

# ESTRELLA WAR XXIV TREATY

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Canyon Moon Ranch - Florence, AZ

February 12<sup>th</sup> thru 18<sup>th</sup>, 2008

## I STATEMENT OF PURPOSE

- A The Estrella War XXIV at Canyon Moon Ranch in Florence, AZ shall be fought by the Principal Armies of the Kingdom of Atenveldt, the Kingdom of Caid, the Kingdom of the Outlands, and the Kingdom of Artemisia. It is designed to allow the Kingdoms of the Knowne World to gather together, that they might form closer relations with one another under the scenario of a medieval war.
- B Estrella War XXIV shall be held February 12<sup>th</sup> through 18<sup>th</sup> 2008, as a two-sided war fought between the following two Allied Realms:
- 1 Allied Realm I shall be composed of the Kingdom of Atenveldt and the Kingdom of Caid and their allies.
  - 2 Allied Realm II shall be composed of the Kingdom of Artemisia and the Kingdom of Outlands and their allies.

## II BINDING LAWS

- A This treaty shall have the force of law upon all who attend, subject to the hierarchy of law outlined in Corpora and individual Kingdom Law.
- B Changes to this treaty shall be accomplished by agreement of the Principal Monarchs.
- C Site Rules will have the force of law upon all who attend. These rules will be published in the event gatebook provided for all attendees at the front gate and on the Estrella War XXIV website.

## III MARSHALING AND WATERBEARING

- A **Estrella War Marshal-in-Charge (MIC):** The Earl Marshal for the Kingdom of Atenveldt, or a warranted deputy designated by the Earl Marshal for the Kingdom of Atenveldt, shall serve as the Marshal-in-Charge for the Estrella War XXIV.
- 1 The Estrella War Marshal-in-Charge will form one Senior Marshaling Team that includes the Earl Marshal from each Principal Kingdom. This Senior Marshaling Team is responsible for the management of all marshals at the event, as follows:
    - a Ensuring all marshals designated to lead a Marshaling Team are required to attend a pre-scenario Marshals Meeting scheduled by the Senior Marshaling Team, and asking all other Marshals who plan to marshal on the field to attend. This meeting must be scheduled so it does not delay the beginning of battles on Friday.
    - b Enforcing the Right of any Principal Monarch to remove a marshal from the field. This decision may be appealed to the Senior Marshaling team.
    - c Only authorized marshals are allowed to marshal on the field and perform weapon or armor inspection.
    - d Coordinating the staffing and running of Marshals Point (or designated weapons inspection point) for armor and weapon inspections by Marshals from their Kingdoms as follows:
      1. Thursday, February 14<sup>th</sup>, 2008
        - 8:00 a.m. to 5:00 p.m. –Kingdom of Outlands (weapons inspection point will be at the Outlands Prize Tourney).
        - 5:00 p.m. to 8:00 p.m. – Kingdom of Atenveldt (at Marshal's point)
      2. Friday, February 15<sup>th</sup>, 2008 from 8:00 AM to 10:00 AM – All Principal Kingdoms (at Marshal's Point)
      3. Saturday, February 16<sup>th</sup>, 2008 from 8:00 a.m. to 10:00 a.m. – All Principal Kingdoms (at Marshal's Point).
      4. Additional Armor and Weapon Inspections may happen at any time at any Principal Earl Marshal's discretion.

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- 2 The Estrella War Senior Marshalling team holds primary responsibility for coordinating setup for all combat scenarios defined in this Treaty, and marshalling of the combat fields for those scenarios. Each Principle Kingdom Earl Marshal may delegate this responsibility to a warranted marshal in the appropriate weapons form if they wish, i.e., a warranted Rapier Marshal may be designated to setup and marshal rapier scenarios, etc.
- 3 The Estrella War Senior Marshalling team holds primary responsibility for ensuring safety for scenarios in this Treaty, and may remove spectators, unarmored participants, marshals and combatants, from any area for safety reasons. This includes ensuring that all spectators are made aware of the danger of missile weapons prior to the start of combat and defining boundaries and guidelines to minimize the risk to spectators, participants, and bystanders given the constraints of the site.

### **B Armored Combat Marshals** to be provided by each Principal Kingdom:

- 1 In addition to the Senior Marshaling Team comprised of the Earl Marshals of the Principal Kingdoms, there shall be no less than eight (8) additional Marshaling Teams consisting of one authorized Marshal from each Principal Kingdom. The total number of Marshaling teams (including the Senior Marshaling Team) must be an uneven number.
- 2 A minimum of one (1) authorized marshal shall be required per 25 combatants. Each Allied Realm must provide sufficient marshals for their forces. If an Allied Realm does not have sufficient marshals, the Crowns of the Principal Kingdoms for that Allied Realm are required to pull Knights/Marshals from combat to fulfill the requirement for marshals.

### **C Combat Archery (CA) Marshals** to be provided by each principal Kingdom:

- 1 Each Principal Kingdom shall provide one warranted marshal to serve as their Estrella War Combat Archery Coordinator.
- 2 The Principal Kingdom Estrella War Combat Archery Coordinators shall be responsible for setup, running, and coordinating all aspects of combat archery at Estrella War XXIV. This shall include:
  - a Ensuring that one (1) Combat Archery (CA) Marshal is present and marshalling on the field for each 25 combat archers from their Principal Kingdom. If not enough CA Marshals and CA Marshals-in-charge are available, combat archery will be disallowed in the scenario (although the scenarios will not be stopped or delayed) until additional CA Marshals are drafted from the assembled combatants. If enough additional CA Marshals are not available to supervise re-inspection of arrows during battles, fiberglass arrows may only be shot once and will be considered spent for the remainder of that scenario.
  - b Working with the Estrella War Marshal-in-Charge to establish a readily identifiable boundary (edge of the field) for all combat scenarios where missile weapons are allowed. This must include defining a safe distance for the spectators from the boundary, and a “buffer zone” of at least 10 yards between the edge of the field and the spectator area. Spectators and inactive fighters will be required to place themselves outside this zone while combat is taking place.
  - c Establishing and staffing inspection stations to complete inspection and marking of all combat archery weapons/ammunition before scenarios begin.

