

ADDENDUM TO THE COMBAT MANUAL 2002

The combat system underwent extensive changes in 2000, resulting in this manual, first adopted for playtest in November 2000. Playtesting (and subsequent changes in the bylaws) resulted in an amended version in February 2002. Changes in wording were incorporated at the July 2002 Imperial Estates Meeting when this manual was adopted for use. Those changes have been incorporated into the manual (along with other clarifications), and published as [combat-03.pdf](#). It is highly recommended that you use the 2003 edition.

As an alternative, you may print this addendum for use with the July 2002 edition of the manual. The full text of the referenced changes is contained in this document:

- [Section I.D](#) - Minimum age requirements remanded to the Board of Directors for clarification
- [Section I.E.5](#) - Clarification of allowable activity during a Hold
- [Section III.E.6](#) - Return of basket hilts to acceptable hand-protection on a shield
- [Section III.H.1](#) - Return of maximum sword weight from 7 pounds to 8 pounds
- [Section III.I.2](#) - Thrusting bucklers allowable
- [Section IV.D](#) - Correctly address wrist immobilization, rather than katar or pata style weapons
- Expanded [Glossary](#) (*refer to 2003 manual for this information*)

I. GENERAL RULES AND REQUIREMENTS

D. Minimum Ages

This section remanded to the Board of Directors for clarification: All combatants under the age of 18 must have written parental/guardian approval. The minimum age requirements for combat participation in Adrian tournaments, wars or demonstrations are:

- Shinai: 13 years of age
- Renaissance, schläger: 16 years of age
- Renaissance, cut-and-thrust: 16 years of age
- Armored: 16 years of ages
- Combat archery, shinai: 13 years of age
- Combat archery, schläger: 13 years of age
- Combat archery, cut-and-thrust: 16 years of age
- Combat archery, armored: 16 years of age

E. General Rules of Combat

5. Hold

The command of "Hold" stops all combat instantly.

A scoring blow that was started before the Hold is considered valid.

During a Hold, combatants may not discuss strategy or move about on the field.

The combatants, field marshals or Crown may call a Hold for any reason. Spectators may call Hold only for:

- An unsafe situation pertaining to bystanders
- Armor or weapon failure

III. ARMOR AND WEAPON STANDARDS

E. Armor: Armored Combat

6. Hands

- Gauntlets of at least 16-gauge mild steel or equivalent must be worn at all times during combat.
- Gauntlets may be of any design as long as full hand and wrist protection is achieved.
- Heavy leather gloves like welding gloves, are required as a minimum for the inside of shields with steel hand guards.
- Cage-style hand guards that cover the hand and wrist must have no more than a three-quarter-inch (3/4") opening to preclude the requirement for a gauntlet.
- For shields without steel hand guards, gauntlets are required.
- Demi-gauntlets are allowed for the inside of shields only if the shield has built-in hand protection such as a center boss. ~~Demi-gauntlets are not sufficient protection even when used with basket-hilted weapons. Basket hilts on single-handed weapons do not remove the requirement for a steel gauntlet.~~
- Equivalents: 18-gauge stainless steel

H. Weapons: Armored Combat

All weapons must meet with the approval of the Imperial or Crown Marshal or Minister of Joust and War, and conform to the following guidelines:

1. Swords and Daggers

- Minimum 18 inches blade length for slashing ~~or thrusting~~ weapons (measured from the ricasso).
- Blades under 18 inches in length are for thrusting only and require legal thrusting tips.
- Minimum one inch (1") blade width measured two inches (2") from the tip.
- Tips of swords shall be rounded such that they do not come to a chisel point and shall not protrude more than three-quarter-inch (3/4") into a legal helm.
- Overall weight not to exceed four (4) pounds for single-handed swords
- Overall weight not to exceed **eight (8)** pounds for hand-and-a-half or two-handed swords.

I. Shields

2. Shield Construction

a. Wooden Shields

- Must be constructed of at least one-quarter-inch (1/4") plywood for Shinai or Renaissance and one-half-inch (1/2") plywood for Armored.
- The edges must be bound in leather or equivalent.
- The edge of a shield must not be less than one-half-inch (1/2") thick. This is to prevent splintering or weapon breakage.
- A wooden shield may be faced with a metal covering.
- Shields must be painted. Consult with the Sovereign of Arms on the rules governing the painting of arms on shields (a single solid color is always acceptable).

b. Metal Shields

- May be used if the edges are rolled, rounded or covered by material, giving the shield edge one-half-inch (1/2") of thickness.
- Metal Renaissance bucklers are allowed to have a rolled or rounded edge of one-quarter-inch (1/4") of thickness.

c. High-Impact Plastic

- May be used for Shinai combat only
- Must be covered by canvas or leather
- Must be edged as described for wooden shields

d. Protrusions

- Rounded bosses are acceptable protrusions.
- Targe and lantern shields are allowed only if they comply to all requirements of shield construction, as well as single-handed thrusting-tipped weapons. These shield types may not be strapped or bound to the arm in any way.

Rounded bosses, targe and lantern shields as mentioned above are the **ONLY** allowable weapon-like protrusions on shields.

IV. BANNED WEAPONS LIST

D. **Wrist-Immobilizing Weapons**

These weapons are characterized by a sword blade attached to a gauntlet or handle and extend straight out from the wearers forearm **and is strapped in place or otherwise cases the wrist to be immobile.**

Safety: These weapons prevent the wrist from bending. This causes an unsafe situation should the combatant fall or be charged by his opponent.

Authenticity: These weapons were only found in India thus are not within the geographic boundary of our period.