

# Rules for Fratricidal Combat

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## SECTION I. OFFICIATION OF FIGHTING EVENTS.

1. The Markland insurance policy covers only official events.
  - a. Insurance is required by most national and state parks and to help protect Markland from lawsuits.
  - b. Markland insurance shall not be confused with personal accident insurance! Personal accident insurance is available to Markland members at group rates; it is inexpensive and provides excellent coverage (contact the Bailiff for more details). The Reeves' Guild highly recommends this insurance for all fighters.
2. In order for any event at which fighting will take place to be official, sponsoring Markland group must provide:
  - a. A properly filled out event form approved by the Witan.
  - b. A qualified Head Reeve, as recommended by the Reeves' Guild, who will be present at the event. This person does not have to be a member of the sponsoring group, but must be a member of the Reeves' Guild.
  - c. A first aid kit. If the group feels they do not have sufficient first aid equipment or experience, they will contact the Reeves' Guild for assistance.
  - d. Some means of identifying fighter classes.
  - e. Suitable safety barrier must be used at Public Events.
  - f. Some means of measuring the draw weight of bows. NOTE: fishing scales capable of measuring 30 lb. are both cheap and effective. Several Markland groups already own them. Again, if a group has trouble obtaining one of these, they can ask the Shire Reeve to help them find one to buy or borrow.
3. These frat rules will be updated and kept online.
4. Reeves will be recognized as the official referees of the sport of Markland Fratricidal Fighting.
5. Official Fratricidal Markland events shall require a ratio of at least 1 field reeve to every 15 fighters. The head reeve may, at their discretion, draft reeves from among members if volunteers are unavailable. The draftee will be responsible for only one half hour or one scenario, whichever is longer.

## SECTION II. THE HEAD REEVE

1. Only one person will be designated Head Reeve at any one time; he may delegate any responsibility at his discretion but will still be held accountable for their performance.
2. The Head Reeve must:
  - a. Have fought in at least three Markland wars, where his primary activity, in those wars, was combat.
  - b. Have acted as a Field Reeve in at least three wars, where his primary activity, in those wars, was as a Field Reeve.

- c. Have acted as a Head Reeve, under the guidance of an official Head Reeve, in the running of at least three scenarios at a war.
  - d. Know the Markland Rules of Fratricidal War, and understand the consequences of failing to follow these rules.
  - e. Show an aptitude for planning and implementing interesting scenarios.
  - f. Must be approved by the Reeves' Guild.
  - g. Must be a paid Markland member.
3. The Head Reeve may, at his discretion, suspend or ignore any rule in the interest of safety.
  4. Before the event, the Head Reeve must:
    - a. Study the current Rules for Fratricidal Combat.
    - b. Select Armorer Reeves who will inspect all weapons and armor for safety and conformance to the guidelines for construction that are included in these rules. They should be carefully selected by the Head Reeve, with the object of choosing the most experienced and knowledgeable fighters available.
    - c. Select Archery Reeves who will inspect all bows & arrows and armor for safety and conformance to the guidelines for construction that are included in these rules. They should be carefully selected by the Head Reeve, with the object of choosing the most experienced and knowledgeable fighters available.
    - d. Inspect any nonstandard, experimental or special weapons or armor.
    - e. Select Field Reeves to assist in regulating combat.
    - f. Decide what types of armor, if any, are "proof" against which missile weapons.
    - g. Give a brief speech to the assembled reeves and fighters, explaining the rules and regulations governing Markland fratricidal combat (including any special rules announced previously in the Plague) and stressing safety and fun for all.
    - h. Call forward and announce the presence of lightly armored combatants.
    - i. Demonstrate a loud, audible signal which will mean that all combat must STOP (a whistle or compressed air horn works great).
  5. After the event, the Head Reeve must submit a report of any problems or injuries to the Shire Reeve.

NOTE: that the job of Head Reeve is one of the most arduous tasks in all of Markland; the Reeves' guild recommends that anyone who does a good job be rewarded by the sponsoring group so they'll do it again!

### **SECTION III: ARMORER REEVES**

1. All Armorer Reeves must:
  - a. Be carefully selected by the Head Reeve, with the object of choosing the most experienced and knowledgeable fighters available.
  - b. Know the current Rules governing the construction of Markland Fratricidal weapons and armor.
  - c. Have fought in at least three wars using weapons of their own construction.

