



Inter-Kingdom Equestrian Competition

Anno-Soceitatus Fifty Two

Rules and Regulations

Table of Contents

I. Inter-Kingdom Equestrian Competition.....	3
I.A. Purpose and Scope.....	3
I.B. Kingdom and Competitor Recognition.....	3
I.C. Championships and Winner of the Tournament.....	3
I.D. Games.....	4
I.E. Divisions.....	4
I.F. Scores and Standings.....	4
II. General Rules.....	6
II.A. Governing Authority and Eligibility.....	6
II.B. Responsible Parties.....	6
II.C. IKEqC Staff Requirements.....	7
II.D. Safety.....	7
II.E. Rider Selection of Division.....	8
II.F. Electronic Scores submissions.....	8
II.G. Decertification of scores.....	9
III. Riders and Mounts.....	10
III.A. Grant of License.....	10
III.B. Garb and Tack.....	10
III.C. Qualifying Events and Practices.....	11
III.D. Scores made as a part of the Authorization process.....	11
III.E. Authorizations required.....	12
IV. IKEqC Staff and their duties.....	13
IV.A. Equestrian Marshals (EM).....	13
IV.B. EM's of the Game (EMoG).....	13
IV.C. EqMIC reporting requirements.....	13
IV.D. EMoG reporting requirements.....	14
IV.E. Large Multi-Kingdom Events.....	14
IV.F. Tournament Assistants (TA).....	15
IV.G. Revocation of IKEqC Privileges.....	17
V. Weapons and Equipment.....	18
V.A. Swords.....	18
V.B. Maces.....	18
V.C. Lances.....	18

V.D. Javelins.....	19
V.E. Bows.....	19
V.F. Arrows.....	20
V.G. Targets.....	20
V.H. Target Backstops.....	20
V.I. Construction Advice.....	20
VI Score Submissions.....	21
VI.A. Methods of Score Submission.....	21
VI.B. Limits on scores submitted.....	21
VI.C. Limits on events and practices.....	21
VI.D. IKEqC games run with other Equestrian activities.....	22
VII. Games Set-up and Scoring.....	23
VII.A. General Terms.....	23
VII.B. General Rules.....	23
VII.C. Behead the Enemy -- Short Course (21').....	25
VII.D. Behead the Enemy -- Long Course (30').....	28
VII.E. Ring Tilt.....	31
VII.F. Reed Chop.....	34
VII.G. Mounted Archery – Single Target.....	36
VII.H. Mounted Archery – Triple Target.....	39
VIII. Gaited Equines.....	42
VIII.A. Gaited Breeds.....	42
VIII.B. Gaited Athletes.....	42
VIII.C. Donkeys, Mules, hybrids, and non-equines.....	42
VIII.D. Guidance for EMiCs.....	43
IX. Digital Submissions and Procedures.....	45
IX.A. Summary.....	45
IX.B. Notice of changes to Standards.....	45
IX.C. Emergency Changes to Standard.....	45
IX.D. Alpha and Beta testing of software and methods.....	46

I. Inter-Kingdom Equestrian Competition

I.A. Purpose and Scope

I.A.1. The Inter-Kingdom Equestrian Competition (IKEqC) is intended to be a Society for Creative Anachronism (SCA) wide competition in a grand tournament style, where all riders may compete honorably and appreciation of skill may overcome the boundaries of Kingdoms and limitations of travel.

I.A.2. IKEqC is based on a similar premise to the Inter-Kingdom Archery Competition (IKAC). For this competition, variables must be removed as much as possible, so set up criteria and standardized weapons and equipment are listed in the following sections. All measurements for distances, ring sizes, and so on MUST be exact in order to ensure fair competition, so please use modern measuring devices!

I.A.3. Each tournament runs the entire Anno-Socetatus Year, from May 1st through to April 30th.

I.B. Kingdom and Competitor Recognition

I.B.1. After Year's end scores will be sent to the Kingdom newsletters.

I.B.1.a. To assist Kingdom Equestrian Officers (KEOs) in encouraging and recognizing the achievements of their Kingdom's top competitors customized reports can be requested.

I.B.1. Kingdom standings are based on Mean Kingdom Scores (MKS).

I.B.1.a. MKS is an average of every score across all games submitted by all of given Kingdom's riders.

I.B.1.b. MKS is only calculated to two decimal places.

I.B.2. In the unlikely event of a tie in Mean Kingdom Scores, the Kingdom that has the greater number of riders submitting scores will be declared the winner.

I.C. Championships and Winner of the Tournament

I.C.1. Each of the Games will honor a Champion for that Game based on the single best performance throughout the year.

I.C.1.a. Honorable Mentions will be made for the best performances in each Division.

I.C.2. The Tournament Champion will be selected by the Rider with the highest score in the IKEqC Game that submits the most scores over the course of the year.

I.D. Games

I.D.1. Scores are accepted from the following martial activities.

I.D.1.a. Behead the Enemy -- Short Course (21 feet)

I.D.1.b. Behead the Enemy -- Long Course (30 feet)

I.D.1.c. Ring Tilt

I.D.1.d. Reed Chop

I.D.1.e. Mounted Archery -- Single Target

I.D.1.f. Mounted Archery -- Triple Target

I.D.2. The following martial activities are not a part of the tournament for AS LII, scores submitted will not count for standing. However, the IKEqC Council wishes to receive your reports and comments about these games for future consideration. For more details consult the IKEqC Experiments webpage <http://scaikeqc.org/exp.php>

I.D.2.a. Javelin Birjas (One Handed Variation)

I.D.2.b. Lance Birjas (Two Handed Variation)

I.E. Divisions

I.E.1. In order to better allow for various levels of skill and athleticism, the IKEqC recognizes three divisions of skill to help participants better gauge themselves against their peers. In keeping with period practices our divisions are named for the gaits competitors will compete at. These divisions are:

I.E.1.a. Walk (or At-the-Walk) -- This division was known in years past as the Beginner's Division.

I.E.1.b. Trot (or At-the-Trot) -- This division was known in years past as the Intermediate Division.

I.E.1.c. Canter (or At-the-Canter) -- This division was known in years past as the Advanced Division.

I.E.2. Where appropriate, scores are weighted to offer some handicap to slower divisions. Some of the games offer different handicapping to the slower divisions, such as more time to aim. For these reasons, there is no distinction made between the divisions for overall standing. Should a rider At-The-Trot have the superior score for a game, they will clinch the Championship.

I.F. Scores and Standings

I.F.1. Scores submitted are subject to review before being declared Official.

I.F.2. Official scores will be posted online at <http://scaikeqc.org>.

I.F.3. Unofficial scores might be displayed from time to time.

I.F.3.a. Unofficial scores are scores that have yet to be reviewed.

I.F.3.b. No score listed as "Unofficial" will count for standing until reviewed and confirmed, at which point it will become an official score.

I.F.4. Archival copies of previous years will be posted online at <http://scaikeqc.org/archive> and be made available for mirrored hosting by interested parties upon request.

I.F.5. Should a discrepancy in scores appear, the scores posted at <http://scaikeqc.org> shall be deemed correct.

II. General Rules

The following rules apply to all games within the IKEqC and the Tournament itself.

II.A. Governing Authority and Eligibility

II.A.1. All riders participating in the IKEqC must follow the Society Equestrian Rules of Participation.

II.A.2. Further all riders must follow the Kingdom Equestrian Rules -- and if applicable local area Equestrian Rules -- for the location of the event or practice.

II.A.2.a. Should a rider hold a valid authorization from a Kingdom that imposes rules upon its riders that are in force regardless of geographical location, these too must be obeyed.

II.A.3. No IKEqC Rule, Regulation, or method will permit or condone actions that violate Society, Kingdom, or Local rules or regulations.

II.A.4. To be eligible to participate in the equestrian activities offered at Events or Practices where IKEqC games are run, Riders must have in their possession a valid and non-expired Equestrian Authorization card, with any endorsements that may be required for a specific game or games being offered.

II.A.5. Riders are required to perform at a specific gait, and declare that gait before the performance.

II.A.3.a. In the case of gaited equines some allowances are made, see Section VIII.

II.B. Responsible Parties

II.B.1. IKEqC needs the contributions of several parties to accept responsibility for the IKEqC scores and submissions for each event that chooses to offer IKEqC activities.

II.B.2. Equestrian Marshal in Charge (EMiC or EqMIC)

II.B.2.a. This gentle is the lead person for all equestrian activities.

II.B.2.b. If part of a larger Equestrian offering of activities, an IKEqC-EMiC may be designated from a deputy to the Event-EMiC. In this case, the IKEqC-EMiC becomes the lead person for all IKEqC activities.

II.B.3. Equestrian Marshal (EM)

II.B.3.a. This gentle is a fully qualified and authorized Equestrian Marshal but not acting as the lead for equestrian activities.

II.B.4. Provisional or In-Training Equestrian Marshal (PEM or EMiT)

II.B.4.a. This gentle is learning to be an Equestrian Marshal and can participate as a marshal, provided they are under supervision of an EM other than the EMiC.

II.B.5. Authorized Tournament Assistant (TA)

II.B.5.a. This gentle is someone that is trained and authorized to act in a scores and rules capacity.

II.B.5.b. They have full authority to record scores, participate in discussion of rules or results in contention, and submit scores to the IKEqC.

II.B.5.c. They may not set foot on the active field unless they hold another authorization that permits this, such as a Groundcrew Authorization.