### **D Marshallate equipment** to be provided by each Principal Kingdom:

- 1 Each Principal Kingdom shall provide a minimum of six (6) Marshallate Family Radio Service (FRS) radios, and batteries for those radios, for use during the armored combat scenarios on Friday, Saturday and Sunday. The Earl Marshal for each Principal Kingdom shall ensure the FRS radios provided by their Kingdom are compatible with the FRS radios used by the other Principal Kingdoms, so radios can allow communication between all Marshals working the field. The serial numbers of all radios will be provided to the Main Estrella War Autocrats.
- 2 Each Principal Kingdom shall provide one bullhorn for use during the armored combat scenarios on Friday, Saturday and Sunday.
- 3 During scenarios with combat archery marshals are required to wear appropriate eye wear based upon Society’s standards.

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- 4 The Kingdom of Atenveldt shall provide three 12 ft long, two ended flags (one end has a blue flag, the other a red flag). The colors of the flags will identify each Allied Realm for use in the Armored combat scenarios.

### **E Marshallate Authority to Remove Combatants from the Field:**

- 1 The Marshallate shall have the authority to remove a combatant from the field for misconduct including, but not limited to:
  - a Using excessive blow force and/or failing to acknowledge acceptable blows
  - b Cheating, safety hazards and/or breaking fighting conventions or weapon standards
  - c Intentionally breaking another fighter's weapons (i.e., spears and arrows)
  - d Using a failed or uninspected weapon on the field of combat
  - e In the case of c. and d. above, the weapon(s) will be pulled from combat, and the fighter shall be excluded from combat for the duration of the war.
- 2 Marshaling Teams may remove any combatant from the current battle for misconduct. All Marshals are required to bring misconduct to the attention of the Earl Marshals of the Principal Kingdoms.
- 3 The Senior Marshaling Team may remove any combatant from the field for the duration of the war for just and stated cause.
- 4 The Senior Marshaling Team must report indiscretions and/or removal of a combatant from the field to the combatant's Kingdom Earl Marshal before the next day's combat if the fighter resides in one of the Principal Kingdoms. If the fighter does not reside in a Principal Kingdom, the Senior Marshaling Team must send a written report to the Earl Marshal of the combatant's Kingdom of residence in the month following the war.
- 5 All decisions to remove combatants from the field may be appealed to the Principal Monarchs before the end of the event, and overturned by a majority.

### **F Waterbearers to be provided by each Principal Kingdom:**

- 1 Each Principal Kingdom shall appoint an Estrella War Waterbearer Coordinator.
- 2 The Estrella War Waterbearer Coordinators shall be responsible for recruiting and coordinating waterbearing for all weapons forms scenarios defined in this Treaty. This shall include establishing, staffing and managing waterbearing stations for armored combat, rapier, youth combat and target archery activities.

## **IV ARMOR STANDARDS**

- A Armor standards for each combatant shall be of their Kingdom of residence, and Society minimum requirements will be strictly enforced.
- B All combatants on the field must have an Estrella War XXIV Inspection Sticker displayed on their helm to indicate their armor has passed inspection for combat at Estrella War XXIV. Fighters must report to Marshal's Point to receive their armor inspection stickers. Hours and location for Marshal's Point shall be published in the gatebook.

## **V WEAPONS STANDARDS**

- A With the below noted exceptions weapon standards for each combatant shall be of their Kingdom of residence, and society minimum requirements will be strictly enforced.
- B To be allowed on the fighting field, all armored combat weapons must have an Estrella War XXIV Inspection Mark to indicate the weapon has passed inspection for combat at Estrella War XXIV.
  - 1 Fighters must report to Marshal's Point to get weapons inspection marks. Hours and location for Marshal's Point shall be published in the gatebook.
  - 2 Failed siege engines may be returned to the owner's camp, but must be disabled to the Earl Marshal's satisfaction.
  - 3 All other failed weapons must be re-inspected at Marshal's Point, and may be confiscated at the Marshal's discretion. Labels for combatants to mark failed weapons for future identification and retrieval will be provided at Marshals Point.

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- C Armored Combat Weapons
  - 1 No punch daggers or “in-line” thrusting weapons shall be permitted.
  - 2 Spears shall not exceed nine feet in length.
  - 3 Great weapons shall not exceed seven and a half feet in length.
  - 4 All shields must be directly controlled by the hand. If the shield is not controlled by the hand it counts as armor, and blows to that "shield" must be taken like any other.
  - 5 All single-handed primary weapons must have a lanyard or equivalent.
- D Combat Archery Weapons Standards
  - 1 Weapons and projectile standards must conform to Society standards.
  - 2 Wooden shafts, Baldar blunts and light shafted crossbow bolts are NOT allowed
  - 3 On crossbows, homemade fiberglass prods and fiberglass rod prods are explicitly forbidden.
- E SCA-legal Throwing Weapons (axes, javelins, etc) shall be allowed as long as they meet the following requirements:
  - 1 They meet SCA Society published standards for thrown weapons.
  - 2 They do not include handheld mechanically launched missiles.
  - 3 They are clearly identifiable as an attempt to reproduce Medieval or Renaissance style European weapons (for example, no “pork chops”). Interpretation of weapon appearance shall be by the consensus of the Senior Marshaling Team.
- F Siege Weapons
  - 1 All siege weapons must adhere to the Society Siege Weapons Standards.
  - 2 Inspection for Siege Weapons by the Senior Marshaling Team or their appointed representatives will open on Thursday, February 14<sup>th</sup>, 2008 at 12pm. A designated marshal for Siege Weapon inspection will remain available during daylight hours until 10:30am Friday, February 15<sup>th</sup>.
  - 3 All Types of siege projectiles shall be allowed per Society Standards

