

JOUSTING RULES – Kingdom of CAID

- 1 **LIMITS:** This activity requires a special authorization. Only the kingdom equestrian officer (KEO), or a Jousting Authorizing Marshal designated by the KEO, may authorize riders to participate in this activity.
- 2 **SAFETY:** Safety for both the rider and the mount must be maintained at all times. All activities must be stopped at the first indication of an unsafe situation.
- 3 **AUTHORIZATION:** This is limited to intermediate or advanced riders. Riders must demonstrate control over both their equipment and their mount during authorization. Riders must authorize on the mount that they intend to use for this activity.
- 4 Authorized riders wishing to earn the special authorization for jousting are encouraged to complete the Joust Training class (taught by an instructor approved by the KEO). The class is designed to prepare both rider and horse in the skills necessary to become authorized for SCA Jousting in Caid.
- 5 Riders may joust at either the canter or the trot (or intermediate gait for gaited breeds).
- 6 The lances may not be couched rigidly under the arm but must be couched loosely so that in the event of contact (with any part of the lance except the foam) it will allow for the lance to swing back and away from the opposing rider.
- 7 This activity may be done with or without a shield. If a shield is used the rider must be authorized to ride with accoutrements.
- 8 **MARSHALING:** A Jousting Marshal (designated by the KEO) must be present for jousting to take place. This marshal shall arrange ground crew appropriate to the circumstances. It is recommended that this should include ground attendants to help with the scoring.
- 9 **EQUIPMENT:**
 - a All lances and armor must be inspected by a Jousting Marshal prior to each use for jousting.
 - b Lances:
 - Total lance length shall be 10 ft.
 - The lance shall be constructed in three sections including the tip, middle, and base. The tip and the base will socket into the middle section.
 - Lances must have a tip of a minimum of 24 inches and a recommended maximum of 48 inches of expanded polystyrene foam (Styrofoam) or extruded insulation foam of 2 inch diameter and 2 lb. density, projecting beyond the middle section.
 - The middle section consists of a cardboard tube with a 2 inch interior diameter and a maximum of a 1/8 inch sidewall. The cardboard tube must be cleared of broken foam after each run.
 - The base section may be made of any non-brittle material. The maximum length of the base section is 45 inches, including a recommended 6 inches extending into the middle section. The grip for the base section should be located so that there is a maximum of 96 inches from the center of the grip to front of the lance. It is recommended the base section be carved from wood.
 - c Armor:
 - Helm - Helms must be of rigid materials (18 gauge mild or equivalent). There can be no openings that allow the penetration of a 1½ -inch dowel. Helms must have sufficient strapping and/or padding to prevent the rigid material from contacting the rider and so as not to be readily dislodged when subject to a moderate frontal impact.
 - Gorget - according to heavy weapons standards.
 - Body - rigid material covering chest and torso. Standard equestrian riding vests are deemed equivalent.
 - Groin - groin area must be protected by sufficient means including saddle or armor.

- Hands - hand must be protected either by shield, gauntlet (full or demi), or equivalent (i.e. vamplate on lance).
- Leg, arm, and shoulder protection - armor recommended, but not required.
- d Shields:
 - The shields must be constructed of rigid, non-brittle, materials. Recommended is ½" plywood. The edges should be blunt and corners rounded.
 - The shield should have at least 300 square inches of surface area to present a reasonable minimum target area to the opponent.
 - Shields must be strapped in such a manner that the rider has control of his or her equipment and mount at all times.
- e Barrier:
 - The barrier should present a visual impediment so that horses will not willingly encounter the barrier.
 - The barrier should be constructed so that it will collapse easily in the event of a horse or rider contacting. Recommended height of the barrier should be between 48 and 60 inches.
 - The barrier shall be a minimum length of 100 feet. The barrier must be set in such a way that there are no spectators at either end.

10 CONDUCT:

- a At each event that jousting will take place, each horse will make practice passes down the list to ensure that they are comfortable with the activity on that day.
- b Each rider shall be responsible for checking his or her equipment prior to commencing a match. The marshal of the field should also check the equipment and the field conditions.
- c Riders should have two lances available in order to be able to place one at each end of the list.
- d Riders should arrange for suitable assistance to quickly prepare for each pass and to assist with the removal of broken tips.
- e Proper conduct for the tilt includes the following conventions: Check to make sure the opponent is prepared prior to commencing down the lane; present a good target to your opponent by presenting a nearly flat shield face throughout the pass; aim for the shield and try to avoid contact with your opponent and be prepared to raise your lance; and avoid contact if your opponent appears to be having difficulty controlling their horse or equipment.
- f Only a light amount of force is required to shatter the foam tips, therefore riders must seek to minimize impact. Excessive force will not be tolerated.
- g If a rider is having difficulty controlling his or her horse or equipment, or does not follow the conventions of the list, the marshal should suspend further passes until the situation is addressed. Remember safety is the first priority in this activity.
- h Once the match is announced each rider should proceed to their end of the tilting lane and prepare for the pass. Once both riders have signaled their readiness the marshal shall signal the commencement of the pass.

