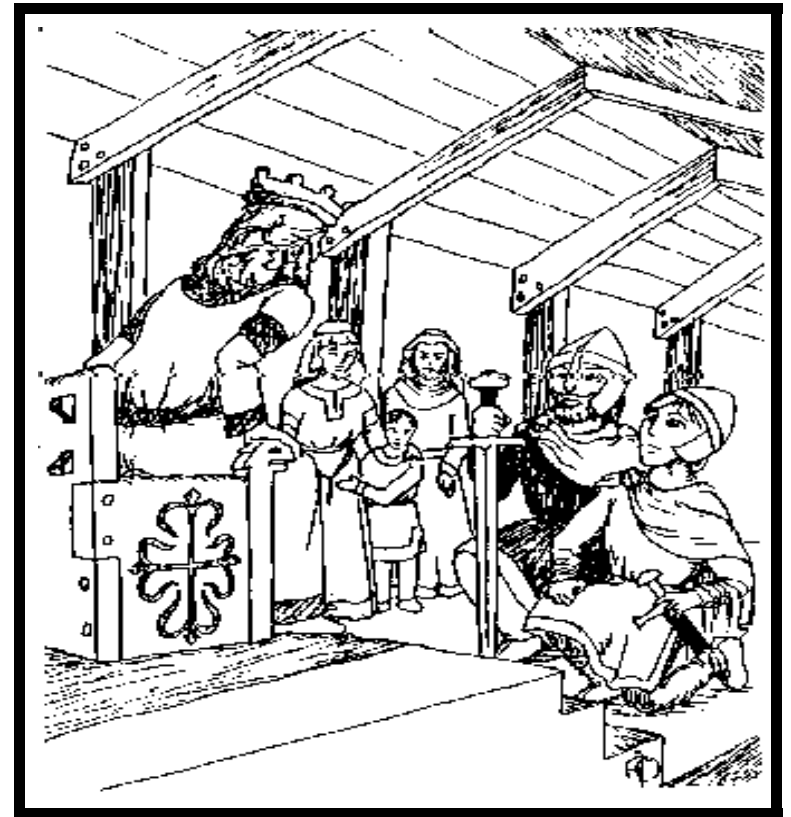


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# The Calontir Visiting Fighter's Pamphlet

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## Introduction

Greetings honorable warriors and welcome to the Kingdom of Calontir! This pamphlet should provide you with information about what is and is not permissible and what to expect as a participant in armored combat activities on the list and battlefields of Calontir. The Calontir Marshallate hopes that by making this information available, you, as a visiting fighter, will have a more enjoyable visit and a better understanding of Calontir's heavy weapons combat.

If you have any questions about what you read here or other matters not touched on in these pages, please feel free to contact any of the following.

Kingdom Earl Marshal	Sir Donato el Lobo
Publications Deputy	H.L. Connor O'Cleary

Lilies Marshal's Staff	
Marshal in Charge	Sir Vaclav Semjaka
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Tourney Marshal	H.L. Connor O'Cleary

## What you need to fight in Calontir

**Authorization Cards** - Visiting fighters must have a current, valid authorization card from their kingdom of residence to participate in any heavy weapons combat. Calontir will not issue authorization cards to any non-resident fighter under any circumstances.

**Light Weapons** - Calontir currently does not allow light weapons fighting, including period fencing, shinai, etc.

**SCA Minimum Armor** - Although Calontir's minimum armor requirements exceed those in the *Society's Marshal's Handbook*, heavy weapons fighters visiting Calontir will be inspected by Society minimum standards. The armor standards in the Society's *Marshal's Handbook* will be rigidly adhered to.

**Calontir Legal Weaponry** - Calontir currently uses the weapon types listed below. The construction requirements of these weapons include and exceed society minimums.

**Note:** You will be required to follow this kingdom's weapons standards. If your kingdom's weapons standards are different, you will need to construct new weapons, modify existing weapons, or borrow Calontir legal weapons for them to be allowed on the field.

## Calontir Weapons Requirements and Weaponry

The following is the list and construction requirements of Calontir weaponry. These construction requirements are in addition to Society minimum standards. If you have any questions about constructing these weapons or interpreting these requirements, please contact the Earl Marshal of Calontir, at the address located on the back cover of this publication or visit the Inspection tent. All weapons must be inspected to be used during the war.