## VI FIGHTING CONVENTIONS

- A **Armored combat:**
  - 1 Thrusts to the face and head shall be allowed.
  - 2 Killing from behind shall be allowed. The attacker must stay with the victim for a minimum of two seconds and say something equivalent of "You are dead from behind, my lord". The victim should accept the blow as soon as either the polearm is placed on the shoulder or the weapon is placed in view of the victim.
  - 3 Killing on the ground shall be allowed. The attacker must place the weapon on the victim and say something equivalent to "You are dead on the ground, my lord" to a prone or immobilized victim on the ground.
  - 4 Combatants shall not remove their helms or other armor until they have fully left the battlefield and are outside the “buffer zone”. Inactive fighters are required to place themselves outside the buffer zone while combat is still taking place.
- B **Combat archery** shall be allowed in designated scenarios with the following restrictions and provisions:
  - 1 Target areas for combat archers will be “face and torso only”.
  - 2 Combatants carrying a bow or crossbow may not kill from behind.
  - 3 Combat arrows must be inspected between Scenarios. The Estrella Combat Archery Coordinators shall establish Combat Arrow Inspection Points to allow inspection of combat arrows between Scenarios.
  - 4 Archers are responsible for the collection of their own arrows between scenarios. The start times of scenarios shall not be delayed for the collection or re-inspection of combat arrows.
  - 5 Gleaning shall be allowed per Society Standard.
  - 6 Each archer is limited to 36 arrows or crossbow bolts unless otherwise stated in the scenario.

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- C Siege Weapons:** SCA safe medieval siege weapons (i.e. catapults, ballistas, etc.) approved by the Senior Marshalling Team shall be allowed in designated scenarios.
- 1 Damage to combatants from siege ammunition shall be per Society standards.
  - 2 Siege weapons may be used against troops or other siege weapon structures.
  - 3 Siege weapons may only fire upon troops at a minimum distance of 30 feet.
  - 4 One anti-structural siege projectile hitting within the footprint of a siege weapon shall destroy the siege weapon. Blows to a siege weapon from an anti-personnel siege projectile shall be counted as per SCA Siege Weapon conventions.
  - 5 A siege engine shall be considered captured if all of the crew is killed, or if the crew abandons the weapon, unless otherwise defined in the scenario. Captured siege weapons shall be assumed “destroyed” for the remainder of that battle.
  - 6 Gleaning shall be allowed per Society Standards.

### **VII POPULOUS VICTORY PENANTS**

- A Estrella War XXIV shall be fought to earn the right for the populous of a kingdom to bear victory penants as follows**
- 1 The populace of the Principal Kingdoms comprising the Allied Realm winning the Armored Combat Scenarios explained in this treaty shall have the Right to display an Estrella War XXIV Armored Combat Victory Pennant. The dimensions and design of this pennant will be available on the Estrella War website on February 20, 2008.
  - 2 The populace of the Principal Kingdoms comprising the Allied Realm winning the Arts & Sciences Competition explained in APPENDIX A shall have the Right to display an Estrella War XXIV Arts & Sciences Pennant. The dimensions and design of this pennant will be available on the Estrella War website on February 20, 2008.
  - 3 The populace of the Principal Kingdoms comprising the Allied Realm winning the Archery explained in APPENDIX B shall have the Right to display an Estrella War XXIV Archery Pennant. The dimensions and design of this pennant will be available on the Estrella War website on February 20, 2008.
  - 4 The populace of the Principal Kingdoms comprising the Allied Realm winning the Rapier explained in APPENDIX C shall have the Right to display an Estrella War XXIV Rapier Pennant. The dimensions and design of this pennant will be available on the Estrella War website on February 20, 2008.

### **VIII RULES FOR COMBAT SCENARIOS**

- A** If the Crowns of the Principal Kingdoms find a severe imbalance in the size of the armies, they may choose to correct it.
- 1 Corrections of an imbalance shall be accomplished by transferring pre-determined groups of 50 fighters from one allied realm to another. The composition of these units shall be determined by the Monarchs of the Allied Realms prior to the battles.
- B** Battles and Scenarios shall begin as stated in this Treaty as long as three (3) of the four (4) Earl Marshals of the Principal Kingdoms are in agreement, regardless of whether Crowns or armies of the Principal Kingdoms are present on the field.
- C** The Principal Kingdoms will allow no more than 15 minutes between the scenarios unless otherwise stated.
- D** Start times for Scenarios: On Friday, Saturday and Sunday, the armies of both Allied Realms must be mustered on the field and ready to begin combat by 10:00 AM, with the first battle starting on each day at 10:30 AM.
- E** Start of battle shall be signaled by the sounding of an air horn. Three short blasts shall signal fifteen minutes, two short blasts shall signal ten minutes and one short blast will signal five minutes to lay-on. One long blast with a verbal "lay-on!" from the Marshals shall signal the beginning of the battle and one

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long blast shall signal the end of the battle. Repeated short blasts shall signal a general hold. All holds will be considered general unless specified otherwise.

- F Except when stated otherwise, no troops from either side shall be permitted to enter the battlefield after the five-minute horn has sounded, but will be allowed entry at the end of the current battle.
- G General holds will only be allowed for severe injuries, a helmet coming off, or other significant safety issues. When a general hold is called, combat shall cease. Any person, including a Marshal, who calls a frivolous hold will be ejected from the fighting field and dealt with under the provisions of Section III. E.
- H When a general hold is called all fighters who are dead must leave the field.
- I All boundaries shall be hard defined and made known to all Marshals unless otherwise defined in individual battle scenarios.
- J Whenever switching sides between rounds during scenarios is indicated, fighters that are killed during the rounds will muster at the next round's starting position when they leave the field to expedite the setup time between rounds.

