

# APPENDIX B:

## COMBAT, MARSHALS MANUAL CHANGES

### MINUTES

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## Introduction

This appendix details the amendments to the Combat and Marshals' Manuals recommended by the Ministry of Joust and War. Each amendment requires a majority vote to approve.

*MOTION to divide the question item by item: Passed on voice vote.*

## I. Amendments to Combat Manual

### A. Add Article I.E.15. Conduct of Combatants..... **SEE NOTES**

*Question divided by voice vote: "Marshals may prohibit anything that offends the spirit of the chivalry" (question 1); "Marshals may prohibit unsafe or unrealistic weapons or conduct from a combatant" (question 2). Question 1 failed on voice vote. Question 2 approved on voice vote.*

**Add:** 15. Marshals may prohibit anything that offends the spirit of the chivalry such as unsafe or unrealistic weapons or conduct from a combatant.

*Commentary:* It may not be currently illegal to cluck like a chicken and stand on one foot; however, this type of conduct may in fact not portray the spirit of the chivalry and the pageantry of the Tournament for which we, as an organization, are trying to portray.

### B. Add Article I.G.8. Miscellaneous Siege Weapons..... **FAILED**

*Failed (51 yes, 63 no).*

**Add:** Boiling Oil

Represented by dumping a basket of punctured tennis balls over a structure, wall, or barricade onto advancing troops. Only direct hits shall count; limbs struck shall be lost, strikes in killing zones shall result in death. Boiling Oil will be dead on contact; therefore, redirected or deflected oil will be considered dead.

### C. Amend Article I.H.3. Blocked Blows to reorder items and delete "disengages and" ..... **SEE NOTES**

*Language change failed on voice vote. Reordering of section passed on voice vote.*

**Current Writ:**

- A weapon is sufficiently blocked when a block has noticeably decreased its momentum. A deflected blow may still be considered good if the deflection did not noticeably reduce its momentum.
- A weapon that has been blocked cannot cause injury to an opponent unless it disengages and changes direction prior to coming into contact with the opponent. For example, if a combatant throws a sword blow that is sword-blocked by his opponent and the combatant then pushes through the block to hit the opponent, the blow is not considered good since the initial force of the blow was removed when the sword block was made. However, if the combatant disengages the sword block and changes the angle of attack, the resulting unobstructed blow would be considered valid.

**Amend to read:**

- A weapon that has been blocked cannot cause injury to an opponent unless it ~~disengages and~~ changes direction prior to coming into contact with the opponent. For example, if a combatant throws a sword blow that is sword-blocked by his opponent and the combatant then pushes through the block to hit the opponent, the blow is not considered good since the initial force of the blow was removed when the sword block was made. However, if the combatant disengages the sword block and changes the angle of attack, the resulting unobstructed blow would be considered valid.

- A weapon is sufficiently blocked when a block has noticeably decreased its momentum. A deflected blow may still be considered good if the deflection did not noticeably reduce its momentum.

**D. Amend Article III.A.1. Equivalents..... FAILED**

*Failed (31 yes, 82 no).*

**Current Writ:**

*Semi-rigid material* can be any somewhat flexible material such as:

- 6 oz. leather
- Several layers of quilted, heavy canvas

**Amend to read:**

*Semi-rigid material* can be any somewhat flexible material such as:

- ~~6-oz.~~ **8 oz. Vegetable tanned** leather
- Several layers of quilted, heavy canvas

**E. Amend Article III.C.2, III.D.2, Neck to require Armored-qualified gorgets or bevors ..... FAILED**

*Failed on voice vote.*

**Current Writ:**

- A gorget of heavy or rigid material shall be used. Light leather or medium weight fabric with rigid plates attached is also sufficient (See *Gorget* in the Glossary).
- A dog-collar style gorget alone is **not** sufficient.