**Note:** The limited scope of *The Calontir Visiting Fighter's Pamphlet* has required the marshallate to be as concise as possible in outlining our kingdom's combat conventions. While we are confident that the majority of Calontir's conventions and standards have been addressed, there may be interkingdom differences that were inadvertently overlooked in the writing of this publication. The Calontir marshallate will follow Calontir conventions in the event a question should arise even if the matter in question was not outlined herein. If you have any questions about what you read here or other matters not touched on in these pages, please contact the Calontir marshallate for more information **prior** to the Calontir event which you expect to attend. In this way, any uncertainties you may have can be resolved without any inconvenience to you at the event.

## Calontir Authorization Policy

Calontir will Not issue authorizations to any non-resident fighter under any circumstances.

**Overrunning and Falling Opponents** - Running charges are not to exceed three steps. An opponent who has fallen is to be allowed to regain their balance before the fight continues. Fallen opponents are not to be struck under any circumstances. (See also: The Calontir "Three Times" Rule.) If you have fallen, you are not to strike at your opponent until you get up and all involved are prepared to continue. You may not declare a fallen opponent dead.

**Combat Archery** - Calontir has been integrating golf tube style combat archery for several years. A blow need only strike its target cleanly and point first to be considered killing. Arrows that "glance" off you need not be considered killing. However, if you are struck cleanly by an arrow that has glanced off of other shields, weapons, fighters, etc. that may be in front of you, you are to consider yourself slain. To be struck by an archer, you must be struck on the front side of your body. Arrows that strike from the rear are not killing. You are only immune to arrows in this fashion if you have not acknowledged the archer's presence. If you look at an archer and he draws, your back is now a valid target should you turn it to him. Fighters are not allowed to swing at, grasp or strike an archer's bow or crossbow. Should your bow or crossbow be struck, it is to be considered broken and may not be used again until it has been re-inspected. Archers which have thrown down their bows may be struck. Archers that put their bow over their head or have cried "yield" may not be struck and are to be considered dead. **Crossbowmen are not to throw down their weapon at any time** and must attempt to keep their weapon from being struck. Crossbowmen that are threatened should yield or pass off their crossbow to another fighter and draw a backup weapon. Crossbows may not be placed on the ground, haybales, etc. at any time but must be carried by a fighter at all times.

**Other Missile Weapons** - Javelins are the only missile weapons, aside from combat archery, currently allowed in Calontir. Unlike combat arrows, javelins must strike point first and with the force of a one-handed thrust to be considered killing. Arrows may not be thrown by hand. Glancing javelins follow the same conventions as combat arrows (listed above).

**Face Thrusts** - Face thrusts are allowed in Calontir and need be no harder than a directed touch to be killing. Thrusts to other portions of the head or neck are not legal because of the safety hazards they represent.

## Marshaling in Calontir

**Active Marshaling** - Calontir has a policy and tradition of active marshaling, meaning that if a marshal sees something questionable or curious by our standards, occur on the field, a mis-called blow, for example, the marshal may call a hold to discuss the matter with the fighters involved. The reasons for this style of marshaling is not to bring into question the honor or integrity of the fighter but to **aid** them in maintaining their honor and integrity. The marshals realize fully that a fighter may not always be able to notice, or adequately interpret, all blows dealt them, and so are there to assist and act as a source of information. If you should have a question about how a fight you are involved in is proceeding, you may call a hold and ask for the opinions of the marshals and your opponent.

**Marshal's Courts** - Marshal's courts may be called by anyone at any time to address marshallate matters dealing with, but not limited to: conduct on and off the field, review of events leading up to an incident or injury, and violation of rules. Courts, once called, must follow set procedure and may exercise a variety of options such as removing the person in violation from the list or field, giving warnings to those individuals involved in the incident, or deciding to take no action at all. The court is not required to find anyone "guilty" as there may well be nothing to be guilty of. Calontir marshal's courts are meant, through its inquiries into issues and incidents, to inform and serve the fighters,

**General Weaponry Requirements** - All sword blades and weapon hafts must be constructed of rattan. The only exceptions to this is the use of pultruded fiberglass for use in 9' spears, and the use of Siloflex on rattan core one handed swords. **Note:** No experimental weapons may be used during any tournament or battle these weapons are currently authorized for fighter practice only.