- d. Be approved by the Reeves' Guild.
  - e. Take an active role in promoting safety as outlined in the Rules.
  - f. Be a paid Markland member.
2. Armorer Reeves must inspect all weapons (except bow and arrows).
    - a. No Armorer Reeve will inspect his own weapons.
    - b. All weapons approved as safe for use shall be marked in some fashion. The Reeves' Guild recommends using marking tape or stickers that are difficult to duplicate.
    - c. The Head Reeve must personally approve any weapon that is not covered by the guidelines included in these rules before it will be used on the field.
    - d. Unsafe weapons (even those that appear to have been constructed and tested within the guidelines) can be banned by any reeve for the event.
  3. Armorer Reeves must inspect all fighters:
    - a. No Armorer Reeve will inspect his own armor.
    - b. All fighters must be wearing armor sufficient to qualify them as one of the classes as detailed in these rules if they wish to participate in combat (i.e. Heavy or Light).
    - c. Armor designated as "proof" to missile and thrown weapons, must be sufficiently well constructed to warrant such classification. (i.e. if mail is considered "proof" against missiles then it can not be made of soda pop-tops, the same if plate armor is made from 20 gauge metal).
    - d. Armor may not be made of plastic. Plastic may only be worn on non-target areas such as the knees, crotch, throat, back of neck, or as extra protection at the wrists and elbows, or for medical reasons.
    - e. The Head Reeve must personally approve any armor that cannot be evaluated using the rules of appropriate fighter type (soft helmets or whatever) before it is to be used on the field.
    - f. Fighters must be at least 16 years old.
  4. Any fighter may at his or her own discretion, appeal an Armorer Reeve's decision to the Head Reeve at the Head Reeve's convenience. No one else has the ability to override such a decision.

## **SECTION IV. ARCHERY REEVES**

1. All Archery Reeves must:
  - a. Be carefully selected by the Head Reeve, with the object of choosing the most experienced and knowledgeable archers available.
  - b. Be familiar with the current Rules of Fratricidal Combat, especially those concerned with archery, bows, and arrows.
  - c. Have fought in at least three wars using arrows of their own construction.
2. Archery Reeves shall inspect all bows and arrows:
  - a. No Archery Reeve will inspect his own weapons.

- b. All bows and arrows that are approved as safe for use must be marked in some fashion. The Reeves' Guild recommends using marking tape or stickers that are difficult to duplicate.
  - c. The Head Reeve must personally approve any bow or arrow that is not covered by the Frat rules before it may be permitted on to or be used on the field.
  - d. Unsafe bows and arrows, even those that appear to have been constructed and tested within the guidelines, may at the discretion of the archery or field reeve, be marked as unusable at said event.
3. Any fighter may at his or her own discretion, appeal an Archery Reeve's decision to the Head Reeve at the Head Reeve's convenience. No one else may override such a decision.

## SECTION V. FIELD REEVES

1. All Field Reeves must:
  - a. Have read the current Markland Rules for Fratricidal Combat.
  - b. Have fought in at least two wars or been an interested spectator at least five wars.
2. Field Reeves must be easily identifiable by:
  - a. REEVE'S TABARD. A Reeve will wear a white tabard trimmed in red. However, it is more important that there be reeves present than they are garbed properly. If there are not enough tabards to go around, wear something bright.
  - b. REEVE'S STAFF. Reeves must carry a pole, most preferably of stout wood painted white and banded with red stripes.
  - c. WHISTLE. It is recommended that reeves carry these to signal temporary halts to combat (generally for safety reasons).
3. Field Reeves will regulate combat:
  - a. To ensure the SAFETY of everyone on the field, by ANY method necessary.
  - b. By calling any fighter "Dead By Plague" in the interest of safety, or to keep the battle/scenario moving smoothly. Field Reeves have authority to "Call Kills" if:
    1. A safety hazard exists, such as a Light fighter ignoring blows.
    2. A fighter is blatantly breaking or ignoring rules.
    3. There is a disagreement between fighters as to who is dead and who is not, in which case both fighters will be "Called Dead".
    4. Fighters are ignoring deliberate blows that get through their guard or are killed from behind.
  - c. And are authorized to enforce their commands with their staff if whistle and voice commands have no effect.
4. Any fighter may at his or her own discretion, appeal a Field Reeve's decision to the Head Reeve at the Head Reeve's convenience.