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## IX BATTLES

### A BATTLEFIELDS

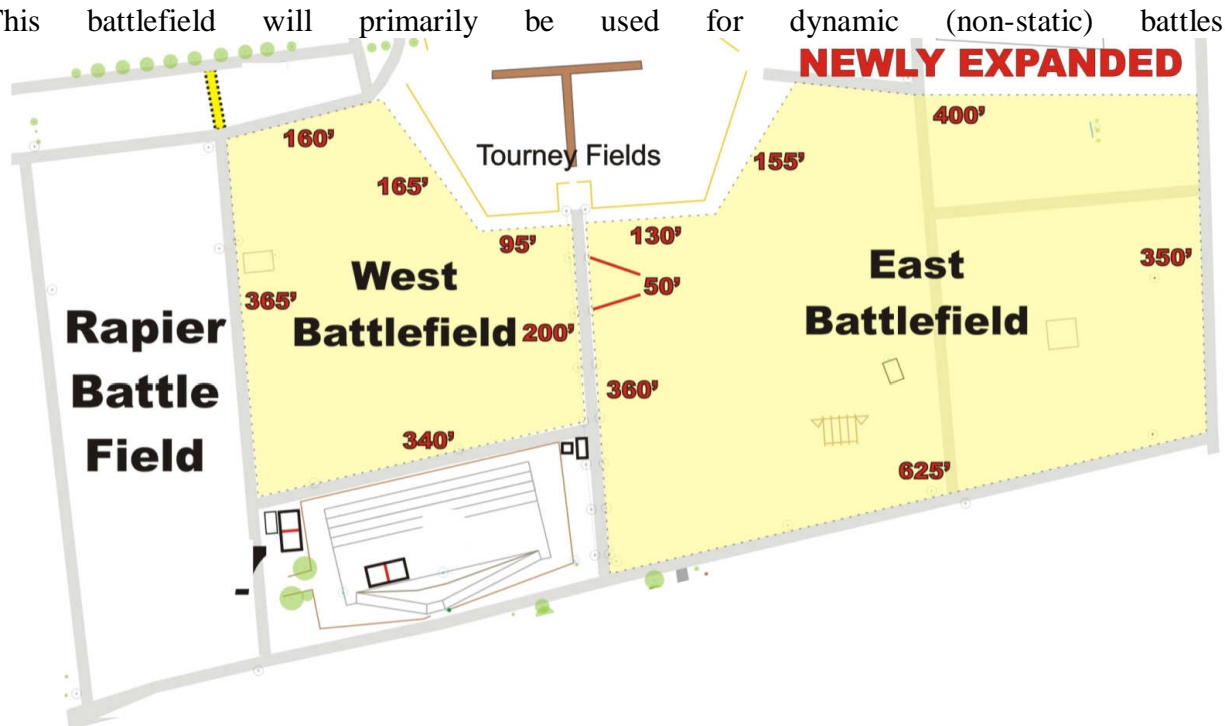
There shall be three Battlefields established for armored combat as follows:

1 **“Western” Battlefield:**

- a Dimensions: (See Below)
- b This battlefield will primarily be used for static battles.

2 **“Eastern” Battlefield:**

- a Dimensions: (See Below)
- b This battlefield will primarily be used for dynamic (non-static) battles.



### B “FRIDAY SCENARIOS

1 **BATTLE 1: THE FOUR CORNERS**

- a LOCATION: Eastern Battlefield
- b FIELD SETUP: The Senior Marshalling team shall define the four corners of the battle field prior to the scenario, shall mark the four corners with flags and determine starting positions for the Principle Kingdoms
- c ARCHERY/SEIGE WEAPONS: Not allowed.
- d SPECIAL CONVENTIONS: None
- e STARTING POSITIONS & DESCRIPTION: The Principle Kingdoms shall position their forces in the four corners of the battle field with Allied Realms located in opposite corners
- f VICTORY CONDITIONS: Fought three times to the last man, with starting positions rotated one corner to the right when re-fought.
- g VICTOR RECEIVES: This scenario shall be fought for the Honor and Glory of Combat.

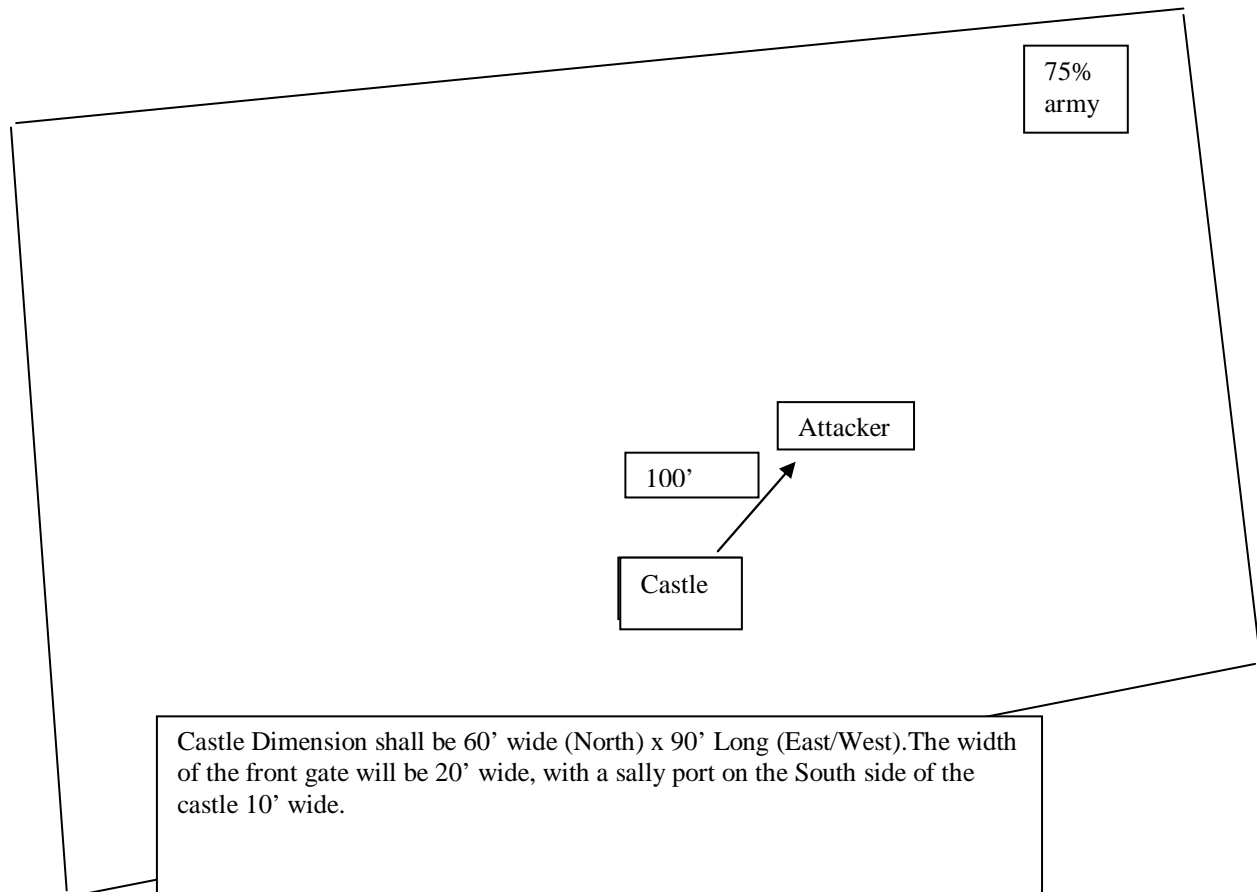
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### 2 BATTLE 2: HOLY RELIC BATTLE