**Thrusting Tips** - All thrusting tips must allow at least 1" of progressive give and must not penetrate more than 1/2" into a legal face plate of a helm. Under a thrust's normal force, thrusting tips shall not bend more than 45 degrees. The end of the rattan shall not be detectable at the point's bend. No metal or other rigid material shall be used in the construction of a thrusting tip. **All thrusting tips should be clearly marked in red.** Note: Many "trailer hitch cover" style thrusting tips do not allow 1" of progressive give or the minimum diameter required.

**Single-handed thrusting** - Tips must be a minimum of 1.25" in diameter, with 2" of resilient material between the face of the tip and the end of the rattan.

**Two-handed thrusting** - tips must be a minimum of 2.0" in diameter, with 3" of resilient material between the face of the tip and the end of the rattan.

**Fiberglass spears** - tips must be a minimum of 3" in diameter, with 3" of resilient material between the face of the tip and the end of the rattan.

**Swords: General-** Laminated blades are not legal in Calontir. The swords grip length is measured as the distance from the butt of the pommel to the center point of the quillon. All swords are to be wrapped in filament (strapping) or cloth tape to protect the weapon and reduce splintering. Metal tapes are prohibited as they present a danger to opponents. Calontir has no "pound per foot" rules governing the weight of swords, except great swords (see Great Swords).

**One-handed swords** - Grip length maximum is 12". Minimum overall length is 18". Anything shorter may not be used to cut or slash.

**Bastard Swords** - Grip length maximum is 15". Maximum overall length is 48". **Note** in Calontir, two-handed blows delivered with a bastard sword to the body, head, shoulders, or hips is considered a killing blow.

**Great Swords** - Grip length maximum is 18". Maximum overall length is 72". Minimum total weight is 4lbs.

**Mass Weapons** - (i.e. Maces, war hammers, axes, etc.) All mass weapons shall have a lanyard or other means of prohibiting the weapon from leaving the immediate area of combat. Maximum total weapon weight is 4lbs. Maximum length is 36". The weapons head is to have no rigid materials and must allow at least 1/2" of progressive give. Axes should bend no more than 45 degrees under normal blow force. The sides or back of an axe may not be used as a mace.

**Shields** - The use of fasteners such as tacks, nails, brads, wire, etc. is prohibited. Nails may be used as rivets only if the tips have been clipped and properly peened. Projections of more than 1/2" on the shield are prohibited. Projections of more than 1/4" must either be padded or have a smooth contour. Round shield bosses that are smoothly mounted are not included in this restriction. Shields must be used if they are carried. For example, shields may not be slung over the shoulder leaving the hands free. Also the shield may **not** be strapped to an arm which is also using a weapon. Shields may not be used as a weapon. Consequently, **any** type of thrusting shields are not allowed.

**Pole Arms** - Maximum total length of 6' for use in the lists and 7.5' for use in melees. Minimum length is 36".

**Head** - The head shall be padded and have a **minimum progressive resistant give of 1/2"** between the striking surface and the rattan. All striking surfaces shall have a minimum width of 1 1/2" and have no sharp edges or square corners. Unpadded pole arms are not legal in Calontir

**Spears** - For tourney use, maximum spear length is 6'. For battlefield / melee use, maximum length is 9'. Spears may not be double ended. **Note:** Running thrusts with spears are prohibited. Spears may not be swung. Rattan spears must have a two-handed thrusting tip. Fiberglass spears must have a fiberglass spear thrusting tip.

**Madu** - Calontir Madu must be between 30" and 72" in length. Madu 30-41" must have single-handed thrusting tips which meet Calontir standards. Madu between 42 - 72" must have legal Calontir two handed thrusting tips. A shield attached to a madu may not exceed 14" in diameter.

**Composite Weapons** - Calontir does not allow the use of weapons constructed of more than one piece of rattan. Jointed and/or laminated weapons are illegal.

**Buttspikes** - Buttspikes maybe incorporated on two-handed polearms that are 48" or more in length, this includes 7.5' polearms. No other weapons (except madu) may have a buttspike.

**Missile Weapons** - Javilins and golf tube/tennis ball style combat archery are the only missile weapon styles allowed.

**Bows** - Bows must have a minimum pull of 35lbs. and a maximum pull of 50lbs. at 28" of draw length. Compound bows are not allowed.