II.B.6. Rider acting as Witness (RW)

II.B.6.a. A Rider with a valid non-expired authorization card that may or may not be participating in the games being run.

II.C. IKEqC Staff Requirements

II.C.1. IKEqC events require an EMiC and one of the following, listed in order of preference: Another Equestrian Marshal, an Equestrian Marshal in Training being Supervised by an EM other than the EMiC, a Tournament Assistant, or at least Two Riders acting as Witness.

II.C.2. If both Riders acting as Witnesses have participated in the games, one of the two may not have placed higher than Third Place overall.

II.C.2.a. It is acceptable to choose Riders as Witnesses after the competition from the pool of available participants in order to satisfy II.C.2.

II.D. Safety

II.D.1. Safety is a priority and riders shall not be penalized for making decisions based on the safety of themselves, their mounts, or other persons or animals. When such events occur, it is up to the EMiC to determine the scope of the situation, discuss it with the rider, and determine outcome. The EMiC shall also decide if it is appropriate for the rider to be granted another run.

II.D.1. Any equipment that was used in the aborted run must be re-inspected for safe use before any rider is permitted to use it.

II.D.2. The aborted run is not to be recorded as a score for the IKEqC.

II.D.3. The rider is not obliged to accept another run and can elect to withdraw from the specific game or the competition without penalty.

II.D.4. The EMiC is the final arbiter in the field. Their ruling is considered final for the event and its outcome.

II.D.5. Any appeals of an EMiC's decisions must be made after the event is concluded.

II.D.6. Incidents of this nature are covered by the required reporting Section IV.C. if a serious safety violation or risk occurred.

II.E. Rider Selection of Division

II.E.1. All riders must state which division they are participating in before that run.

II.E.1.a. Breaks of selected divisional gait of more than three strides disqualify that run.

II.E.1.b. Should a Rider neglect to state a gait, they are presumed to be competing At-the-Walk.

II.E.1.c. If the gait intended is clear to the EMiC by initial performance, the EMiC may allow it. EMiCs are encouraged to remind Riders of this rule and to make reasonable allowances for more advanced Riders who may have become a little impatient awaiting their turn.

II.F. Electronic Scores submissions

II.F.1. Paper records must be made and retained.

II.F.1.a. In the case of a discrepancy between digital records and the EMiCs endorsed and signed paper records, the paper records rule.

II.F.2. As long as all submission procedures are followed, the method of score submission has no bearing on the score.

II.F.3. No electronically submitted score will be considered official until after post-event review by the IKEqC Council.

II.F.4. It is the duty of the EMiC to ensure scores collected are submitted and received by the IKEqC Council.

II.F.5. The options for submissions of scores to the IKEqC will be presented to the EMiC when registering the event.

II.G. Decertification of scores

II.G.1. If after review it is discovered that an event was run by someone that was not then qualified to be an EMiC, the event and all scores submitted at that event are deemed invalid and shall be removed from the scores database.

II.G.2. If after review it is discovered that a gentle acting as staff other than EMiC was found to not then be qualified, and with their removal the event no longer has the minimum staff outlined by II.C. the EMiC may attempt to gain the certification of two Riders as Witness as defined in II.B. If this is not possible the scores from the event are deemed invalid and shall be removed from the scores database.

II.G.3. If after review it is discovered that a rider submitted a score for activities they were not then authorized to participate in, scores for any unauthorized activities are deemed invalid and shall be removed from scores database.

II.G.4. If a redacted score impacts the final scores for Game Champion or Tournament Champion, the IKEqC Council will rule on the matter and announce its findings as to the impact on the records at that time.

III. Riders and Mounts

III.A. Grant of License

III.A.1. As a condition of participation all riders of the IKEqC shall grant a non-exclusive, perpetual, royalty-free, and revokable license to display their name, their score(s), their likeness, the likeness of their mount(s) with or without livery, and the likeness of their SCA arms, badge, design, or device be they registered with the SCA College of Heralds or not.

III.A.2. Should a rider revoke this license, the IKEqC will have to remove their details from the website.

III.A.3. Selective redaction of specific elements may be possible. This is considered on a case-by-case basis.

III.A.4. Contact ikeqc (at) scaikeqc (dot) org with all inquiries or requests of this type.

III.B. Garb and Tack

III.B.1. Just as general participants in the SCA are required to attempt to dress in pre-17th Century attire, IKEqC riders and their mounts are required to compete in attire or tack that appears pre-17th Century in appearance but does not impact their ability to safely ride or compete. Tack of obviously modern nature shall be at least covered or concealed to present a pre-17th century appearance.

III.B.1.a. Some leeway is to be given when it is obvious that the rider has made the attempt at compliance.

III.B.1.b. By tradition, a simple period saddle pad cover is rough equivalent of the basic 'T-Tunic'.

III.B.2. EMiCs have the authority to prevent a rider or horse from competing who does not follow this rule.

III.B.3. While the IKEqC does not impose a 'Barding Rule' upon participants, an Event or Practice that does impose a 'Barding Rule' can still be IKEqC Compliant.

III.B.3.a. For the purposes of III.B.3. 'Barding' is a generalized term for militarized tack and/or armor for equines, such as caprisons or chamfrons.

III.C. Qualifying Events and Practices

III.C.1. Officially sanctioned events are qualified as an Event under the IKEqC rules if:

III.C.1.a. The SCA Equestrian Insurance is in force for the Event.

III.C.1.b. The Event is fully qualified as an Equestrian Event under SCA regulations and Kingdom law.

III.C.2. Officially sanctioned practices are qualified as a Practice under the IKEqC rules if:

III.C.2.a. The SCA Equestrian Insurance is in force for the Practice.

III.C.2.b. The Practice is advertised at least thirty days in advance.

III.C.2.b.i An advertised regular practice date (i.e. Second Sunday of the month, every Saturday there isn't an event nearby, etc al) complies with this standard.

III.C.2.c. At least two fully qualified EMs are hosting the practice.

III.C.2.c.i A TA may assist with collection and posting of scores, but does not count towards the two EM requirement.

III.C.3 Unofficial and/or non-sanctioned practices do not qualify for IKEqC participation.

III.D. Scores made as a part of the Authorization process

III.D.1. If a rider performs an IKEqC compliant game or games as part of their authorization procedure, that rider may submit the score(s) from the practice or event if said practice or event is qualified to submit scores under III.C. and if the rider is successful in gaining or upgrading a qualifying authorization or endorsement.

III.D.2. Authorization scores shall be included with the other scores at that event.

III.D.2.a. Authorization scores should be noted 'Auth OK' or 'Auth Fail' on hardcopy score sheets.

III.D.3. The newly authorized or upgraded Rider may compete again in the Tournament after authorizing.

III.D.3.a In the case of large events where activities may span over several days, Authorization Scores are part of the regular tournament even if the regular tournament is run on a different day of the event.

III.D.3.a.i. Authorization scores of this type shall have the actual date of the run on the paperwork, not the date of the tournament.

III.E. Authorizations required

III.E.1. Riders are authorized under the Society and Kingdom Equestrian rules in a process that is external to the IKEqC. Questions about authorizing shall be directed at your Kingdom Equestrian Officer or the Society Equestrian Marshal.

IV. IKEqC Staff and their duties

IV.A. Equestrian Marshals (EM)

IV.A.1. Equestrian Marshals are authorized external to the IKEqC, based on SCA regulations and Kingdom Law. If an Equestrian Marshal is qualified by SCA regulation and Kingdom Law, they are considered qualified by the IKEqC.

IV.A.1.a. The IKEqC Council may for just cause limit or revoke any EM's authority to participate in IKEqC tournaments.

IV.A.2. The EM in charge of an event is the Equestrian-Marshall-in-Charge (EMiC).

IV.B. EM's of the Game (EMoG)

IV.B.1. At large events with IKEqC activities spanning several fields or days the IKEqC-EMiC may delegate a lead EM for one or more games.

IV.B.1.a EM's of the Game (EMoG) must be qualified to be an EMiC.

IV.B.1.b. EMoG must insure that they are able to provide the minimum required staff per Sec II.C for their game as if it were a separate event.

IV.B.1.c. EMoG remain subordinate to the IKEqC-EMiC.

IV.B.1.d. EMoG shall follow the reporting requirements as if their game were a separate event.

IV.B.1.e. The IKEqC-EMiC remains personally responsible for the entire event, and must insure that delegated tasks are completed in accordance with the rules.

IV.C. EqMIC reporting requirements

IV.C.1. The EMiC must complete and sign the current year score sheets, have the Riders sign up on the IKEqC Roster form, and are responsible for entering the data for their event on the IKEqC system.

IV.C.2. All paper records must be recorded on forms that match the year. Scores recorded on forms that do not match the year may be invalidated and removed.

IV.C.2.a. This is required due to the evolving nature of the forms, and to provide an administrator with the ability to easily sort archival scoresheets by type.

IV.C.3. EMiCs are to maintain their paper records for the longer of two years or their Kingdom's record storage requirement.

IV.C.3.a. When the record retention window expires, EMiCs should destroy scoresheet records like any other sensitive document.

IV.C.3.b. EMiCs may scan scoresheets to assist in keeping an archive longer than the requirements above.

IV.C.3.c. EMiCs may elect at their expense to maintain records indefinitely, provided they safeguard the records in an appropriate way.

IV.C.4. Should it be necessary EMiCs shall add reports of any incidents or accidents to their IKEqC reports. This includes Section II.D. Safety issues. Hard copies of these reports shall be placed with the paper records of the event and submitted with the scores and retained as directed above.