11 SCORING:

The following are scoring suggestions, methods of scoring the jousts will be left up to the Marshal of the Day.

- a A match may consist of three passes. A winner for each pass is determined and the best two out of three passes decides the match. In the event of a tie after three passes successive passes may be taken until the tie is broken.
- b Standard scoring: The winner for each pass may be determined according to the following scoring with the better result winning the pass. If both participants have identical results, the pass will be considered a tie. If both riders break, but do not shatter their lance tips, the rider that breaks his or her tip closer to the middle section shall win the pass. To promote chivalry both riders should be consulted as to the result of a pass.
 - Best result: Lance tip shattered into multiple pieces.
 - Second best result: Lance tip broken as a single piece.
 - Third best result: Lance tip contacts opponent (if jousting without shields) or the opponent's shield, but fails to break.
 - Fourth best result: Lance tip misses the opponent (if jousting without shields) or the opponent's shield.
- c Additional scoring options for jousting without shields may include scoring hits as in heavy weapons fighting.

12 Glossary:

- a Equivalent: Refers to the impact resistance, impact distribution, and impact absorption abilities of whatever material is specified.
- b Gauge: The U.S. standard scale of measurement used when referring to the thickness of sheet metals.
- c Gorget: A piece of armor designed to protect the neck. A Gorget usually takes the form of a high collar with a front and back flap, constructed with rigid materials and padding.
- d Rigid Materials (includes the following):
 - Mild steel of not less than 18 gauge
 - Aluminum of not less than 16 gauge
 - Stainless Steel of not less than 20 gauge
 - Other metals of sufficient thickness to give similar rigidity to those listed above.
 - High impact resistant plastic such as ABS or polyethylene of sufficient thickness to give similar rigidity to those metals listed above.
 - Heavy leather that has been hardened in hot wax, boiled, soaked in polyester resin, or treated with some other material that provides a similar stiffening effect.
 - Other materials approved by the Crown and the Earl Marshal on a case-by-case basis.

13 Horse Authorization Process:

NOTE: A horse that is not comfortable with these exercises should go through the preparation & de-spooking activities *before* attempting the authorization process. The authorization process is not a training session. "Comfortable" is defined as not becoming visibly alarmed, nervous, or spooking when an authorization activity is performed.

- a The horse must be comfortable with the rider:
 - carrying a lance (and a shield, if accoutered) in both the couched and ready position,
 - accepting a lance from ground crew, and handing a lance to ground crew,
 - throwing a jousting lance to the ground on either the horse's right or left,
- b The horse must be able to pass another horse in the jousting lanes comfortably at speed with both riders carrying couched lances. "Passing comfortably" at speed means at the trot/gait or canter, the horse is under control, and clearly shows its willingness to pass another horse without becoming alarmed or spooking. (Note: Simple stopping in the jousting lane, or "balking," may not be a spook.)
- c The horse must be comfortable with a lance strike to its rider's shield or armor.
- d The horse must be able to stop safely at the end of the jousting lanes.
- e The horse must be willing to proceed down the jousting lane at the direction of the rider.

14 Rider Authorization Process:

- a The rider's armor must meet or exceed minimums required by the jousting rules. Period armor and padding is strongly encouraged. Rider must be able to maintain their seat and control their horse while armored and carrying a lance and shield (if accoutered).
- b The rider must verbally or visually demonstrate understanding of the signaling process used to indicate readiness to pass the opponent in the lanes; proper shield/target presentation, when to raise and lower the lance during the joust, and safe lance-handling techniques with ground crew.
- c The rider must demonstrate he/she can throw the lance down and away from the horse safely in preparation for an unforeseen emergency. He/she must be able to execute a safe technique for disengaging a lance from an opponent.
- d The rider must demonstrate he/she can take a lance from a member of the ground crew safely, while maintaining his/her seat and controlling his/her horse.
- e Before jousting against another person, the rider must demonstrate he/she is able to "pull" their lance so as to prevent the cardboard from hitting his/her opponent in the joust. This may be done by striking the quintain at the authorization gait with a quintain lance (or a jousting lance with no styrofoam), with resulting hit moving the quintain less than 90-degrees (1/4 turn). SCA Style Jousting allows only for the Styrofoam to make contact with the opponent. While cardboard tubes do make contact with the opposing rider and break from time to time, impact to the cardboard is to be discouraged.

- f The rider must demonstrate ability hit an opponent's strike zone in the jousting lane. This is usually done by having a target rider without a lance (preferably with a shield to present a strike zone), while the authorizing rider strikes them with a lance at speed in the jousting lanes
- g The rider must demonstrate the ability to take a hit, and to present his/her self or shield effectively to create a good target for an opponent's lance. This is usually done by the authorizing rider presenting his/her self or shield (without a lance) as a target, while the other rider strikes them with a lance at speed in the jousting lanes.
- h The rider must demonstrate an ability to hit an opponent (or opponent's shield) in the strike zone during a regular joust. (Both riders pass with a lance at speed and attempt to score.)