**Amend to read:**

- A gorget of ~~heavy or rigid material leather shall be used. Light leather or medium weight fabric with rigid plates attached is also sufficient (See *Gorget* in the Glossary).~~ reinforced with no less than 16-gauge steel or steel equivalent covering the clavicle is required.
- A dog-collar style gorget alone is **not** sufficient.
- **Equivalents:**
  - Rigid material covered by leather
  - 10-ounce boiled leather
  - 14-ounce unboiled leather
  - 18-gauge stainless steel

**F. Amend Article III.D.1. Head to require reinforced camails ..... APPROVED**

*Approved by voice vote.*

**Current Writ:**

- A fully enclosed padded metal helm of no less than 16-gauge steel or equivalent. A three-weapons mask is **not** allowed in this type of combat.
- Heavy mesh or perforated metal front of no less than 16-gauge steel or equivalent.
- Helms must have a chainmail camail, be worn with a chainmail coif, or include a bevor that protects the underside of the chin.
- The openings in the visor shall not be wider than one-quarter-inch (1/4") in any direction.
- Padding and chinstraps are required.
- **Equivalents:**
  - 18-gauge stainless steel
  - 18-gauge reinforced mild steel

**Amend to read:**

- A fully enclosed padded metal helm of no less than 16-gauge steel or equivalent. A three-weapons mask is **not** allowed in this type of combat.
- Heavy mesh or perforated metal front of no less than 16-gauge steel or equivalent.
- Helms must have a chainmail camail, be worn with a chainmail coif, or include a bevor that protects the underside of the chin. **A gorget must be worn with these helms.**
- The openings in the visor shall not be wider than one-quarter-inch (1/4") in any direction.
- Padding and chinstraps are required.
- Equivalentents:
  - 18-gauge stainless steel
  - 18-gauge reinforced mild steel

*Commentary:* A chainmail camail is not an acceptable replacement or the equivalent of a gorget. Chainmail, if used, must be accompanied by semi-rigid backing. We don't allow simple chain for kidney protection. The gorget must be capable of sufficiently stopping a thrust without collapsing, risking injury to the throat and larynx.

**G. Amend Article III.E.4. Body to reduce thickness of High-Impact Plastic or ABS to 1/8" ..... NO ACTION**

**Current Writ:** ...

**Brigandine or Wisby Coat**

- ...
- Equivalentents:
  - High impact plastic or one-quarter-inch (1/4") ABS
  - ...

**Rigid Boiled Leather**

- ...
- Equivalentents:
  - ...
  - High impact plastic or one-quarter-inch (1/4") ABS (also covered with light leather)

**Breast and Back Plate**

- ...
- Equivalentents:
  - Leather covered high impact plastic or one-quarter-inch (1/4") ABS
  - ...

**Amend to read:** ...

**Brigandine or Wisby Coat**

- ...
- Equivalentents:
  - High impact plastic or one-quarter-inch (~~1/4~~ **1/8**") ABS
  - ...

**Rigid Boiled Leather**

- ...
- Equivalentents:
  - ...
  - High impact plastic or one-quarter-inch (~~1/4~~ **1/8**") ABS (also covered with light leather)

**Breast and Back Plate**

- ...
- Equivalentents:
  - Leather covered high impact plastic or one-quarter-inch (~~1/4~~ 1/8") ABS
  - ...

**H. Amend Article III.F.1. Shinai to clearly define marking of edges ..... NO ACTION**

**Current Writ:**

- Shinai from dagger to great sword in length, with minimum of 18 inches blade length.
- Must have all four (4) sides/slats.
- Commercial martial arts supply weapons only. Modifications to commercial equipment are subject to the approval of the local marshal with an emphasis on safety.
- The forward sword edge shall be marked with red tape.
- The back edge is marked by the string (or red tape as well).
- Shinais are treated as double-edged weapons.

**Amend to read:**

- Shinai from dagger to great sword in length, with minimum of 18 inches blade length.
- Must have all four (4) sides/slats.
- Commercial martial arts supply weapons only. Modifications to commercial equipment are subject to the approval of the local marshal with an emphasis on safety.
- The forward sword edge shall be marked with ~~red~~ tape **of a contrasting color (red is recommended)**.
- The back edge is marked by the string (or ~~red~~ tape **of a contrasting color** as well - **red is recommended**).
- Shinais are treated as double-edged weapons.