a LOCATION: Eastern Battlefield

b FIELD SETUP:

1. At one end of the field, a 60 ft wide, 90 ft long castle with a 20 ft wide main gate, and a 10 ft wide sally port will be constructed near the lattice structure on the Eastern Battlefield.
2. A Holy Relic heavy enough to require four people to carry it must be provided.



c ARCHERY/SEIGE WEAPONS:

1. Archery will be allowed.
2. Siege will not be allowed.

d SPECIAL CONVENTIONS: None

e STARTING POSITIONS & DESCRIPTION:

1. Allied Realm 1 shall defend during the first battle. Allied Realm 2 will defend in the second battle. Defenders begin with  $\frac{1}{4}$  of their forces inside the castle.
2. The remaining  $\frac{3}{4}$  of the defender's forces begin at the opposite end of the field from the castle in possession of the Holy Relic.
3. The attacking Allied Realm may choose any starting position on the field as long as they are no further than 100 ft away from the castle.
4. Objective for the defending Allied Realm is to deliver the Holy Relic to their forces inside the castle. Objective for the attacking Allied Realm is to seize control of the castle.

f VICTORY CONDITIONS: The Allied Realm that achieves its objective first wins, sides are reversed, and the battle is refought. The Allied Realm that achieves its objective in the shortest time in the two battles is overall winner.

g VICTOR RECEIVES: The victorious Allied Realm shall be awarded 1 Victory Point.

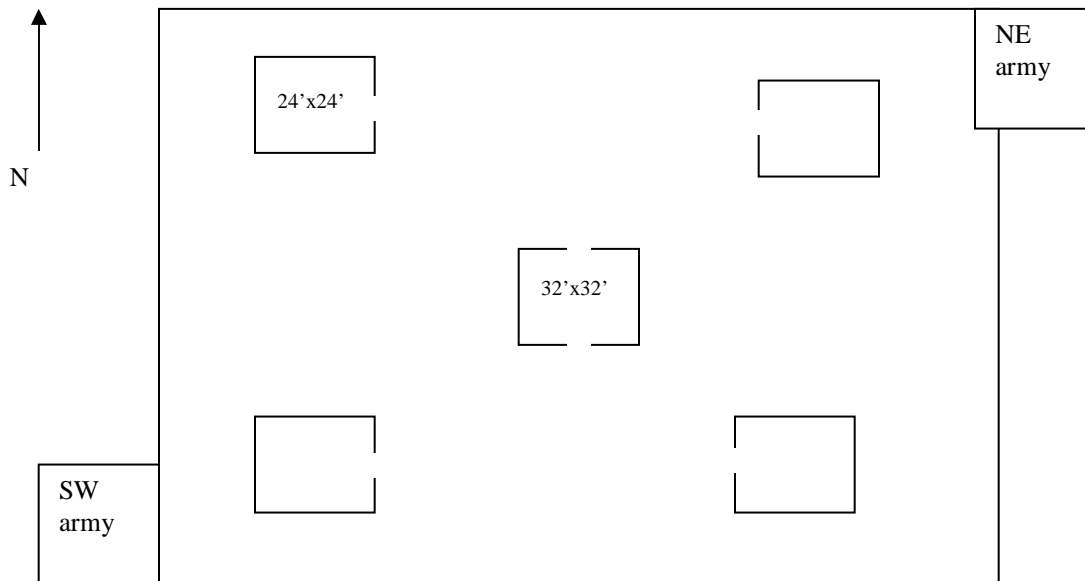
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### 3 BATTLE 3: TOWN BATTLE

a LOCATION: Western Battlefield

b FIELD SETUP:

1. Four 24 feet by 24 feet buildings should be set up to represent town buildings, with a 32 feet by 32 feet building in the center of the town. One hay bale in each door.
2. Walls with doors can be fought over.
3. Doors shall consist of an additional hay bale on each side of the opening which shall be positioned lengthwise into the building.
4. Three flags will be positioned in buildings, one in the center building, and the other two in buildings in the corners opposite those used as starting points for the Allied Realms.
5. Each Allied Realm will have a resurrection point, at the corners of the town behind their starting positions.
6. A marshal shall be stationed at each building of the town (to count points), and a marshal shall be positioned at each resurrection point to control resurrections to the field.



c ARCHERY/SEIGE WEAPONS: Not allowed.

d SPECIAL CONVENTIONS:

1. The flags will be mobile but must be in a building to count as a flag point.
2. Multiple flags may not be held in one building.
3. Flags must remain vertical at all times, and must remain in the possession of a properly armored combatant. Flags that are not in a vertical position, or held in the possession of a fighter, shall be returned to their starting position in the battle.
4. No weapons longer than 6 ft are allowed in this scenario.

e STARTING POSITIONS & DESCRIPTION:

1. Allied Realms begin at opposite corners of the town (in the southwest and northeastern corners, where the buildings do not contain flags).
2. This is a one hour resurrection town battle. A short blast of a whistle shall be sounded at 10 minute intervals (a whistle blast does not signal a hold and will not stop combat). At the time the whistle sounds, the marshals stationed in buildings shall award each Allied Realm a flag point if one of their combatants has physical control of a flag in their building.
3. The marshals in charge of resurrection points shall allow fighters to resurrect in groups at three minute intervals during combat.