NOTE: The Reeves' Guild HIGHLY RECOMMENDS that ANY fighter throwing tantrums be IMMEDIATELY DECLARED DEAD! Angry fighters are a hazard to themselves and those around them; get them off the field and let them cool down.

## SECTION VI. THE REEVES' GUILD

1. Is composed of those fighters who have met the qualifications of HEAD REEVE, ARMORER REEVE, ARCHERY REEVE, or FIELD REEVE.
2. Will meet at the first and last war of every year to discuss current trends, and rule changes.
3. Will meet at least once a year to review and approve new Reeves of all Classes.
4. The approved list of Reeves will be submitted to the Bailiff to be included in the Markland database and to verify the status of those individuals who must be paid up to qualify for that position.
5. Shall be managed by the Head of the Reeves Guild.

## SECTION VII. COMBAT

1. Combat holds:
  - a. When a hold in combat is signaled, all combatants must cease fighting, stop moving, and drop to one knee. A hold may be called at any point during combat. A hold may be called by any reeve or fighter in the case of safety emergency. Reeves may call holds to signify the end of combat or for reasons peculiar to the scenario in use. All 'dead' combatants are allowed to move out of the way of combat or to a resurrection point when indicated by the reeves. A hold may be indicated by loudly shouting the word "Hold!" or by use of a device such as a whistle or air horn. If a device is to be used, the reeves shall announce this prior to the commencement of combat.
2. Striking unaware combatants ("Dead From Behind"):
  - a. To 'kill' an opponent that is unaware (e.g. being attack from the rear) the attacker but land a light but solid blow and call out the words "Dead from behind." It is important to note that it is the words "Dead from behind." that actually do the killing, not the blow. The call must be made for each individual so struck (i.e. you may not 'picket-fence' a string of opponents and only make one call for the group). Obviously, the blow should be landed in a safe manner.
3. Hits from missiles or thrown weapons:
  - a. Missile weapons must not and can not be used as hand weapons. Thrown weapons may be used as hand weapons at the discretion of the Head Reeve.
  - b. Any fighter struck by a missile weapon may no longer use the part of the body that was struck. Unless the struck area is the head, chest, or abdomen in which case the fighter is dead, except in the specific case of a fighter being hit on armor previously declared "proof" by the Head Reeve.
  - c. Unless a weapon is inspected and passed as a throwing weapon by the Armorer Reeves, weapons are not permitted to be thrown.
  - d. Thrown javelins must strike a target with the designated (taped) bladed end to affect the target. Thrown missile weapons (i.e. axes, maces, and daggers) may hit with any part of the weapon to affect the target. Arrows must strike head first to affect the target.
  - e. Ricocheted missile weapons do not affect the secondary targets, or other fighters.
4. Illegal hits with any handheld weapons
  - a. No fighter is permitted to aim at the groin, throat, base of the neck, knees, or below the knees.