**I. Amend Article III.H.2. Other Single-Handed Weapons to remove weapon length restriction ..... NO ACTION**

**Current Writ:**

Although many kinds of weapons may be purchased and suitable for use in combat, homemade weapons are still allowed.

- The striking surfaces of all weapons must be metal.
- Overall weapon length is not to exceed 36 inches.
- One-handed thrust-only spears shall not exceed the maximum overall length of 60 inches. A short pole-arm with a thrusting tip may be used one-handed for thrusting if it is no longer than 60 inches in length.
- Weight is not to exceed four (4) pounds overall, with a maximum head weight of two (2) pounds. Weigh the head by supporting the weapon in the middle and weighing the head end...

**Amend to read:**

Although many kinds of weapons may be purchased and suitable for use in combat, homemade weapons are still allowed.

- The striking surfaces of all weapons must be metal.
- ~~Overall weapon length is not to exceed 36 inches.~~
- One-handed thrust-only spears shall not exceed the maximum overall length of 60 inches. A short pole-arm with a thrusting tip may be used one-handed for thrusting if it is no longer than 60 inches in length.
- Weight is not to exceed four (4) pounds overall, with a maximum head weight of two (2) pounds. Weigh the head by supporting the weapon in the middle and weighing the head end...

**Commentary:** A weapon's length will be proportional to the overall weight of the weapon, and we already have weight requirements. The combatant must still be able to use said weapon safely, and if they are not, the marshalette can deem said weapon inadmissible for use by said combatant.

**J. Amend Combat Manual to rename Schläger to Cut & Thrust and eliminate the present form of C&T ..... NO ACTION**

**Commentary:** The spirit of Cut & Thrust, when it was envisioned, was to use heavier blades, which could still be made so that you could still thrust with them. This was done by using heavier Renaissance Schläger blades and increasing the amount of armor required for the combatant's safety. Since the adaptation of thrusting swords qualified for Armored Combat, we have evolved to a new level of combat competition, thus making the current Cut and Thrust obsolete. With this thought in mind, I propose that we rename our current Ren List to Cut & Thrust, which would better categorize the style of combat involved and drop the term Ren List altogether.

## II. Amendments to Marshal's Manual

**A. Amend Article IV.A.1 Person in Charge to add visual form of identification ..... NO ACTION**

**Current Writ:**

A tournament should have one person that is in charge of the combat portion of the event.

Generally, it is the Minister of Joust and War, but could be any authorized marshal. The Marshal of the Field shall:

- Make sure the list field is set up properly
- Have the marshallate perform armor and weapons are inspections and man the list fields
- Ensure that the lists run smoothly for the day
- The Marshal of the Field has the final word concerning all combat related issues arising during the tournament. Appeals to the Marshal of the Fields decision must be made to the Crown.

**Add:**

- Carry or wear an easily identifiable object (i.e., white marshaling wand).

**B. Amend Article IV.A.4. Short Lists to invite Sergeant's fighters to the Knight's List ..... NO ACTION**

**Current Writ:** In the case where there are not enough combatants for a Knights Renaissance Schläger list, the local sovereign or Minister of Joust and War may combine both Knights and Sergeants lists into one (1) Knights list. Any combatants qualified to fight in a Sergeants Renaissance Schläger list can, at the discretion of the sovereign or Minister of Joust and War, be allowed to participate in the Knights list for that day. The win counts as a Knights list win. This is not an option if there are enough Sergeants and Knights present for a full Knights list.

**Amend to read:** In the case where there are not enough combatants for a Knights Renaissance Schläger list, the local sovereign or Minister of Joust and War may combine both Knights and Sergeants lists into one (1) Knights list. Any combatants qualified to fight in a Sergeants Renaissance Schläger list can, at the discretion of the sovereign or Minister of Joust and War, be allowed to participate in the Knights list for that day. The win counts as a Knights list win. ~~This is not an option if there are enough Sergeants and Knights present for a full Knights list.~~

If there are not enough fighters for a Sergeant's Renaissance Schläger list, the local sovereign or ruling noble, in consultation with and agreement of the Minister of Joust and War, may invite Sergeant's List fighters to compete on the Knight's List for the day.