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- f VICTORY CONDITIONS: The Allied Realm with the most points at the end of one hour is the victor. Fighting shall then continue to the last man. In the event of a tie, victory shall be awarded to the Allied Realm with the last man standing.
- g VICTOR RECEIVES: The victorious Allied Realm shall be awarded 1 Victory Point.

### 4 BATTLE 4: "QUICK OR DEAD"

- a LOCATION: Western Battlefield
- b FIELD SETUP: This scenario shall use the same setup defined for Battle #3.
- c ARCHERY/SEIGE/TROWN WEAPONS:
  - 1. No siege weapons.
  - 2. Combat Archery shall be the only weapons form allowed in this scenario with unlimited ammunition.
- d SPECIAL CONVENTIONS:
  - 1. No firing over any hay bales.
  - 2. Target zones for this battle shall be per Society Standard.
- e STARTING POSITIONS & DESCRIPTION: Allied Realms begin at opposite corners of the town (in the southwest and northeastern corners).
- f VICTORY CONDITIONS: Fighting shall continue to the last man
- g VICTOR RECEIVES: The victorious Allied Realm shall be awarded 1 Victory Point.

## C SATURDAY SCENARIOS

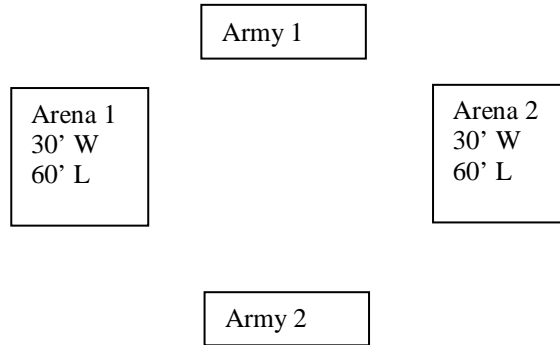
### 1 BATTLE 1: Bridge Battle

- a LOCATION: Eastern battlefield
- b SETUP:
  - 1. A 30' wide x 60' long bridge will be built.
  - 2. Two 60' wide by 60' long fords will be built 90ft from either side of the bridge.
  - 3. A 2 ended flag (one end red, one end blue representing each allied realm) shall be placed in the middle of each bridge and ford,
  - 4. Each allied realm will have 2 resurrection points. They will be placed between the bridge and each ford, 60 feet back from the end of the bridge/fords
- c ARCHERY/SEIGE ALLOWED:
  - 1. No siege allowed.
  - 2. Archery is allowed.
- d SPECIAL CONVENTIONS:
  - 1. No archery from ford to bridge allowed. Archery is allowed from bridge to ford.
  - 2. Fighters may not place two feet or knees on a hay bale (one foot or knee is okay).
  - 3. Fighters falling off the bridge or out of the ford are dead.
- e STARTING POSITIONS & DESCRIPTION:
  - 1. Allied Realms may line up at opposite ends the bridge or fords but not on/in them.
  - 2. Reigning Royals and Chivalry may cross fords on foot (walking only, no running). All other combatants must cross fords upon their knees.
- f VICTORY CONDITIONS: 1 hour resurrection battle with a point to be awarded every 20 minutes to the allied army in possession of the flag on each bridge/fjord. To indicate "possession", a flag must be held in a vertical position in full possession of a properly armored combatant.
- g VICTOR RECEIVES: The war point will be awarded to the allied army with the most of 9 available points.

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### 2 BATTLE 6: BATTLE OF THE THREE RINGS

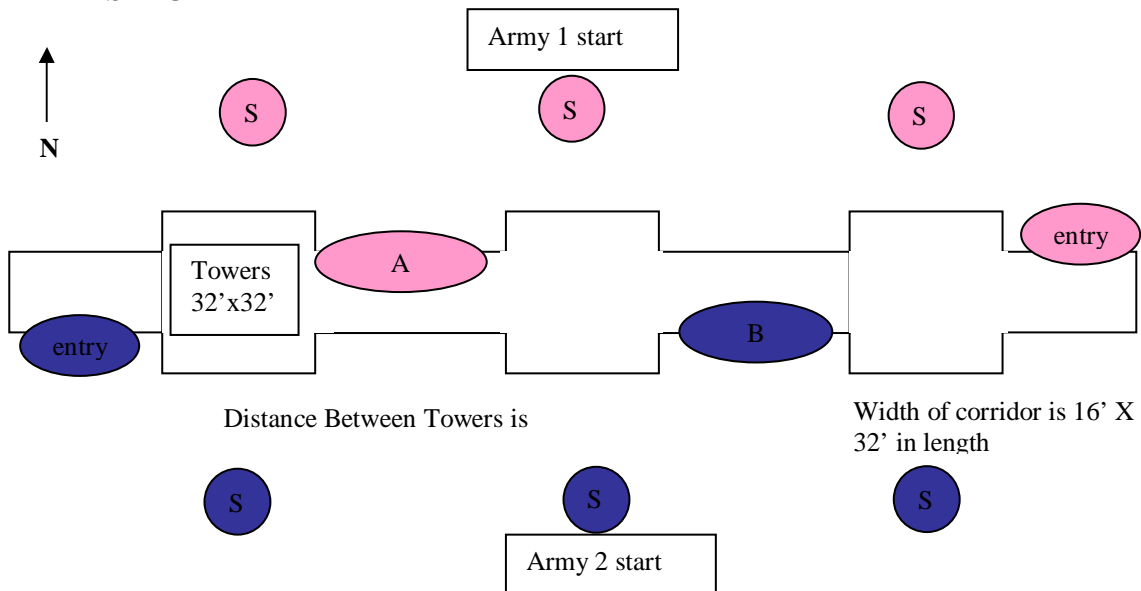
- a LOCATION: Eastern Battlefield
- b FIELD SETUP: Two square arenas approximately 30 x 60 ft will be placed equidistant from the ends of the field, called Arena 1 and Arena 2.