- b. Blows landing on or below the knees are to be ignored, except specific instance of a fighter blocking by interposing his feet or legs.
5. No fighter is permitted to forcibly remove another fighter's safety equipment (such as a helmet) under any circumstance.
6. All fighters must visually identify all potential opponents' fighter class prior to engagement so that lights are not stuck with excessive force. Lights are also required to be aware of those around them, and are encouraged to die safely prior to any contact being required by a foe.
7. Heavy versus heavy:
  - a. Heavy infantry will hit one another as hard as necessary. However, any overseeing reeve may pull a fighter displaying unsportsmanlike conduct from the field.
  - b. A heavy infantryman's armor counts for what it is.
    1. A fighter wearing only padding, i.e. a gambison, must acknowledge all blows. Plastic is not considered armor and so all blows taken to valid target areas protected by plastic must be taken, regardless if they are felt or not.
    2. A fighter wearing thick padding and mail, or heavy leather may, at their discretion, ignore light and glancing blows.
    3. A fighter wearing steel plate of 18 gauge mild or better, must be hit both solidly and squarely on the plate for the blow to count. The fighter is asked to acknowledge the blow, and announce the blow as "light" if the blow is not solid or square.
    4. Helmet bar-grills count for nothing.
8. Light versus heavy:
  - a. Light infantrymen shall hit heavies as hard as they deem is necessary. However, any overseeing reeve may pull a fighter displaying unsportsmanlike conduct from the field.
  - b. A light infantryman's armor must equivalent or greater than the minimum requirements for a light.
  - c. Heavy infantry must strike lights softly, if possible only touching the light. This is particularly important when contact is made with an archer.
  - d. Lights must die if contacted anywhere (except weapons) by a deliberate blow of a heavy's weapons or body. The only exception to this is a shield which is clearly marked "LIGHT" using any immediately recognizable alphabet, spelling, or symbol as approved by the Head Reeve. Light infantrymen carrying such shields may, at their own discretion, choose to accept only strong and square blows upon their shields as killing blows.
  - e. All fighters must visually identify all potential opponents' fighter class prior to engagement so that lights are not bashed.
9. Light versus light:
  - a. Light infantry may, at their discretion, engage in full combat with each other. The Reeves' Guild recommends that blows are kept relatively light, and weapons are not of extremely heavy construction.
  - b. Fighters taking advantage of any special rules for archers must die if any fighter (except other archers) deliberately touches any part of the archer's body or equipment with any part of their weapons or body.

10. Code of Conduct:

**All fighters are bound by a code of conduct while participating in Markland Fratricidal Activity. This will include the acknowledgment of fairly struck blows, maintaining of temperament, and conduct proper and conducive to the enjoyment of all participants at the event. The deliberate and repeated ignoring of blows is both unsafe and unsporting and will not be tolerated at an event.**

## SECTION VIII. DEATH

1. A KILLING BLOW IS ONE DELIVERED SQUARELY (the killing part of the weapon lands firmly) AND SOILIDLY (delivered with significant enough force to best ones armor) ON A VITAL AREA. All fighters killed in combat must immediately fall down!
2. Dead fighters will in no way aid or abet their live companions; i.e. passing weapons, yelling warnings or commands, etc.
3. After falling down:
  - a. If you are anywhere near fighting:
    1. Curl up and protect yourself as best you can.
    2. STAY DOWN until the fighting moves off or is over.
  - b. If you are well away from all fighting:
    1. Check to be sure you are safe.
    2. Get up and move to a neutral area as soon as possible. Carry your weapons in a non-aggressive manner and do not interact with live fighters.
    3. If the scenario calls for resurrection, report to your assigned dead pile and stay there until resurrected. Otherwise, get off the battlefield.

## SECTION IX. PENALTIES FOR INFRACTIONS OF THESE RULES

1. The Head Reeve or any Field Reeve may, at their own discretion, call any fighter DEAD or require a fighter to sit out the remainder of a battle.
2. The Head Reeve or any Armorer Reeve may at their own discretion and at any time, confiscate any weapon which is deemed to be unsafe. Confiscated weapons may or may not be returned, taking into account whether the weapon was deliberately and knowingly used as an unsafe weapon.
3. The Head Reeve at any time has the ability to disallow any fighter from fighting for the remainder of the event (recommended for any fighter who is CONSISTENTLY breaking the rules).
4. The Head Reeve, in consultation with his appointed Field Reeves and Armorer Reeves, may make a recommendation to the Markland Council that a fighter be barred from fighting, or barred from attending any fighting events, for a period of not more than one year and one day. This penalty is reserved for the most awful of transgressions; and not that the Council, upon hearing the facts, has the authority to impose EVEN HARSHER PENALTIES as they see fit.