IV.D. EMOG reporting requirements

IV.D.1. The EMOG must complete and sign the current year score sheets for the games they are in charge of.

IV.D.2. There is no need for Riders to complete a new Roster form, instead ensure all Riders are on the IKEqC-EMiC's Roster sheets.

IV.D.2.a. EMOGs may elect to use a separate Roster form, and have Riders for their game sign up on it for their convenience. Such forms become part of the event records and must be turned over to the IKEqC-EMiC and submitted with the event report.

IV.D.3. All paper records must be recorded on forms that match the year. Scores recorded on forms that do not match the year may be invalidated and removed.

IV.D.4. EMOGs shall provide their records to the IKEqC-EMiC before leaving the event site.

IV.D.5. EMOGs may report to the IKEqC-EMiC, but must cooperate with other event staff (Autocrat, etc al.) as required to perform their duties.

IV.E. Large Multi-Kingdom Events

IV.E.1. Large Multi-Kingdom Events such as Gulf Wars are a huge undertaking and often bring in participants from far and wide. If qualified IKEqC Staff is from a Kingdom other than the Hosting Kingdom(s) they may assist in running IKEqC games and in certifying scores.

IV.F. Tournament Assistants (TA)

IV.F.1. Tournament Assistants (TA) are persons that are not currently qualified as an Equestrian Marshal, but are qualified to assist in all things IKEqC that do not involve duties restricted to EMs by SCA regulation or Kingdom Law. TAs are a way in which those gentles that are not able to ride or become Equestrian Marshals may assist with the IKEqC.

IV.F.2. TAs must have an active paid SCA membership when applying and when renewing.

IV.F.3. TAs must have an active paid SCA membership when acting as a TA at an IKEqC Tournament.

IV.F.3.a. A TA who's paid membership expires after the conclusion of an IKEqC Event or Practice may continue to provide after-event support (mainly data-entry) and other tasks regarding the Event or Practice for which they worked.

IV.F.3.b. A TA's SCA Membership card shall be checked before the EMiC will permit them to join the staff of an Event or Practice.

IV.F.4. TAs must have signed all appropriate waivers.

IV.F.5. TAs must demonstrate working knowledge of the rules of the IKEqC, the scoring systems, and have a general knowledge of rules outside of the IKEqC which pertain to Mounted Games, Mounted Archery, and Mounted Combat.

IV.F.6. TAs must demonstrate working knowledge of the working limits of their authority.

IV.F.6.a. Specifically that a Tournament Assistant is not an Equestrian Marshal.

IV.F.6.b. TAs work for the IKEqC-EMiC, and by extension the Event-EMiC.

IV.F.6.c. TAs are not permitted to enter an active field, unless they hold another authorization that permits this or an EM specifically invites the TA on the field under the EM's authority under Society, Kingdom, or Local rules for Equestrian Activities.

IV.F.7. Authorized Riders are not considered to be TAs by merits of their Rider's Authorization.

IV.F.8. Should a TA have any other Equestrian authorization withdrawn or suspended by the SEO, KEO, or local equestrian officers, their IKEqC Tournament Assistant authorization is likewise withdrawn or suspended automatically.

IV.F.8.a. An appeal for IKEqC privileges alone may be made to the IKEqC Council, though the IKEqC Council may elect to defer until after the Society, Kingdom, or Local review is complete.

IV.F.9. Should the IKEqC Council learn of just cause, a Tournament Assistant may have their authorization suspended or revoked. Each case will be dealt with on a case-by-case basis and formal channels of appeal for matters such as this are clearly established elsewhere in SCA corpora and Kingdom Law.

IV.F.10. The IKEqC Council will report to the SEO, KEO of the effected gentle's Kingdom and if known the Local Equestrian Officer when the IKEqC Council revokes or suspends an authorization.

IV.F.11. Upon application, each candidate shall be quizzed by a member of the IKEqC Council or their representative and an Equestrian Marshal familiar with IKEqC games and tournaments.

IV.F.12. If the candidate is sufficiently knowledgeable in matters IKEqC, general site safety, and the limits on their authority they will be authorized to act as a Tournament Assistant for the remainder of the current AS year and two full AS years more.

IV.F.13. A TA within 180 days of their expiration but not closer than 29 days (April 1st) may apply for a two year renewal and have the renewed authorization before the beginning of the next AS year. This request may be made to the IKEqC Council directly or through the TA portal online.

IV.F.14. A TA within 29 days of their expiration but not closer than 7 days (April 22nd) may request an urgent renewal. Depending on workload, this may or may not be granted before the end of the AS year. The TA will not be authorized to work events until the renewal is processed and sent to the TA. This request must be made through the TA portal online.

IV.F.15. A TA within 7 days of expiration but not yet expired may request an emergency renewal only if they are required to work during the month of May.

IV.F.15.a. A fee may apply for emergency renewal requests.

IV.F.15.b All emergency renewal requests must be made through the TA portal online.

IV.F.16. A TA who permits their authorization to expire before requesting a renewal, may not renew and must go through the authorization process above.

IV.F.17. In the event of major rules changes (i.e. addition of a new game, major scoring overhaul, etc al.) renewal applicants may be directed to take a quiz on the changes before their renewal is granted. The exact nature of this quiz will be explained to the renewal applicant at that time.

IV.F.18. All renewal requests are subject to internal review.

IV.G. Revocation of IKEqC Privileges

IV.G.1. Should it come to the notice of the IKEqC Council that an EM is not following IKEqC regulations in running IKEqC events or practices, the IKEqC Council may restrict that EM from working in IKEqC activities. The EM will be contacted privately by the IKEqC Council and the issues will be discussed and education on the errors will be offered. It is hoped that this will be all that is required to solve all issues.

IV.G.2. In the event of repeat problems or a serious infraction, an EMs privilege to officiate IKEqC games will be revoked. The IKEqC Council will report on their reasons and findings to the EM's Kingdom Equestrian Officer and to the Society Equestrian Officer.

IV.G.2.a. While the IKEqC Council does not have the authority to pull an EMs card, we can disallow scores submitted at events and practices managed by an offending EM and even redact scores already submitted if on review it is learned the offense has been prevalent. If the IKEqC Council is forced to redact scores due to a issue of this nature, a special bulletin will be issued and the IKEqC Council will attempt to reach out to the Riders effected by the scores redacted.

IV.G.3. Should it come to the notice of the IKEqC Council that a TA is not following IKEqC regulations, the IKEqC Council will suspend the TAs authorization to officiate IKEqC Activities. The TA will be contacted privately by the IKEqC Council and the issues will be discussed and education on the errors will be offered. It is hoped that this will be all that is required to solve all issues.

IV.G.3.a. The IKEqC Council does have the authority to pull a TAs card. The IKEqC Council will report to the SEO and the TAs KEO about the nature of the incident(s) and our findings.

V. Weapons and Equipment

V.A. Swords

V.A.1. A rider may use any length weapon that they can safely control.

V.A.2. Sword blades may not exceed 36 inches total blade length, measured from tip to crossguard.

V.A.3. Sword hilts may not exceed 8 inches measured from crossguard to pommel.

V.A.4. Swords need not be SCA Heavy Combat legal, though such swords are acceptable for the IKEqC provided they meet the length requirements above.

V.A.5. Other acceptable choices include wooden swords, fake scimitar, or boffer Youth Armored Combat swords.

V.A.6. Swords may have one or two edges and may be gently curved. Only strikes using the clearly visible blade edge will be scored as hits.

V.A.7. Swords may be equipped with a lanyard to affix to the rider's wrist.

V.A.8. SCA Light combat swords, and other swords with metal blades are expressly forbidden.

V.B. Maces

V.B.1. A rider may use any length weapon that they can safely control.

V.B.2. Maces may not exceed 36 inches total length, pommel to top.

V.B.3. Maces may be equipped with a lanyard to affix to the rider's wrist.

V.C. Lances

V.C.1. Lances shall have a minimum 1-inch minimum diameter, with a minimum length of seven (7') feet and a maximum length as required by Society, Kingdom, or Local rules.

V.C.2. Five (5') down the shaft from the tip must be marked with a band of at least one inch in width.

V.C.3. The last foot may taper evenly to a point. Metal tips and counterweights may be used.

V.C.4. The current experimental lances used for other forms of SCA mounted combat or tilting against other riders may not be used for IKEqC competitions due to the required diameter of the tip of those specialized weapons. If you use this type of lance and wish to see it included as an option for IKEqC Games, please contact the IKEqC Council with a proposal of use.

V.D. Javelins

V.D.1. Javelins shall have a minimum 1-inch diameter, a minimum length of four (4') feet, and a maximum length of five (5') feet.

V.D.2. The last foot may taper evenly to a point.

V.D.3. Metal tips and counterweights may not be used. The butt may have a reinforcement ring of leather, string, or cord provided it is neither more than one layer thick nor longer than 1.5 inches on the shaft.

V.D.4. Javelins may not have lanyards, tassels, or other decorations.

V.E. Bows

V.E.1. Bows must meet Society, Kingdom, and Local requirements for Mounted Archery, and be of traditional design. These standards are external to the IKEqC.

V.E.2. Compound bows, no matter how disguised or documented are expressly forbidden.

V.E.3. Draw weights shall be the the lesser of 35 pounds and the Society weight standard or the Kingdom weight standard or the local weight standard.

V.E.4. Documented period ring-release, clean-release, or other types of bowstring releases may not be used.