**C. Add Article IV.A.5. Brevetting Policy ..... WITHDRAWN**

*Withdrawn from agenda by virtue of approval of OB11 by voice vote.*

**Add:** A combatant with a minimum of three (3) participations and one (1) win on the Sergeant's List may be considered for brevetting to the Knight's List.

**D. Amend Article V.A.2. Number of Marshals to correct example given ..... NO ACTION**

**Current Writ:** There must be at least two (2) authorized marshals to conduct a war with at least one (1) authorized marshal per eight (8) combatants to conduct a battle (e.g. if there are 20 combatants, there needs to be at least 4 marshals on the field).

**Proposal 1**

**Amend to read:** There must be at least one (1) authorized marshal per eight (8) combatants on the field to conduct a war (e.g. if there are 9 combatants, there must be at least 2 marshals on the field).

**- OR -**

**Proposal 2**

**Amend to read:** There must be at least one (1) authorized marshal plus one (1) additional authorized marshal per eight (8) combatants on the field to conduct a war (e.g. if there are 9 combatants, there must be at least 3 marshals on the field).

*Commentary:* His Imperial Majesty is concerned that the present language may be confusing and requests that the Estates decide which formula shall be followed.

**E. Amend Article VII.A.1.a. Written Test and Article VII.B.2. Written Test ..... SEE NOTES**

*Proposal 2 ruled out of order.*

**Proposal 1: Article VII.A.1.a. Written Test**

**Current Writ:** The combatant qualification test is given to the new combatant. See [Appendix D: Qualification Tests](#). The combatant must score at least 75% on the test to be allowed to continue the qualification process. The test is an open book test covering general safety, target areas, and issues specific to the type of combat in which the combatant will be qualified. (Note: The test may be given orally if necessary.)...

**Amend to read:** The combatant qualification test is given to the new combatant. **Combat-type tests must be completed by the end of the training period.** See [Appendix D: Qualification Tests](#). The combatant must score at least 75% on the test to be allowed to continue the qualification process. The test is an open book test covering general safety, target areas, and issues specific to the type of combat in which the combatant will be qualified. (Note: The test may be given orally if necessary.)

**Proposal 2: Article VII.B.2. Written Test**

**Current Writ:** The prospective marshal must score at least 90% on the Marshal Authorization test (See [Appendix E: Qualification Tests](#)). This is an open book test covering marshalling for tournament and war for all types of combat....

**Amend to read:** The prospective marshal must score at least 90% on the Marshal Authorization test (See [Appendix E: Qualification Tests](#)). This is an open book test covering marshalling for

tournament and war for all types of combat. **The Marshal Authorization test may be taken at any time but should not be submitted to the Empire until after training has been completed.**

## **F. Move VII.B.5. Authorization Follow-Up to respective sections in Appendix A. Ministry Offices ..... NO ACTION**

### **Proposal 1: Remove Article VII.B.5. Authorization Follow-Up**

**Current Writ:** The ministers (Joust and War, and Crown Marshal) of chartered subdivisions and Imperial deputies shall submit monthly reports to the Imperial Ministers. These reports will detail the authorization of new marshals, any authorization or qualification revocations/expulsions, injuries requiring medical attention, and other activities that concern the marshallate or Imperium...

The Imperial Ministers (Joust and Crown Marshal) shall submit reports on the state of combat and combat training within the Empire to the Imperial Crown on a quarterly basis.

### **Proposal 2: Amend Appendix A.A. Minister of Joust and War (Imperial)**

**Current Writ:**

3. On a monthly basis:

- Report to the Imperial Crown regarding the Office
- Conference with the Imperial Minister of Combat, and Imperial Marshal with regard to the Office and its functions

**Amend to read:**

3. ~~On a monthly quarterly basis:~~ At regularly scheduled Imperial Estates meetings:

- Report to the Imperial Crown regarding the Office **on the state of combat**
- Conference with the Imperial Minister of Combat, and Imperial Marshal with regard to the Office and its functions

### **Proposal 3: Amend Appendix A.C. Marshal (Imperial)**

**Current Writ:**

2. On a monthly basis:

- Report to the Imperial Crown regarding the Office
- Conference with the Imperial Ministers of Combat, and Joust and War with regard to the Office and its functions