## SECTION X. HEAVY FIGHTERS

1. All heavies must know the rules of combat, especially those rules governing combat with light fighters; INTERNATIONAL ORANGE designates lights.
2. All heavy infantry must wear the following minimum protection:
  - a. Kidney protection at least equal to an 8 oz leather belt worn over 1/2" of mover's pad. Kidney belts must cover the area of the back between pelvis and ribs.
  - b. A helmet that covers the entire head to below the jaw. No helmet openings can be large enough to pass a 1 1/4" stick. No sharp edges or protrusions are allowed, and all parts (including visors, bars, and grilles) must be at least as strong as an unmodified Freon can. Freon cans do not count as armor in regards to protection from blows.
  - c. Frontal throat protection (if not provided by the helm even when the head is tipped back) must be at least equivalent to 8 oz leather over 3/8" pipe insulation.
  - d. Joint protection covering both knees and elbows must be equivalent to at least basketball type pads. Although the knees are not a legal target, more armor there is a good idea.
  - e. Hand protection AT LEAST equal to ice hockey or lacrosse gloves.
  - f. A cup or rigid crotch protection.
  - g. Body armor AT LEAST equivalent to three sweatshirts, covering the torso from shoulder to crotch. ALL PLASTIC BODY ARMOR IS FORBIDDEN WITHOUT EXPRESS APPROVAL FROM THE HEAD REEVE! Note that some events require significantly more than the minimum body armor (read the event announcement, or contact the organizing Markland chapter).
3. Shields are "proof" against all blows, including arrows and other missiles.
4. Heavy infantry are permitted to use any legally constructed weapon.
5. The minimum gauge for steel armor to count as plate in Markland Fratricidal combat is 18 gauge.

## SECTION XI. LIGHT INFANTRY FIGHTERS

1. All lights must be familiar with the rules of combat, especially governing combat with heavies!
2. All lights must be clearly identifiable as light infantry; minimum markings are bands of 1" wide INTERNATIONAL ORANGE tape (of a color that contrasts with overall helmet color) from front to back, side to side, and all the way around at mid-helm or above the eye slit.
3. Armor: All light infantry must wear:
  - a. A helmet that covers the entire head to below the jaw. No helmet openings can be large enough to pass a 1 1/4" stick. No sharp edges or protrusions are allowed, and all parts of the helmet (including visors, bars, and grilles) must be at least as strong as an unmodified freon can. Freon cans do not count as armor in regards to protection from blows.
  - b. Frontal throat protection (if not provided by the helm even when the head is tipped back) must be at least equivalent to 8 oz. leather over 3/8" pipe insulation.
  - c. Light infantry must wear hand protection at least equal to welders' gloves, while light archers must wear at least leather driving gloves.
  - d. A cup or rigid crotch protection.

- e. Lights are required to wear the same kidney protection as heavy infantry.
- f. Body armor is the equivalent of a sturdy tunic covering the torso from shoulder to crotch.

**NOTE: these rules assume the fighter is in excellent physical condition and perfect health. The Reeves' Guild recommends all fighters wear more than the minimum armor; fighters who do not regularly work out or who suffer from medical problems would be extremely stupid to attempt to fight with minimum armor.**

- 4. Shields:
  - a. Are "proof" against missiles and blows struck by other lights.
  - b. A maximum of 24" diameter round shield for light infantry fighters.
- 5. Permitted weapons: Light infantry are permitted to use:
  - a. Any missile or throwing weapon.
  - b. Light infantry with full head protection and hand protection equivalent to heavy infantry may use any weapon shorter than 24" total length.
  - c. Light infantry with full head protection and hand protection equivalent to heavy infantry may use pole weapons.
  - d. Light infantry with full head protection may use spears longer than 60" total length.

## **SECTION XII. LIGHT ARCHERS (Ultra Lights)**

All light archers must be familiar with the rules of combat, especially those governing combat with heavies.

- 1. All light archers must be clearly identifiable as light; minimum markings are bands of 1" wide INTERNATIONAL ORANGE tape from front to back, side to side, and all the way around at mid-helm or above the eye-slit or the helmet.
- 2. Armor: All light archers must wear:
  - a. Head protection at least equivalent to three-weapon or saber fencing mask or street hockey goalie mask providing back of the head protection is allowed. A padded coif of at least mattress pad thickness that extends to the shoulder and gives throat and back of the neck protection is also required.
  - b. Hand protection at least equivalent to leather driving gloves except on archer's nock hand.
  - c. Body armor is the equivalent of a sturdy tunic covering the torso from shoulder to crotch.
- 3. Permitted weapons: Light archers are permitted to use:
  - a. Any missile or throwing weapons.
  - b. A bow.
- 4. Under no circumstances may a light archer (Ultra-Light) carry or hold a shield.
- 5. Archers must physically inspect gleaned arrows prior to firing.