V.E.4.a. These devices do grant a significant advantage for advanced archers in consistency of release. While they do require an additional measure of skill to use, it is the current ruling that they provide too great a competitive advantage over archers that do not use them. This decision may be revisited for future years. If you use this type of device and would like to use it in IKEqC competitions, please forward to the IKEqC Council a summary of your research into the device. The IKEqC Council is interested in full-length proposals for the fair use of this style of device.

V.E.4.b. Modern pistol or palm gripped trigger-style bowstring releases are expressly forbidden.

V.F. Arrows

V.F.1. All Arrows use regulation target points. Society, Kingdom, and Local target archery rules apply. These standards are external to the IKEqC.

V.G. Targets

V.G.1. FITA 60 cm (26" x 26") modern archery targets shall be used for mounted archery. These Internationally Standardized targets consist of a gold innermost circle, encircled by a red ring, then a blue ring, then a black ring, and a white outermost ring.

V.G.1.a. The reason for the use of Fédération Internationale de Tir à l'Arc (FITA) targets is ease of procurement and certainty of reproduction. Almost any archery shop anywhere will have or can order these professionally produced precision targets.

V.G.2. The target shall be mounted in compliance with Society, Kingdom, and Local target archery requirements.

V.H. Target Backstops

V.H.1. Currently there is no specific IKEqC requirement. As advice, a burlap covered foam style 'broad-head' backstop should be preferred to a hay or straw bale arrangement. With the light weight bows used in SCA Mounted Archery, bounces are more likely with a target backstop that is less easily penetrated. Experts in Archery are encouraged to submit recommendations for a fair standard that should be easy to acquire anywhere IKEqC games will run.

V.I. Construction Advice

V.I.1. Construction advice is no longer offered as part of the IKEqC regulations. Please contact your Kingdom Equestrian Officer for assistance in creating gear.

VI Score Submissions

VI.A. Methods of Score Submission

VI.A.1. EMiCs will be advised of the current methods of score submission available to them when registering their event or practice.

VI.A.1.a. EMiCs that record their Event or Practice on paper score sheets and register after the fact may see reduced options.

VI.A.2. EMiCs are responsible for any cost associated with the submission of their scores. This includes postage and cellular data charges.

VI.A.3. EMiCs that are unable to use the standard methods presented to them during the registration of their event or practice may apply for a waiver. If granted it will have all of the details the EMiC will need to submit their scores.

VI.A.4. If available, EMiCs may elect to use a paid-service to submit their scores digitally.

VI.A.4.a. Any such paid-service must be known to and accepted by the IKEqC Council.

VI.B. Limits on scores submitted

VI.B.1. The IKEqC does not impose limits on the numbers of scores submitted by a Rider.

VI.B.1.a. Traditionally, Riders have been limited to one score per game per event or practice. This has mostly been due to the constraints of time and to ensure all participants get a chance to compete.

VI.B.1.b. After all Riders have made their first scores, EMiCs may choose to allow additional scores to be recorded if adequate time remains. These 'Second Bite at the Apple' scores should have their scoresheets marked clearly that it is an 'extra score' for a given Rider to avoid confusion.

VI.B.1.c. Note: a Rider changing mounts still counts as an 'extra score'.

VI.B.2. There is no defined limit on the number of scores a Rider may submit over the course of the Tournament year.

VI.C. Limits on events and practices

VI.C.1. Kingdoms may host as many events or practices with IKEqC compliant games as they wish over the course of the Tournament year.

VI.C.2. A single host group may not hold more than one IKEqC event or practice on the same site within 7 days as a previous IKEqC event or practice by that group.

VI.C.3. Large events or practices (such as a regional practice or Kingdom muster) may span over several days and still qualify. The 7-day rule is to be measured from dusk on the final day of scheduled Equestrian Activities to dawn of the 8th day. If your event closes on Monday Morning, but Equestrian Activities conclude Sunday Night, then Sunday night is when the 7 days begin. In simpler terms, from dusk Sunday to dawn of the following Sunday.

VI.C.4. The IKEqC Council will accept applications for waivers for the 7-Day rule, these will be considered on their merits on a case-by-case basis.

VI.D. IKEqC games run with other Equestrian activities

VI.D.1. Any IKEqC game may be part of a larger 'Challenge Course' or Tournament. The IKEqC Council specifically encourages EMiCs to run IKEqC games as part of their equestrian activities whenever it is reasonable.

VI.D.2. The most unusual ways EMiCs add IKEqC games to their events may be honored with articles posted on <http://blog.scaikeqc.org>.

VII. Games Set-up and Scoring

VII.A. General Terms

VII.A.1. A 'lane' is defined as a pair of parallel barriers that encourages an equine to keep a straight course.

VII.A.2. A 'track' is defined as a single barrier which the equine is guided to follow.

VII.A.3. A 'run' is defined as the complete path through a given game. A run includes one or more passes.

VII.A.4. A 'pass' is defined as a single path through an element of a given game.

VII.A.5. 'Run-in' is a loosely defined area at the beginning of a course, lane, or track where a rider has room to get their mount to competition gait before entering the course.

VII.A.6. 'Run-out' is a loosely defined area at the end of a course, lane, or track where a rider has room to maneuver and bring their mount to a safe stop.

VII.A.7. 'Safety Backfield' is defined as the area down-range of the lane or track used for all forms of Mounted Archery or other contests that might include live weapons being thrown, cast, or shot at targets.

VII.A.8. An 'arena' is an enclosed area that is specifically designed and designated for equestrian activities.

VII.B. General Rules

VII.B.1. When more than one course is setup at a time in an arena, no less than 30' shall separate the boundaries of one gaming area and another, unless the pattern is setup with a logical flow for the use as a Challenge Course and only one rider is active at a given time.

VII.B.2. In timed games, multiple timekeepers may be used by the EMiC. The results of every Timekeeper is to be recorded on the score sheets, but the average of the scores is considered the Official time for the run. If in the EMiCs determination a time appears to be an outlier from the others, perhaps the timekeeper got a late start or forgot to clear the last run on their chronograph, the EMiC may disqualify the time. It must still be recorded, but struck-out with a single line.

VII.B.3. EMiCs are encouraged to be generous with permitting riders a second run if the Rider has difficulties.

VII.B.4. EMiCs are neither encouraged nor prohibited to offer a third run barring the most exception circumstances, such as a Safety-Backfield incursion, an equipment issue for which the rider should not be penalized or similar just reason.

VII.B.5. EMiCs are prohibited from offering a fourth run for any reason, though they are encouraged to assist the rider at a more appropriate time in what they are doing wrong and how to improve.

VII.C. Behead the Enemy -- Short Course (21')

VII.C.1. Equipment

VII.C.1.a. The heads should be approximately of human head size. The attachment of the target head to the standard should be sufficient to hold the head in place until struck, but come loose easily with a valid strike. Heads should not dislodge if the head or the standard is merely brushed by the horse/rider.

VII.C.1.b. Head Standards shall be made of suitable material to support the target head and follow all Society, Kingdom, and Local rules on construction.

VII.C.1.c. Heads standards shall place the bottom of target head no lower than five feet (5') above the ground. For this purpose height is to be measured from the bottom of the target head to mean-ground-level, not the base of the standard. Ergo, if a portable-hole that is six inches tall is supporting a standard that is five feet long once inserted, the measure would be five feet six inches.

VII.C.2. Set-up

VII.C.2.a. The heads course will consist of a straight row of six standards. Upon the middle four standards are placed target heads. The other two standards, one on either end, are markers. The start of the course is a 'time line' that runs through the first marker standard and is perpendicular to the row of standards.

VII.C.2.b. The standards shall be placed in a straight line with 21 feet between each standard (measured from the center of one standard to the center of the next). There shall be sufficient space on either side of the course to permit a safe run-in and run-out at the beginning and for the rider to turn their mount around at the end.

VII.C.2.c. Any dislodged heads shall be reset upon the standards prior to each run.

VII.C.3. Rules

VII.C.3.a. A sword or mace is used to knock off the heads. Refer to Section V.A. or V.B. for weapon details.

VII.C.3.b. Pattern for Behead the Enemy:

VII.C.3.b.i. The rider shall start far enough behind the time line to allow their mount to be at competition gait when crossing the time line.

VII.C.3.b.ii. In order to allow a Rider to wield their sword or mace with their dominate hand, the Rider may choose which side of the start marker to pass, this in turn dictates the direction of the weaves.

VII.C.3.b.iii. After crossing the time line, the rider guides their mount in a weaving pattern between the standards with heads on top, making their first weave after the start marker and before the first head.

VII.C.3.b.iv. As the rider passes each head they are to strike with back-swings only.

VII.C.3.b.v. At the last standard, the rider guides their mount around to face the starting line and returns without weaving on the return. The Rider is permitted to break competition gait at this point in order to speed to the finish.

VII.C.3.b.vi. Any heads remaining on the standards may not be struck on the return leg.

VII.C.3.c. Timing begins as the rider's hip passes the first distance marker. Timing ends when the rider's hip passes through the time line on their return.

VII.C.3.d. For each infraction below, the rider earns one fault. Multiply by ten the total number of faults to calculate the penalty to assess.

VII.C.3.d.i. Each head missed, to a maximum of 4.

VII.C.3.d.ii. Each weave missed, to a maximum of 4.

VII.C.3.d.iii. Collision by horse or rider with a standard resulting in the standard collapsing or falling over.

VII.C.3.d.iv. Allowing their weapon to hit the ground after leaving their hand. Lanyards are acceptable to prevent this fault.