- c ARCHERY/SEIGE WEAPONS: Not allowed.
- d SPECIAL CONVENTIONS: Armies and their champions must fight in their field or Arena only. There can be no crossing of the Arena walls or fighting over the boundaries.
- e STARTING POSITIONS & DESCRIPTION:
  1. The Allied Realms will each choose 25 belted fighters and 25 non-belted fighters (10 from each Principle Kingdom and 5 from their Allies – 50 fighters for each Allied Realm) to defend the two Arenas.
  2. The belted champions from the two Allied Realms will take position in Arena 1.
  3. Non-belted champions from the two Allied Realms will take position inside Arena 2.
  4. The remainder of the forces from the Allied Realms shall take up positions on opposite sides of the field outside the Arenas.
  5. At lay-on, combat shall commence inside and outside the Arenas.
- f VICTORY CONDITIONS: Last man standing in each fighting field. The overall victor will be the Allied Realm winning at least two out of three fighting fields/arenas.
- g VICTOR RECEIVES: The victorious Allied Realm shall be awarded 2 Victory Points.

### 3 BATTLE 7: A RESURRECTION TURRET BATTLE

- a LOCATION: Western Battlefield
- b FIELD SETUP



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1. CORRIDOR:
  - A narrow (16 ft wide) corridor (oriented east/west on the field) representing a "wall walk" is constructed across the center of the field.
  - At start of the scenario, there are only two openings to the corridor (placed where the blue and pink circles are on the graphic).
  - Prior to this scenario, an Allied Realm may earn additional "breached" openings in their side of the corridor in this battle (at position A or B in the graphic) in a Seige Engine competition to be held at Eastern Battlefield, Thursday February 14 at noon.
2. TOWERS:
  - There are three "towers" along the wall spaced 32 ft from each other.
  - Each tower will be 32 ft wide, and 32 ft long.
  - At start of the scenario, each "tower" will contain a 12 ft long, two ended flag (one end has a blue flag, the other a red flag). The colors of the flags will identify each Allied Realm.
  - A marshal must be positioned in each tower to track "possession time".
3. SIEGE WEAPONS: A broken line of bales will be placed north and south of the corridor 40 yards from the outside of the wall as a marker for the closest distance for siege weapons during combat (circles with "S" in them represent Seige Engines in graphic).
4. RESURRECTION POINTS: Two resurrection areas will be placed behind a second broken line of bales placed 50 yards from the outside of the wall (10 yards behind siege weapons).
- c ARCHERY/SEIGE/TROWN WEAPONS:
  1. Combat Archery is allowed.
  2. A Seige Engine Competition shall be held BEFORE this scenario at Thursday February 14 at noon to determine both whether an Allied Realm starts combat with an open breach point at position A or B of the graphic, and how wide their open breach point will be. In this competition,
    - The Siege Engines for each Allied Realm shall be allowed unlimited shots for 20 minutes at a target placed 40 yards away.
    - Hitting the target 3 times shall open a 1 hay bale width breach in the wall.
    - Once an open breach is earned, an Allied Realm may widen the open breach twice with 1 additional shot hitting the target. Each of the two "additional widenings" earned shall open the breach by 1 hay bale.
  3. Siege Weapons are allowed during this scenario:
  4. Only antipersonnel projectiles are allowed.
  5. Siege weapons shall be deemed destroyed if abandoned or captured. A Siege Engine shall be deemed captured if two separate combatants from the opposing Allied Realm make non-simultaneous, physical contact with the Siege Engine using a combat weapon.
- d SPECIAL CONVENTIONS:
  1. Allied Realm I shall be assigned the "blue" possession flag, and Allied Realm II will be assigned the "red" possession flag.
  2. Corridor walls may not be stepped over, but may be fought over and shot over by heavy weapons, archery, and siege.
  3. Tower walls may not be stepped, fought or shot over.
  4. Fighters may only resurrect from their original side of the wall. If killed and fallen on the enemy side, dead fighters must walk around, avoiding areas of the wall where combat is taking place.
  5. To indicate "possession", a possession flag must be held in a vertical position in a tower, in the full possession of a properly armored combatant. Flags that are not in a tower, not in a

## ESTRELLA WAR XXIV TREATY

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vertical position, or jointly held by two combatants on opposite sides shall not be considered “in full possession” of a combatant.

e **STARTING POSITIONS & DESCRIPTION:**

1. Allied Realms shall start on opposite sides of the wall, on the same side as their Seige Weapons.
2. This is a one hour resurrection battle. The objective for both sides is to take and retain possession of the towers. Possession is defined as having a combatant for that Allied Realm holding their flag vertically in the tower at timed intervals.
3. A short blast of a whistle shall be sounded at 10 minute intervals. A whistle blast is not a hold and will not stop combat. At the time the whistle sounds, the marshals stationed in each tower shall award each Allied Realm a flag point if one of their combatants is properly displaying their flag in the tower.

f **VICTORY CONDITIONS:**

1. The Allied Realm with the most points at the end of one hour is the victor. Fighting shall then continue to the last man. In the event of a tie, victory shall be awarded to the Allied Realm with the last man standing.

g **VICTOR RECEIVES:**

1. The victorious Allied Realm shall be awarded 1 Victory Point.

### D SUNDAY SCENARIOS

#### 1 **BATTLE 8: THE ESTRELLA CUP**

a **LOCATION:** Eastern Battlefield

b **FIELD SETUP:**

1. A 55 gal plastic drum weighing at least 100 pounds shall be placed in the center of the field.
2. Two goals will be built at opposite ends of the field
3. The overall field dimension shall be a minimum of 100 yards long by 50 yards wide.
4. Resurrection points will be set at the 25 yard lines.

c **ARCHERY/SEIGE WEAPONS:** Not allowed.

d **SPECIAL CONVENTIONS:** Resurrections are only allowed after a point is scored.

e **STARTING POSITIONS & DESCRIPTION:**

1. Each Allied Realm is assigned one of the containers, and opens battle positioned at the end of the field in front of their container.
2. Each Allied Realm attempts to capture the drum and place it in their opponent’s container (by tossing it into the container to score a point).
3. After a point is scored, hold is called, the clock stops, positions are reset to starting places, resurrections are allowed, and the scenario is continued.

f **VICTORY CONDITIONS:** This is a 60 minute timed battle. The marshals in charge of resurrection points shall allow fighters to resurrect in groups at two minute intervals during combat.

g **VICTOR RECEIVES:** This scenario shall be fought for the Honor and Glory of Combat.