## SECTION XIII. SHIELDS

1. The basic construction of shields must be of a material AT LEAST as sturdy of 1/2" plywood and painted. Aluminum Shields must be constructed of at least T6 grade aluminum. They must be covered with cloth or canvas, and be painted. They must follow all other rules that pertain to basic shield construction. Plastic shields are not allowed.
2. Shield edges must be padded to minimize damage to weapons; the minimum acceptable padding is a garden hose.
3. Shields must not have protruding metal or sharp edges and/or corners.
4. Shields must not incorporate NAILS, SCREWS, or STAPLES; bolts and rivets are acceptable. All exposed ends must be rendered non-hazardous.
5. Shields may not be used as OFFENSIVE WEAPONS (i.e. to kill light infantry) unless specifically constructed, inspected, and approved by the Armorer Reeves as such.
6. Shields are "proof" against all blows including arrows and other missiles. Shields are not "proof" to siege weapons. It is possible for the Head Reeve to declare that certain weapons (perhaps poleaxes, crossbow bolt, or throwing spears) can penetrate shields. If so, this must be published in the Plague prior to the event; read the event announcement or call the sponsoring group to find out if there are any special rules.
7. Shields used by light infantry must be clearly marked with the ENGLISH word "light" in large, ALPHABETICAL LETTERS on the upper front of the shield using a color strongly contrasting to the background color of the shield. Use at least eight-inch letters, and discouraging the use of stylistic letters.
  - a. Lights Infantry combatants are limited to round shields of a maximum diameter of 24".
8. Shields may not be worn as body armor.

## SECTION XIV. WEAPONRY

1. No weapon will be used in combat which has not been inspected and approved by an Armorer Reeve or the Head Reeve because:
  - a. All weapons degrade with use and age; a weapon constructed to the MINIMUM standards will often wear out after only one fratricidal war.
  - b. Any weapon could be taped too tightly, or repeatedly repaired to the point where it is too rigid for safe use.
2. All weapons and weapon parts, such as shafts, crossguards, false quillons, etc., MUST be greater than 1 1/4" thick so that they cannot enter eyeslits of helmets. Exceptions to this rule are bows, arrow shafts, bowstrings, flail cords, hand grips, and other equipment the reeves may designate as being unreasonable to require a width of 1 1/4".
3. Hafts and blades must be made of some reasonably lightweight, non-splintering substance; rattan is the ONLY material that is currently recognized as consistently safe. If you choose to use some substance other than rattan, bring some samples of the material for the reeves to test break or your weapon will not pass inspection.
4. Counterweights must be recognizably NOT thrusting caps; any counterweights must be marked in CONTRASTING COLOR to single them out as something you DO NOT use as a weapon.
5. INTERNATIONAL ORANGE will not be used on any weapon's "edges," nor will it be used to signify striking surfaces of a weapon.

6. Padding:

- a. For the purposes of weapon construction, 3" of upholstery foam is equivalent to 1/2" of sealed cell, which is equivalent to 3/8" of pipe insulation.
- b. PIPE INSULATION is often sold under brand names such as "Armaflex"; it is available from plumbing and hardware stores. It is black, pipe shaped, and feels rubbery. BE CAREFUL WHEN BUYING! Some brands inferior and unsuitable for padding weapons! As a test, pinch one wall of the pipe flat; if it springs back with NO DENTS or MARKS where you pinched it, it is good stuff. If it springs back slowly or not at all, or if there is a dent or thumbprint on it, DO NOT USE IT! Also be aware that pipe insulation degrades with long storage, especially if it is folded in storage.
- c. SEALED CELL FOAM is dense, bubbly, usually white or pale green, and gives slightly when pressed. Don't use the super rigid stuff that doesn't give at all. Sealed cell can be sculpted into aesthetically pleasing weapons.
- d. UPHOLSTERY FOAM is the yellow, soft foam commonly found in your sofa. It is generally available at sewing outlets. When using upholstery foam, you must compress the foam to half its original thickness when you tape the weapon: i.e. to make a 2" layer, you must tape 4" of foam down to 2" thick. Thus, it is difficult to work with, and tends to make bulky, slow, funny looking weapons.