VII.C.3.e. A run shall be disqualified if the following occurs:

VII.C.3.e.i. The horse is struck with mace or sword due to negligence of rider.

VII.C.3.e.ii. Forward swings of the weapon are used.

VII.C.3.f. Behead the Enemy is a timed game and shall be measured to the nearest hundredth of a second.

VII.C.4. Scoring:

VII.C.4.a. The score for this activity is based on the fastest time and the most heads struck. The time and the penalty are subtracted from the "score quotient" to calculate a rider's points.

VII.C.4.a.i. Riders competing at the Walk begin with a Score Quotient of 145 points.

VII.C.4.a.ii. Riders competing at the Trot begin with a Score Quotient of 110 points.

VII.C.4.a.iii. Riders competing at the Canter begin with a Score Quotient of 105 points.

VII.C.4.b. The Formula for calculating score is as follows: $\text{SCORE} = \text{Score Quotient} - \text{penalty} - \text{Total time in seconds and fractional seconds}$.

VII.C.4.c. Examples:

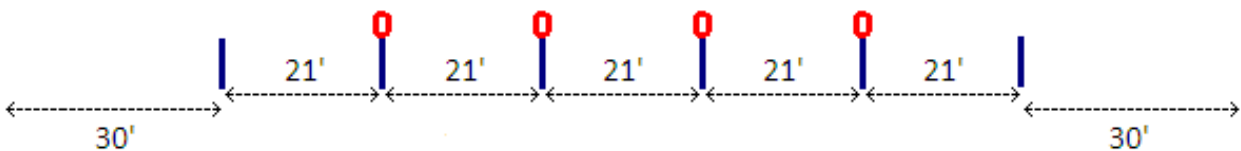
VII.C.4.c.i. Duke Sir Pseudonym competing at the Canter, made a clean run (no faults) in 13.48 seconds, resulting in a score of: $91.52 = 105 - \text{zero} - 13.48$

VII.C.4.c.ii. Lady Alias competing at the Walk, missed a head and a weave, finishing in 62.87 seconds resulting in a score of: $62.13 = 145 - 20 - 62.87$

VII.C.4.d. If a rider takes longer than 60 seconds to complete the course, do not add minutes, but add 60 seconds to the time on your stopwatch.

VII.C.4.e. Behead the Enemy does not have a defined maximum score, the Score Quotients are tuned to keep top scores close to 90 points.

VII.C.5. Behead the Enemy Diagram



VII.D. Behead the Enemy -- Long Course (30')

VII.D.1. Equipment

VII.D.1.a. The heads should be approximately of human head size. The attachment of the target head to the standard should be sufficient to hold the head in place until struck, but come loose easily with a valid strike. Heads should not dislodge if the head or the standard is merely brushed by the horse/rider.

VII.D.1.b. Head Standards shall be made of suitable material to support the target head and follow all Society, Kingdom, and Local rules on construction.

VII.D.1.c. Heads standards shall place the bottom of target head no lower than five feet (5') above the ground. For this purpose height is to be measured from the bottom of the target head to mean-ground-level, not the base of the standard. Ergo, if a portable-hole that is six inches tall is supporting a standard that is five feet long once inserted, the measure would be five feet six inches.

VII.D.2. Set-up

VII.D.2.a. The heads course will consist of a straight row of six standards. Upon the middle four standards are placed target heads. The other two standards, one on either end, are markers. The start of the course is a 'time line' that runs through the first marker standard and is perpendicular to the row of standards.

VII.D.2.b. The standards shall be placed in a straight line with 30 feet between each standard (measured from the center of one standard to the center of the next). There shall be sufficient space on either side of the course to permit a safe run-in and run-out at the beginning and for the rider to turn their mount around at the end.

VII.D.2.c. Any dislodged heads shall be reset upon the standards prior to each run.

VII.D.3. Rules

VII.D.3.a. A sword or mace is used to knock off the heads. Refer to Section V.A. or V.B. for weapon details.

VII.D.3.b. Pattern for Behead the Enemy:

VII.D.3.b.i. The rider shall start far enough behind the time line to allow their mount to be at competition gait when crossing the time line.

VII.D.3.b.ii. In order to allow a Rider to wield their sword or mace with their dominate hand, the Rider may choose which side of the start marker to pass, this in turn dictates the direction of the weaves.

VII.D.3.b.iii. After crossing the time line, the rider guides their mount in a weaving pattern between the standards with heads on top, making their first weave after the start marker and before the first head.

VII.D.3.b.iv. As the rider passes each head they are to strike with back-swings only.

VII.D.3.b.v. At the last standard, the rider guides their mount around to face the starting line and returns without weaving on the return. The Rider is permitted to break competition gait at this point in order to speed to the finish.

VII.D.3.b.vi. Any heads remaining on the standards may not be struck on the return leg.

VII.D.3.c. Timing begins as the rider's hip passes the first distance marker. Timing ends when the rider's hip passes through the time line on their return.

VII.D.3.d. For each infraction below, the rider earns one fault. Multiply by ten the total number of faults to calculate the penalty to assess.

VII.D.3.d.i. Each head missed, to a maximum of 4.

VII.D.3.d.ii. Each weave missed, to a maximum of 4.

VII.D.3.d.iii. Collision by horse or rider with a standard resulting in the standard collapsing or falling over.

VII.D.3.d.iv. Allowing their weapon to hit the ground after leaving their hand. Lanyards are acceptable to prevent this fault.

VII.D.3.e. A run shall be disqualified if the following occurs:

VII.D.3.e.i. The horse is struck with mace or sword due to negligence of rider.

VII.D.3.e.ii. Forward swings of the weapon are used.

VII.D.3.f. Behead the Enemy is a timed game and shall be measured to the nearest hundredth of a second.

VII.D.4. Scoring:

VII.D.4.a. The score for this activity is based on the fastest time and the most heads struck. The time and the penalty are subtracted from the "score quotient" to calculate a rider's points.

VII.D.4.a.i. Riders competing at the Walk begin with a Score Quotient of 145 points.

VII.D.4.a.ii. Riders competing at the Trot begin with a Score Quotient of 110 points.

VII.D.4.a.iii. Riders competing at the Canter begin with a Score Quotient of 105 points.

VII.D.4.b. The Formula for calculating score is as follows: $\text{SCORE} = \text{Score Quotient} - \text{penalty} - \text{Total time in seconds and fractional seconds}$.

VII.D.4.c. Examples:

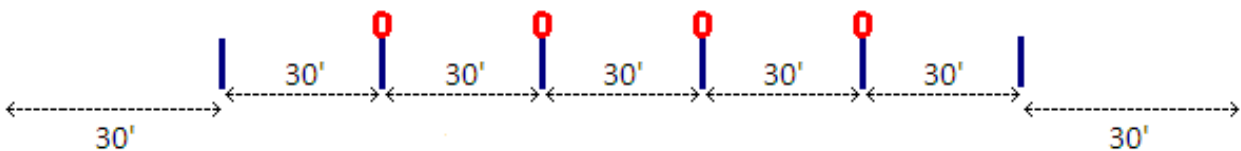
VII.D.4.c.i. Duke Sir Pseudonym competing at the Canter, made a clean run (no faults) in 13.48 seconds, resulting in a score of: $91.52 = 105 - \text{zero} - 13.48$

VII.D.4.c.ii. Lady Alias competing at the Walk, missed a head and a weave, finishing in 62.87 seconds resulting in a score of: $62.13 = 145 - 20 - 62.87$

VII.D.4.d. If a rider takes longer than 60 seconds to complete the course, do not add minutes, but add 60 seconds to the time on your stopwatch.

VII.D.4.e. Behead the Enemy does not have a defined maximum score, the Score Quotients are tuned to keep top scores close to 90 points.

VII.D.5. Behead the Enemy Diagram



VII.E. Ring Tilt

VII.E.1. Equipment

VII.E.1.a. For the Ring Tilt use three “T” type ring tilt standards will be needed. Use of dual-purpose standards is permitted, simply replace three of the heads standards with T-standards.

VII.E.1.b. Ring tilt standards shall suspend the rings such that the tops of all rings are not less than six and a half feet from mean-ground level.

VII.E.1.c. Ring Tilt standards should be sufficiently sturdy to neither droop nor lean. All four rings on a standard must be at the same height above mean-ground-level.

VII.E.1.d. A total of twelve rings are needed, two rings of each size. The sizes are measured from the interior diameter of the ring and come in one inch, two inch, three inch, four inch, five inch, and six inch sizes.

VII.E.2. Ring Tilt Set-Up

VII.E.2.a. Ring Tilt T-standards shall be placed in a straight line with 21 feet (7 yards) between them (measured from the center of one standard to the center of the next).

VII.E.2.b. Two ring choices will be placed on each arm of the T-standard.

VII.E.2.b.i. The first T-standard shall have 1" and 6" rings on each of its arms.

VII.E.2.b.ii. The second T-standard shall have 2" and 5" rings on each of its arms.

VII.E.2.b.iii. The third T-standard shall have 3" and 4" rings on each of its arms.

VII.E.2.b.iv. The smaller diameter ring shall be placed on the outside of the arm of the T-standard.

VII.E.2.b.v. The ring diameters for each arm of the T-standards add up to seven (i.e. $1" + 6" = 7$, $5" + 2" = 7$, $3" + 4" = 7$).

VII.E.2.c. There shall be no less than 6 inches between the outer edges of the rings on any arm of the T-standards. A spare 6" ring may be used to gauge this rapidly.