**Amend to read:**

2. ~~On a monthly quarterly basis:~~ At regularly scheduled Imperial Estates meetings:

- Report to the Imperial Crown regarding the Office **on the state of combat training**
- Conference with the Imperial Ministers of Combat, and Joust and War with regard to the Office and its functions

### **Proposal 4: Amend Appendix A.D. Minister of Joust and War (Chartered Subdivision)**

**Current Writ:**

On a monthly basis:

- Report to the local ruling noble, and the Imperial Minister of Joust and War regarding the Office

**Amend to read:**

On a monthly basis:

- Report to the local ruling noble, and the Imperial Minister of Joust and War regarding the Office. **These reports will detail any injuries suffered during combat requiring medical**



**attention, and other activities that concern the marshallate or Imperium, including (but not limited to) a list of combatants receiving warnings for combat-related offenses.**

### **Proposal 5: Amend Appendix A.E. Crown Marshal (Chartered Subdivision)**

#### **Current Writ:**

On a monthly basis:

- Report to the Imperial Marshal regarding the Office, including information on qualifications performed.
- Forward to the Imperial Marshal copies of any qualifications tests taken

#### **Amend to read:**

On a monthly basis:

- Report to the Imperial Marshal regarding the Office, including information on qualifications performed. **These reports will detail the authorization of new marshals and any authorization or qualification revocations/expulsions.**
- Forward to the Imperial Marshal copies of any qualifications tests taken
- **Other activities that concern the marshallate or Imperium, including (but not limited to) a list of combatants receiving warnings for combat-related offenses.**

### **G. Add Appendix B.G.6. Points-Bearing Tournaments..... NO ACTION**

#### **Current Writ:**

The word 'autocrat' is being used below to indicate the persons that are hosting the tournament. This includes, but is not limited to, the Crowns, Minister of Joust & War, Crown Marshal, etc.

1. Targets can be restricted so long as they do **not** conflict with the safety goals of the [Adrian Combat Manual](#). A tournament may call for 'killing blows only' or 'head shots only.'
2. The autocrat may limit the weapons allowed or mandate the use of a particular weapon, so long as it does **not** conflict with this manual.
3. A list is always to be held, except for reasons in item 5 at sanctioned Adrian events. Tournament wins and participation points are awarded in accordance with the [Adrian Bylaws](#).
4. Any tournament format may be used as long as there is only a single winner. NOTE: Tournaments in which a win does not count towards knighthood do not have this restriction. Rules and victory conditions of non-standard tournaments must be explained to all combatants prior to the start of combat.
5. Lists that must be canceled due to lack of facilities or acts of 'God' (e.g., floods, poor weather, interference from mundane authorities, etc.) may be made up at another event or date, to be set in accordance with Adrian policy and bylaws, and sanctioned by the Crown. In the event of a canceled list, it will be up to the Crown as to how to handle the eligibility of participation of any make-up list or event.

**Add: 6.** A tournament awarding a point for a win that counts toward Knighthood may only be awarded based on the outcome of the combat, not pageantry.

### **H. Add Appendix B.G.7. Conduct of Combatants During Tournament**

..... **APPROVED**

*Approved by voice vote.*

**Add: 7.** Marshals may prohibit anything that offends the spirit of the chivalry such as unsafe or unrealistic weapons or conduct from a combatant.

**Commentary:** *It may not be currently illegal to cluck like a chicken and stand on one foot, however, this type of conduct may in fact not portray the spirit of the chivalry and the pageantry of the Tournament for which we, as an organization, are trying to portray.*

**I. Amend Renaissance Schläger Test Question #7 answer d.....  
..... NO ACTION**

Question: *Circle all that apply.* Which of the following would be legal defensive items:

**Current answer:** d. turkey leg

**Amend to read:** d. ~~turkey leg~~ **blunted dagger**

**J. Amend Marshal's Test Question #2 answer a..... NO ACTION**

Question: Which of the following is not true with regards to armor inspections:

**Current answer:** a. All combatants must have groin protection

**Amend to read:** a. **Combatants are not allowed to wear undisguised tennis shoes**