7. Butt Spikes:

**(NOTE: from the Shire Reeve: All Armorer Reeves will point out to all combatants with butt spikes on their weapons that they are to be used for THRUSTING only.)**

- a. Butt spikes must be constructed the same manner as spear thrusting tips.
- b. Butt spikes will not be applied to any weapon over 78" long.
- c. Butt spikes must be designated as a striking surface on a weapon.
- d. Any weapon with padding that might be mistaken for a butt spike must be marked with INTERNATIONAL ORANGE to remove any doubt that the reverse end of the weapon is or isn't a weapon.

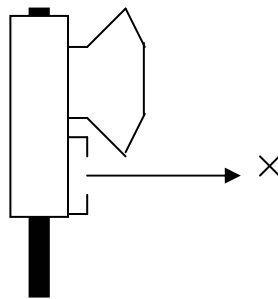
8. Spears:

- a. Must be used for thrusting only and must not have any striking surfaces or markings similar to striking surfaces other than on the point.
- b. Spears shall be made of any continuous length of approved material that is over an inch and a quarter in diameter.
- c. The haft must be covered in AT LEAST 1/2" sealed cell or equivalent, extending AT LEAST 8" below the head.
- d. The thrusting tip must be 2" long and 2" wide at the base. The tip must not taper too less than 1/4". It is ideal that the tip be constructed of pipe insulation, as sealed cell is too hard.
- e. Fiberglass is not be used as poles for spears.

- f. Parrying bars or roundels will not be used on spears. Spears with parrying bars or roundels are pole weapons and must conform to the rules of those weapons.

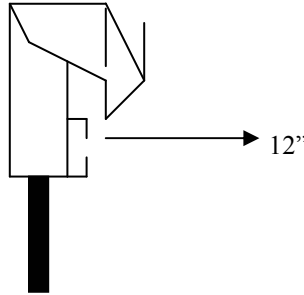
9. Slashing Weapons:

- a. All edge weapons must have contrasting material representing the cutting edge.
- b. Steel or metal basket hilts are not allowed. Leather is allowed.
- c. One-handed swords (maximum length 36")
  - 1. Must have 1/2" sealed cell or equivalent on entire blade (including flat).
  - 2. Cutting edge must be obvious; the Reeves' guild recommends an additional 1/2" of sealed cell with a strip of contrasting tape running down it.
  - 3. If to be used for thrusting, must have a thrusting tip as described for spears.
- d. Two-handed swords (maximum length 78")
  - 1. Must have 3/4" sealed cell or equivalent on entire blade (including flat).
  - 2. Cutting edge must be obvious; the Reeves' Guild recommends an additional 1/2" strip of sealed cell with a strip of contrasting tape running down it.
  - 3. If to be used for thrusting, must have a thrusting tip as described for spears.
- e. Battle axes:
  - 1. Maximum length is 36"; larger axes will be considered slashing polearms.
  - 2. Must have at least 1/2" sealed cell or equivalent on entire head (including edge, top, back, and sides).
  - 3. Cutting edges must be obvious.
  - 4. Haft must be covered in at least 1/2" sealed cell or equivalent extending below the head at least 1/3 the total length of the weapon.



- f. Slashing polearms:
  - 1. Maximum length is 78".
  - 2. Head must be built up from lightweight, semi-flexible material.
  - 3. Must have at least 1/2" sealed cell or equivalent on entire head (including edge, top, back, and sides).
  - 4. Cutting edge must be obvious and padded with at least 3/4" sealed cells or equivalent.

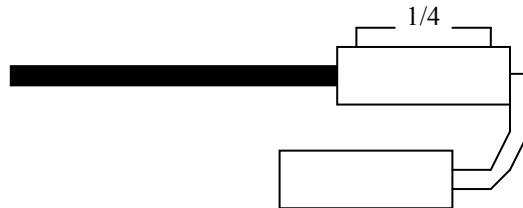
5. Haft must be covered in at least 1/2" sealed cell or equivalent extending at least 12" below the lowest part of the cutting edge.