VII.E.3. Rules for Ring Tilt

VII.E.3.a. The rider may start at either end and must be at competition gait when they reach the first standard. Breaking this for more than three strides during the run is a disqualification.

VII.E.3.b. The rider must choose which ring to try to spear. The larger or the smaller ring, but not both. In the event the rider spears both rings on any given arm, the run is invalid due to rules not being followed or failure to setup the course properly.

VII.E.3.c. Both the "Norman" (lance crossing over the neck of the horse) and "Saracen" (lance parallel with the neck of the horse) styles are acceptable.

VII.E.3.d. The lance shall be kept with the tip skyward for safety at all times except when advancing to a target.

VII.E.3.e. Pattern for Ring Tilt:

VII.E.3.e.i. Until cleared to begin their first pass, the lance must be kept with the tip skyward for safety.

VII.E.3.e.ii. The rider shall proceed up their choice of sides of the Ring Tilt course, spearing what rings they may and halt.

VII.E.3.e.iii. They may give their rings for the first half of the course to a member of the ground crew if desired.

VII.E.3.e.iv. Until cleared to begin their second pass, the lance must be kept with the tip skyward for safety.

VII.E.3.e.v. Once it has been determined the pattern is clear of ground crew, the rider may proceed down the other half of the Ring Tilt course, halting at the end.

VII.E.3.e.vi. The rider gives their rings to a member of the ground crew who will then report the rings scored.

VII.E.3.e.vii. After rings are removed from the lance, it must be kept with the tip skyward for safety until the weapon is surrendered to the groundcrew.

VII.E.3.f. A run shall be disqualified if the following occurs:

VII.E.3.f.i. Breaking the pattern.

VII.E.3.f.ii. Discarding the lance for any reason disqualifies the run.

VII.E.3.g. Ring Tilt is not a timed game.

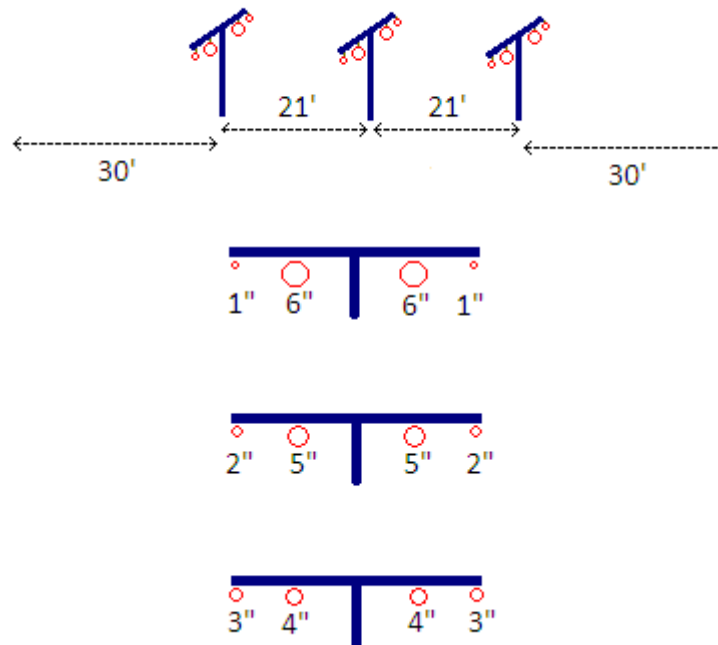
VII.E.4. Scoring the Ring Tilt

VII.E.4.a. Ring Tilt is scored by the number and sizes of rings handed off to groundcrew. These rings must stay on the lance during the pass. Rings that are plucked from the T-standards but do not remain on the lance do not score.

- VII.E.4.a.i. 1" rings are worth 20 points.
- VII.E.4.a.ii. 2" rings are worth 15 points.
- VII.E.4.a.iii. 3" rings are worth 10 points.
- VII.E.4.a.iv. 4" rings are worth 8 points.
- VII.E.4.a.v. 5" rings are worth 6 points.
- VII.E.4.a.vi. 6" rings are worth 4 points.

VII.E.4.b. The highest possible score for the Ring Tilt is 90 points.

VII.E.5. Ring Tilt Set-Up Diagram



VII.F. Reed Chop

VII.F.1. Equipment

VII.F.1.a. Reed Standards shall be made of suitable material to support a reed and comply with all Society, Kingdom, and Local rules.

VII.F.1.b. Reed lengths are 2", 4", 6", 8", and 10".

VII.F.1.c. Reeds shall not be smaller than one-half inch in diameter.

VII.F.1.d. Reed standards shall place the bottom of their reeds at no less than 5' and no more than 6' off the ground.

VII.F.1.e. The reed shall be mounted vertically and in such a way as to be held in place until knocked off of the standard. Reeds should not dislodge if the reed or the standard is merely brushed by the horse, rider, or wind.

VII.F.2. Set-Up

VII.F.2.a. Reed standards shall be placed in two parallel rows of 5 reed standards each. The two rows shall have a 4' between them.

VII.F.2.b. Reed standards shall be placed in 21' apart on each side (measured from the center of one standard to the center of the next). The first Reed Standard on the right row shall be placed at the beginning of the course. The first Reed Standard on the left row shall be offset 10' 6" from the start.

VII.F.2.c. Riders are to encounter a reed every 10' 6" when proceeding down the middle of the lane.

VII.F.2.d. Reeds shall be placed in size descending order in each row. A 10" Reed is the first one a rider encounters and a 2" Reed is the last.

VII.F.3. Rules for Reed Chop

VII.F.3.a. Only swords may be used for reed chop.

VII.F.3.b. Pattern for Reed Chop:

VII.F.3.b.i. Rider will proceed down middle of the lane implied by the two rows of Reed Standards.

VII.F.3.b.ii. Larger or wider horses may require a Rider to adjust their track slightly to give room to swing at the Reeds. This is permitted provided the Rider does not 'bend' the lane by more than two feet.

VII.F.3.b.iii. If the horse and rider exit the lane, the run is disqualified.

VII.F.3.c. The horse must be at competition gait upon reaching the first reed. Breaking gait to either a faster or a slower gait for more than three strides is a disqualification.

VII.F.3.d. A reed must be hit by the edge of the sword and fall free from its standard to count.

VII.F.3.d.i. A reed struck with a non-striking surface of the sword does not score.

VII.F.3.d.ii. A reed falling off due to the standard getting hit does not score.

VII.F.3.d.iii. A reed falling off due to the wind does not score.

VII.F.3.e. Only backward swings are permitted. Use of a forward swing disqualifies the run.

VII.F.3.f. A Rider is disqualified if they discard their sword (without a lanyard) to the ground during the run.

VII.F.3.g. A Rider who drops a sword attached by a properly affixed lanyard is not disqualified, but they must finish the run without attempting to recover their weapon or score additional Reeds.

VII.F.3.h. Reed Chop is not a timed game.

VII.F.4. Scoring the Reed Chop

VII.F.4.a. The score for this activity will be based on the number and size of the reeds successfully chopped off:

VII.F.4.a.i. 2" reeds score 15 points

VII.F.4.a.ii. 4" reeds score 12 points

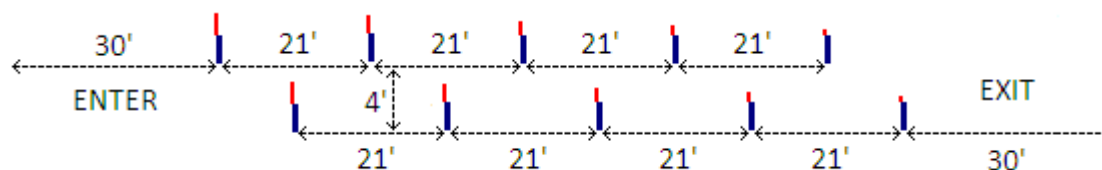
VII.F.4.a.iii. 6" reeds score 9 points

VII.F.4.a.iv. 8" reeds score 6 points

VII.F.4.a.v. 10" reeds score 3 points

VII.F.4.b. The highest possible score for Reed Chop is 90 points.

VII.F.5. Reed Chop Set-Up Diagram



VII.G. Mounted Archery – Single Target

VII.G.1. Equipment

VII.G.1.a. A lane shall be constructed for this activity. It shall be made from any materials that are highly visible and that a horse will not willingly encounter, such as flagging. If the lane constructed is longer than the course requires, start and end points for the course should be clearly visible.

VII.G.1.b. 60cm FITA standard paper targets. Enough spare targets should be on hand such that a target can be replaced after every fifth rider (or 15 arrows).

VII.G.1.b.i. EMiCs shall make note of the condition of the target face during competition and are free to replace it with a spare when a target can no longer be used accurate scoring.

VII.G.1.b.ii. The use of tape, stickers, or dots to cover scored holes is discouraged but not prohibited.

VII.G.1.c. A target backstop large enough to post the 60cm FITA target upon.

VII.G.2. Set-up

VII.G.2.a. The course length is 100 feet long, if using a lane longer than 100 feet, start and end markers are to placed at the appropriate points.

VII.G.2.b. The target shall be placed 21' from the barrier at the midway point of the lane (50' from either end, measured at the center mark of the bullseye to the edge of the course).

VII.G.2.c. It is permissible to use a course setup for Mounted Archery – Triple Target.

VII.G.2.d. The Safety Backfield for the course must be clearly visible to a range the EMiC is comfortable with. Holds shall be called during any incursion into this area.