**Crossbows** - Crossbows must have a minimum pull of 35lbs. and may have up to 70lbs. of maximum pull. Crossbows must be constructed with a fiberglass prod. The ends of the prod must have courtesy tips of no less than 1 1/4" to prevent the prod end from entering an eye slot. Crossbows must use non-metallic strings. They maybe fitted with a device that helps hold the arrow in place. Crossbows under 50lbs may fire both combat arrows or shorter bolts constructed in the same fashion as arrows. If a crossbow is greater than 50lbs pull, it must use combat bolts no shorter than 14" and a maximum length appropriate to the size of the crossbow.

**Arrows/Bolts** - Arrows and bolts shall be constructed by using one plastic golf tube and attaching a tennis ball to the reinforcing ring end. Minimum length is 28". The arrows head must be marked in red. **Note:** a simple red "X" is not sufficient and no other part of the arrow except the head is to be covered in red tape. Fletches, if they are used, must be constructed of a soft flexible material and be rounded so there are no sharp corners. The arrow shaft may not be filled with any material which significantly adds to the arrow's weight. Bolts shall meet the same construction requirements as combat arrows.

**Javelins** - Javelins shall be constructed of 40 PVC plastic pipe no less than 1 1/8" minimum diameter. Javelins shall be between 4' and 5' in length. The tip must meet the requirements of a Calontir Two-handed thrusting tip. A heavy leather disk the diameter of the shaft must be taped securely over both ends of the shaft (under the thrusting tip on the business end). Javelins must weigh between 1 and 2 lbs. The shafts maybe filled with any non-rigid material to increase weight. Water, lead, sand, pennies, or other similar materials are not allowed. The top 12" of the javelin, tip included, must be covered in red tape or cloth. Tail fins or trailers, if used, must be a soft, flexible material. Trailers must be at least 1 1/2" wide and no more than 24" in length.

## Use of Weapons in Calontir

**90 degree Arcs** - Calontir allows weapons (ie. Greatswords, pole arms, etc.) to be moved through an arc greater than 90 degrees as long as the fighter does not "power" the blow through more than 90 degrees of the arc. Care must be taken not to use excessive force as this is illegal by society and Calontir standards.

**Blade Grabbing and Deflections** - In Calontir, grasping a weapon's blade shall result in loss of the offending party's hand and arm. Intentionally grasping your opponents weapon's blade may result in the forfeiture of the fight. Pinning your opponents blade under your arm is not allowed. This does not apply, however, to pinning the hafts of weapons. Deflecting blows with the back of the hand shall not be used in Calontir. Intentionally deflecting a blow will result in the loss of the deflecting limb and may result in the forfeiture of the bout.

**Lost Weapons** - If a fighter loses a weapon during the fight, a hold will be called and the fighter allowed to rearm. However, if the fighter is fighting florentine (two weapon) they are still considered to be armed and no hold will be called. If an opponent loses a weapon during the course of a battle or melee, no hold will be called.

**Missile Weapons** - Combat archers in Calontir must be fully armored (as they can be struck by rattan wielding fighters and other archers) and must meet the society's minimum armor standards. The use of a half gauntlet in conjunction with a leather glove on the archer's shooting hand is the minimum allowable hand armor for combat bow usage. Fighters using crossbows may wear half-gauntlets on both hands if they so desire. Javelins may not be thrown from ungauntleted or half-gauntleted hands. Archers or crossbowmen may not hold or use rattan weapons, fiberglass spears, or javelins while holding a bow (they may, however, carry a backup weapon, ie. a basket hilted sword, in their belt to use after they have properly dispensed with their missile weapon). **Please note:** Crossbows must be carried by a fighter at all times and may not be put down under any circumstances. If you do not wish to carry your crossbow any longer, you may pass it off to another fighter. You may not put it down a haybale, lean it against a tree or the like. A fighter holding a javelin may not swing a rattan weapon.

## Calontir Fighting Conventions

Like all other kingdoms in the known world, Calontir has it's own set of fighting conventions. With all due respect to your own kingdom's conventions, as a visitor to Calontir, you will be required to abide by our kingdom's conventions for the duration of your visit.

**Circling Downed Opponents** - It is considered unchivalrous in Calontir to circle a downed opponent from outside your opponent's weapon's range. Do not "corkscrew" your opponent into the ground. You may, once inside an opponent's range, pass by, side step them, etc. throwing blows.

**Charges** - Running charges are not to exceed three (3) steps. Lines should be charged through, not over.

**Killing from behind** - Killing from behind is not allowed.

**Shield Presses and Snatches / Use of Shields** - Shields may not be used as