6. If to be used for thrusting, must have thrusting tip as described for spears.

10. Impact weapons:

- a. Standards types (morning star, hammer, mace, lead pipe, etc.)
  1. Maximum total length of 36".
  2. Must not be counterweighted; these weapons are SUPPOSED to be tip heavy, obviously!
  3. Minimum 3/4" sealed cell or equivalent on the entire striking surface.
  4. Maximum length of a morning star cord is 12". The Reeves' Guild recommends braided parachute cord or 6000lb-test nylon rope; plastic chain usually shatters.
  5. Maximum diameter of a morning star ball is 6".
  6. Any shaft over 24" in length must be padded with 1/2" sealed cell or equivalent extending 9" from the lowest part of the striking surface.



- b. Peasant's flail: polearm originally used for threshing wheat
  1. Maximum length is 78".
  2. Maximum length of impact head is 30".
  3. Maximum length of cord is 10".
  4. Head must have 3/4" pipe insulation; sealed cell is too hard and equivalent upholstery foam is too heavy.

5. The impact head will be constructed of a flexible material (i.e. heavy rope, braided rope, multiple layers of foam, etc.) This is then attached to the cord. Solid impact heads are not allowed for the flail.
6. The main shaft must be padded with 1/2" sealed cell or equivalent for at least 1/4 of its length extending from the corded end of the shaft.

11. Throwing weapons:

- a. All throwing weapons must be banded with three 1" wide bands of brightly contrasting tape, preferably red.
- b. Throwing weapons will not incorporate any metal parts.
- c. Javelins (throwing spears, darts, etc.):
  1. Shaft must be lightweight and between 1/2" and 3/4" in diameter. and is permitted to be made of green bamboo.
  2. Both ends must have a wooden plug at least 1" in diameter firmly affixed as described for fratricidal arrows. Additionally, the Reeves' Guild recommends that the shaft of the javelin be reinforced with a length of strapping tape for safety.
  3. Both ends must have thrusting tips as described for spears.
- d. Other throwing weapons (axes, clubs, rocks, bricks, etc.):
  1. Must be between 12" and 18" in total length.
  2. All knobs, ends, edges, pommels, corners, protuberances, etc. must be padded with at least 3/4" sealed cell or equivalent.
  3. All parts of the weapon, including any type of handle, grip or shaft, must be at least 1 1/4" in diameter to avoid entering the eyeslits of helmets.
  4. The minimum size of a "rock" or "brick" type is 2" (tennis ball diameter), and be made of some lightweight material.

12. Bows:

- a. Maximum draw anywhere through a pull of 29" is 30 lbs.
- b. No pulleys or modern sights are allowed on the bow.

13. Arrows:

- a. No arrow will incorporate any metal parts. NO EXCEPTIONS
- b. All arrows must be constructed with a maximum possible draw length of 29". This is because the draw weight of Markland bows is only tested over a 29" draw; thus if your arrow could be drawn a greater distance, anyone who picked them up could be firing them with greater force than is allowed without knowing it.
- c. Arrowheads must be firmly affixed to the arrow shaft with glue and strapping tape continuing at least 6" onto the shaft.
- d. Approved method of constructing arrowheads:
  1. Drill an arrow-shaft-sized hole halfway through a 1" diameter, 1" long wooden dowel.

2. Cut the metal and wooden points off the arrow and solidly affix, with glue or nylon strapping tape, the cutoff end of the shaft into the hold drilled in step 1.
  3. Pad the sides of the plug with 3/8" pipe insulation.
  4. Put 1" compressed upholstery foam or pipe insulation on the tip of the warhead. Do not use sealed cell foam for padding, as it is too hard.
  5. Cover padding with duct tape and affix this covering firmly to the shaft by running the strapping tape 6" down the shaft.
  6. Permanently mark the arrow with some means of identifying the owner. This could be the owner's name or a banding pattern painted on the shaft. If a banding pattern is used, the owner must give the Head Reeve a 3x5 card with the banding pattern and their name.
  7. The shafts of all wooden fratricidal arrows must be completely wrapped with strapping tape from the forward end of the fletching (feathers) to the head of the arrow.
- e. The Armorer Reeve and/or the Archery Reeve may, at their discretion randomly select an arrow and dismantle it during weapon inspection to remove any doubt about construction methods

#### 14. Experimental Weapons

**All experimental weapons (and their ammo) must be approved by the Shire Reeve or designated representative *prior* to inspection by a Head Reeve.**