VII.G.3. Rules

VII.G.3.a. The Rider shoots while their mount is in motion at competition gait. Riders must announce their chosen gait for the run before they beginning their first pass.

VII.G.3.b. The Rider makes three passes and is allowed 1 arrow per pass.

VII.G.3.c. The Rider may not carry extra arrows in hand or in quiver.

VII.G.3.d. The Rider may nock their arrow before putting their mount into motion if permitted by Society, Kingdom, or Local rules and the arrow is clearly aimed in a safe direction.

VII.G.3.e. The Rider may not hold the reigns while in the course.

VII.G.3.f. Breaking gait for more than three strides, coming to a stop before the end of the course, leaving the lane, or grabbing the reigns will disqualify the run.

VII.G.3.g. Holds

VII.G.3.g.i. Arrows loosed before a hold is called are to be scored if possible. An arrow loosed after hold is called may not be scored.

VII.G.3.g.ii. Should a hold be called by the Rider or someone other than the staff working the game, and no issue is found the EMiC may choose to let the run remain scored as is without permitting the Rider another run.

VII.G.3.g.iii. Riders shall de-nock arrows and stop their mounts as soon as safety possible when a hold is called.

VII.G.3.g.iv. Riders shall de-nock unloosed arrows before leaving the lane.

VII.G.3.h. Pattern for Mounted Archery – Single Target

VII.G.3.h.i. The Rider must not have more than one arrow before starting the pass. Extras may be handed to the Groundcrew.

VII.G.3.h.ii. The Rider will wait at the start of the lane for the signal from the EMiC that the course is clear.

VII.G.3.h.iii. Once given the signal, the Rider may elect to nock the arrow before putting their mount into motion. Nocked arrows must always be pointed downrange in a safe direction.

VII.G.3.h.iv. The Rider will then start down the lane towards the target. They may loose at the target once they have reached competition gait.

VII.G.3.h.v. On reaching the end of the lane, the Rider must come to a stop and show to the groundcrew they are disarmed before exiting the lane. If they have not loosed their arrow, it must be de-nocked.

VII.G.3.h.vi. After exiting the lane, the Rider returns to the start of the lane to make their second and third passes.

VII.G.4. Scoring

VII.G.4.a. Arrows striking and sticking in the target are scored based on where they hit the 60cm FITA target. A hit on the line between two scoring zones counts as the higher zone.

- VII.G.4.a.i. Gold=25
- VII.G.4.a.ii. Red=20
- VII.G.4.a.iii. Blue=15
- VII.G.4.a.iv. Black=10
- VII.G.4.a.v. White=5

VII.G.4.b. Arrows that strike and bounce, strike and fall free of the target, or pass through the target completely do not score any points.

VII.G.4.c. A rider may score 15 points for technique if they demonstrate correct technique for controlling their mount, drawing the bow, and firing the bow.

VII.G.4.c.i. The technique score can be earned even if the Rider scores no hits.

VII.G.4.c.ii. The technique score can not be earned if the Rider loses no arrows on any of their passes.

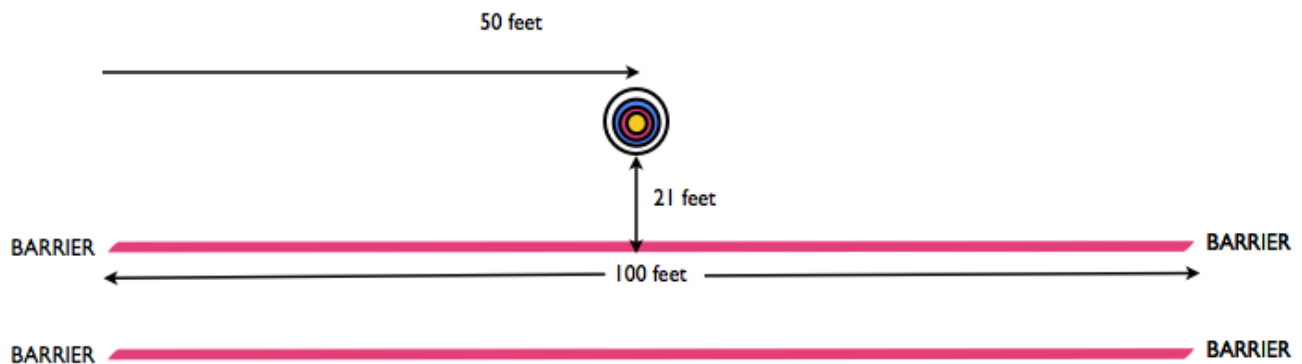
VII.G.4.c.iii. A Rider need only demonstrate correct technique once in their three passes to earn the technique score.

VII.G.4.c.iv. EMiCs are the judge on the field for this portion of the Mounted Archery score.

VII.G.4.d. The highest possible score for Mounted Archery - Single Target is 90 points.

VII.G.4.e. Mounted Archery -- Single Target is not a timed game.

VII.G.5. Mounted Archery -- Single Target Set-Up Diagram



VII.H. Mounted Archery – Triple Target

VII.H.1. Equipment

VII.H.1.a. A lane shall be constructed for this activity. It shall be made from any materials that are highly visible and that a horse will not willingly encounter, such as flagging. If the lane constructed is longer than the course requires, start and end points for the course should be clearly visible.

VII.H.1.b. 60cm FITA standard paper targets. Enough spare targets should be on hand such that each target can be replaced after every fifteenth rider (15 arrows).

VII.H.1.b.i. EMiCs shall make note of the condition of each the target faces during competition and are free to replace one with a spare when a target can no longer be used accurate scoring.

VII.H.1.b.ii. The use of tape, stickers, or dots to cover scored holes is discouraged but not prohibited.

VII.H.1.c. Three target backstops large enough to post the 60cm FITA target upon.

VII.H.2. Set-up

VII.H.2.a. The course length is 300 feet long, if using a lane longer than 300 feet, start and end markers are to placed at the appropriate points.

VII.H.2.b. The targets shall be placed 21' from the barrier. They shall be spaced out with the first target 75 feet from the start, the second at 150 feet from the start, and the third at 225 feet from the start of the course (measured from the center mark of the bullseye).

VII.H.2.c. The Safety Backfield for the course must be clearly visible to a range the EMiC is comfortable with. Holds shall be called during any incursion into this area.

VII.H.3. Rules

VII.H.3.a. The Rider shoots while their mount is in motion at competition gait. Riders must announce their chosen gait for the run before they beginning their first pass.

VII.H.3.b. The Rider makes one pass and is allowed 3 arrows.

VII.H.3.c. The Rider must carry any extra arrows in hand or in quiver.

VII.H.3.d. The Rider may nock their first arrow before putting their mount into motion if permitted by Society, Kingdom, or Local rules and the arrow is clearly aimed in a safe direction.

VII.H.3.e. The Rider may not hold the reins while in the course.

VII.H.3.f. Breaking gait for more than three strides, coming to a stop before the end of the course, leaving the lane, or grabbing the reigns will disqualify the run.

VII.H.3.g. Holds

VII.H.3.g.i. Arrows loosed before a hold is called are to be scored if possible. A Rider is not to be penalized for this, nor have their run cut short.

VII.H.3.g.ii. If a Rider scored a hit before a hold is called, they have the option of replaying the entire run and giving up the points scored, or restarting the run even with the last target struck, armed with a number of arrows equal to the number of remaining targets.

VII.H.3.g.iii. Example: Duke Sir Pseudonym has struck a bullseye and a red ring when a child appears in the Safety Backfield and a hold is called. After the course is cleared, Duke Sir Pseudonym elects to restart his run and preserve the two previous hits. Armed with one arrow he starts at the EMiC's signal from the second target rather than the beginning of the course.

VII.H.3.g.iv. Example: Cindy the Sample has missed her first target and hit white on her second when a dog appears in the Safety Backfield and a hold is called. After the course is cleared, Cindy elects to start over rather than preserve the low score.

VII.H.3.g.v. Should a hold be called by the Rider or someone other than the staff working the game, and no issue is found the EMiC must decide if the hold was called in good faith or if it was an attempt to game the rules. Based on their findings, the EMiC may choose to require the Rider to restart the interrupted run as above or let the run remain scored as is without permitting the Rider to complete the interrupted run.

VII.H.3.h. Riders shall de-nock arrows and stop their mounts as soon as safety possible when a hold is called.

VII.H.3.i. Riders shall de-nock unloosed arrows before leaving the lane.

VII.H.3.j. Pattern for Mounted Archery -- Triple Target

VII.H.3.j.i. The Rider must carry extra arrows in hand or in quiver. Riders may not enter the lane with more than three arrows. Extras may be handed to the Groundcrew.

VII.H.3.j.ii. The Rider will wait at the start of the lane for the signal from the EMiC that the course is clear.

VII.H.3.j.iii. Once given the signal, the Rider may elect to nock the arrow before putting their mount into motion. Nocked arrows must always be pointed downrange in a safe direction.

VII.H.3.j.iv. The Rider will then start down the lane towards the targets. They may loose at the target once they have reached competition gait.

VII.H.3.j.v. On reaching the end of the lane, the Rider must come to a stop and show to the groundcrew they are disarmed before exiting the lane. If they have a nocked arrow, it must be de-nocked.

VII.H.4. Scoring

VII.H.4.a. Arrows striking and sticking in a target are scored based on where they hit the 60cm FITA target. A hit on the line between two scoring zones counts as the better zone.

VII.H.4.a.i. Gold=25

VII.H.4.a.ii. Red=20

VII.H.4.a.iii. Blue=15

VII.H.4.a.iv. Black=10

VII.H.4.a.v. White=5

VII.H.4.b. Arrows that strike and bounce-back, strike and fail to stick in the target, or pass through the target completely do not score any points.

VII.H.4.c. A rider may score 15 points for technique if they demonstrate correct technique for controlling their mount, drawing the bow, and firing the bow.

VII.H.4.c.i. The technique score can be earned even if the Rider scores no hits.

VII.H.4.c.ii. The technique score can not be earned if the Rider loses no arrows.

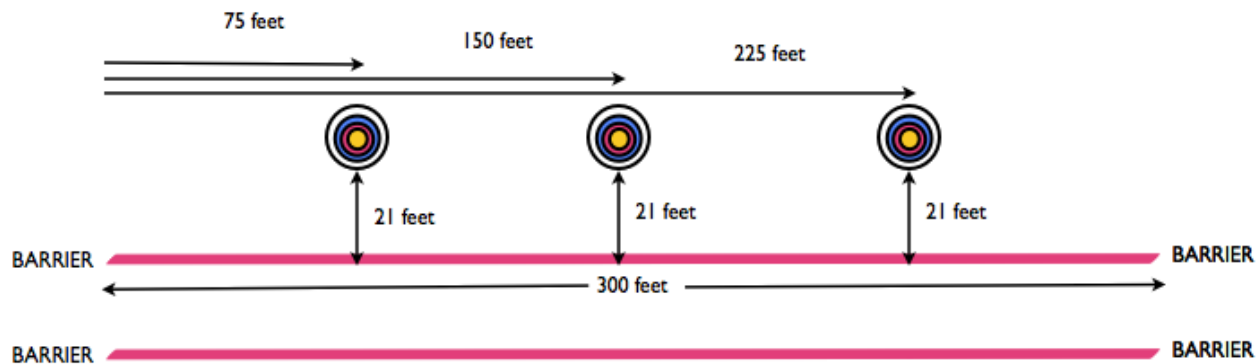
VII.H.4.c.iii. EMiCs shall judge each drawing and firing of the bow separately and award these points if any of one of the attempts demonstrates correct technique.

VII.H.4.c.iv. EMiCs are the judge on the field for this portion of the Mounted Archery score.

VII.H.4.d. The highest possible score for Mounted Archery - Triple Target is 90 points.

VII.H.4.e. Mounted Archery -- Triple Target is not a timed game.

VII.H.5. Mounted Archery -- Triple Target Set-Up Diagram



VIII. Gaited Equines

VIII.A. Gaited Breeds

VIII.A.1. Horses with a genetically derived gait as recognized by a mundane equine breed association shall be granted additional leeway in following specific gaits that may or may not be easy or even possible.

VIII.A.1.a. Such horses should be reported to the IKEqC for notation in the horse's profile in the database.

VIII.A.1.b. Horses listed by the IKEqC as 'GB' (for Gaited Breed) are of this type, though EMiCs are required to make their own determination of a horse's eligibility of this status.

VIII.A.1.c. Riders are required to select a gait for their mount that does not exceed their authorized level. This standard is external to the IKEqC.

VIII.B. Gaited Athletes

VIII.B.1. Equines who can demonstrate an exceptional gait on demand may qualify at the discretion of the EMiC.

VIII.B.2. Such horses should be reported to the IKEqC for notation in the horse's profile in the database.

VIII.B.3. Horses listed by the IKEqC as 'GA' (for Gaited Athlete) are of this type, though EMiCs are required to make their own determination of a horse's eligibility of this status.

VIII.B.4. Riders are required to demonstrate this gaited ability on request by a EMiC before competition begins.

VIII.C. Donkeys, Mules, hybrids, and non-equines

VIII.C.1. Equine refers to a family of related animals, not just horses or ponies. Other rideable equines often have unusual gaits or motions that would qualify them for special consideration just as a gaited horse does. When ever possible, grant the widest interpretation of the rules to these equines to be welcoming and inclusive of animals our pre-17th Century forebears would have undoubtedly seen the advantage of.

VIII.C.2. For this purpose, Camels are considered Equines when competing in the IKEqC. The presence of one or more camels on site may require additional supervision due to the nature of these animals. Camels tend to be temperamental and often are not tolerant of visitors as most equines are. In simpler language, Camels are mean, dangerous when angered, and will often lash out or spit at animals they don't know regardless if the interloper stands on two legs or four.

VIII.C.3. Those owning an rideable animal that is not a Horse, Pony, Donkey, or Mule is advised to contact the EMiC prior to leaving home with the animal in question for clearance and special instructions prior to arriving at the event. Standards for these other animals may be set by agencies outside of the IKEqC, and might not be welcomed at the event you plan to attend.

VIII.C.4. Hybrid species not documented in period are discouraged but not outright prohibited from competition. Such as any of the growing number of zebra hybrids. Zebroids (a generic term for all of the different sorts of zebra-equine hybrids) must be declared before registering in IKEqC competitions. The first documented zebra hybrid is in the 1820's, outside the period for SCA study. Their ancillary inclusion in the IKEqC is a courtesy to their owners. This position is subject to change in future years.

VIII.C.5. The following species families are not permitted to compete in IKEqC Tournaments.

VIII.C.5.a. Zebras (due to their status as undomesticated)

VIII.C.5.b. Bovines, Oxen, Beefalo, Buffalo, or Yaks

VIII.C.5.c. Elephants (sorry Hannibal)

VIII.D. Guidance for EMiCs

VIII.D.1. Gaited equines of either type should be granted the greatest benefit of doubt provided they are ridden within the limits of the rider's authorizations.

VIII.D.2. The Primary Standard to judge is the equivalent motions of Rider and saddle to a non-gaited breed. If a gaited horse is moving with saddle motions similar to a trot they are 'trotting' for the purpose of the normal rules. Gaited 'trotting' is apt to be much more subtle than with non-gaited equines. Watching the hooves or the beat-pattern might not give the best insight to how the horse and rider are performing.

VIII.D.2.a. Non-gaited horses have a rougher, more jarring trot than gaited horses.

VIII.D.2.b. Gaited horses often can keep up their gait to canter-like speeds.

VIII.D.3. The Secondary Standard to judge is the speed of the horse. Intermediate riders are restricted to a medium-fast gait at most. EMiCs are encouraged to question the rider or horse's owner if available about the various speeds of the horse.

VIII.D.4. When ever possible EMiCs should wait until after the run is complete to make determinations of gait related issues. Especially when EMiCs are unfamiliar with a particular horse.

VIII.D.5. On non-timed games, this is of less importance that other factors of the games.

VIII.D.6. On timed games, while you must be on-guard for an intermediate rider abusing their horse's gait to gain a performance advantage, this problem will usually cure itself as the rider gains experience and authorizes advanced. EMiCs should encourage Riders in this case to attempt to authorize Advanced rather than take an adversarial tone, unless some other reason exists for the Rider to remain Intermediate.

VIII.D.7. If the EMiC has any doubts about the nature of a gaited horse with regard to the performance of the rider, the performance shall stand as recorded. To be clear, if the gait is questionable but the performance of the Rider is acceptable, do not punish the Rider for the gait of their mount.

VIII.D.8. Anytime a gaited horse is disqualified for a gait violations, the EMiC shall take extra effort to explain to the Rider how they came to their decision and how the Rider could fix the issue. This is a somewhat flexible area in the rules because of the differences between gaited equines and non-gaited ones.

IX. Digital Submissions and Procedures

IX.A. Summary

IX.A.1. The IKEqC is built on a number of rules for competition that do not change during the Tournament year. In the world of computers sometimes you can not wait a year to roll out fixes or other new features. This section deals with topics and procedures for Digital Submission of scores and the associated procedures. This will not impact the riders on the field, their scores, or provide handicap or hardship to competition. This section applies to EMiCs, EMs, and TAs inputting and certifying scores from the events they are responsible for.

IX.B. Notice of changes to Standards

IX.B.1. The most up to date version of this information will be posted at <http://scaikeyc.org/rules>.

IX.B.2. Posts to that address will have Publication and Activation dates.

IX.B.3. New directives will be in force on or before the Activation date, but can be followed as soon as the Publication date.

IX.B.4. There will be no less than 28 days between Publication of a change and Activation of that change.

IX.B.5. Grandfathering: EMiCs who register an event before the Publication date of a change in Procedures may use the Procedures in force at the time of their registration. While they are encouraged to use the new system, they will not be required to.

IX.B.6. Exceptions for special circumstances may be granted on a case-by-case basis if requested in advance.

IX.B.7. In the case of dispute between the digital copy of the current procedures and a printed copy of the procedures, the version with the most recent Publication date rules, if both digital and printed copies have the same Publication date, the printed copy rules.

IX.C. Emergency Changes to Standard

IX.C.1. If some event, failure, breach, disaster, or discovery reveals a clear and timely threat to the IKEqC then an Emergency Change to Standard will be issued.

IX.C.1.a. The notice will contain what must be done and why, and what EMiCs should do.

IX.C.1.b. No enforcement of expiring reporting windows will be made when there is this level of trouble.

IX.C.1.c. An Emergency Change in Standards are deemed active when published and should be followed at once. Previous method may no longer be functional after an Emergency Change.

IX.D. Alpha and Beta testing of software and methods

IX.D.1. The Development Team, may from time to time run experiments with the way data is collected or displayed. EMiCs who are invited may be the first to use new and under-tested software. Whenever possible, please report all finding of errors or bugs to the Development Team for quick action.