### X **ESTRELLA WAR ARTS & SCIENCES COMPETITION**

A For Estrella War XXIV (February 2008):

- 1 The three categories for the Arts & Sciences Competition for Estrella War XXIV were published in last year’s Estrella War Treaty and include:

a **Tabletop Games** – includes games from prior to 1600 AD playable on a table (i.e., excludes lawn and active games such as quayles, tennis, jousting, hunting, etc). A single game may be entered, and this must be complete as far as pieces and accessories. Rules must be provided as part of the entrant's documentation.

## ESTRELLA WAR XXIV TREATY

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- b **Embroidery in the Style of Opus Anglicanum** - includes any finished piece consisting of, or decorated primarily with, embroidery in the “Opus Anglicanum” style(s) used prior to 1600 AD. A single item may be entered. Judging will primarily focus on the embroidery.
  - c **External Footwear** – includes any finished pair of shoes, sandals, or other “external” footwear (e.g., pattens or chausses) modeled after those produced prior to 1600 AD. Does not include socks or hosen (i.e., “internal” footwear). A pair of shoes with associated pattens may be entered as a single item.
- 2 Rules to be used in this competition, and location and time for the competition, are explained in Appendix A.
- B For Estrella War XXV (February 2009):
- 1 The three categories for the Arts & Sciences Competition for the next Estrella War are chosen one year ahead of time to allow the competitors ample time to prepare entries. They will include:
    - a **Measuring (‘Scientific’) Instruments** —includes any working tool modeled after those used prior to 1600 AD to measure or compare the magnitude of any physical properties or combinations thereof (e.g., length, time, angle, distance, &c). A single tool or a set of tools used for one specific set of measurements may be entered.
    - b **Metal Weapons**—includes forms of weapons used prior to 1600 AD where the "killing end" is formed of a single finished piece metal (e.g., blades, metal arrowheads, axe and hammer heads, spear points, etc.). The primary focus of the judging will be the metal portion of the weapon entered. Siege engine and powder-driven projectiles are specifically excluded.
    - c **Silver-Based Entry**—a single entry that uses silver in some way that best displays the use of the metal in a pre-1600 AD context. Judging will take into account how silver is featured in the entry. Hazardous and/or toxic materials used in a manner that may expose judges and audience to harm are expressly forbidden, and use of any such materials must be detailed within the documentation. [Note: This Category was selected, in part, as this year celebrates the "silver anniversary" of Estrella War.]
  - 2 Rules for these categories shall be determined at the Treaty Negotiations for Estrella War XXV (February 2009). The Arts and Sciences Ministers of the Principal Kingdoms may begin work on the rules and category proposal for Estrella XXV after the Principal Kingdoms participating in Estrella War XXV have been agreed upon (usually in July of the year before the event).

### XI ESTRELLA WAR ARCHERY COMPETITION

- A The Estrella War Archery Competition shall be conducted as explained in Appendix B.

### XII ESTRELLA WAR RAPIER SCENARIOS & COMBAT RULES

- A The Estrella War Rapier Scenarios shall be conducted as explained in Appendix C using the “Rapier Combat Rules & Weapons Standards For Estrella War XXIV” agreed upon by the Kingdom Rapier Marshals and Earl Marshals of the Principal Kingdoms.

### XIII ESTRELLA WAR YOUTH COMBAT ACTIVITIES

- A All official organized Youth Combat Activities at Estrella War XXIV must be sponsored and organized by a Principal Kingdom, and will be governed by that Principal Kingdoms Youth Combat Guidelines.

### XIV ANNOUNCEMENTS

- A No announcements regarding scenarios, competitions, or the medieval aspects of the war may be made or published without the consent of the Principal Monarchs, and/or their representatives. Earl Marshals, or Ministers of Arts, Archery, or Rapier may make agreements regarding their areas of authority (subject to the policies of their respective Monarchs), but announcements of those decisions may not be published in any forum without the consent of all the Principal Monarchs.

## **ESTRELLA WAR XXIV TREATY**

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- B All announcements regarding scenarios, competitions, or the medieval aspects of the war shall be simultaneously disseminated to the newsletters of the Principal Kingdoms, and published on the Estrella War website ([www.estrellawar.org](http://www.estrellawar.org)).

## ESTRELLA WAR XXIV TREATY

Agreed this 29<sup>th</sup> day of September, Anno Societatis XLII (42), being the Year Two Thousand and Seven in the Common Era.

**Morgan**

King, Atenveldt

**Queen**

Queen, Atenveldt

**DR 60**

King, Caid

**Edric V**

Crown Prince, Caid

**Mordisom**

King, Outlands

**Madigan**

Queen, Outlands

**Airik**

Crown Prince, Outlands

**Slaino**

Crown Princess, Outlands

**SARITH**

King, Artemisia

**SARITHA**

Queen, Artemisia

# Appendix A: Arts and Sciences Competitions for Estrella War XXIV

## I. DESCRIPTIONS OF THE THREE CATEGORIES CHOSEN FOR ESTRELLA WAR XXIV:

- A. **Tabletop Games**—includes games from prior to 1600 AD playable on a table (i.e., excludes lawn and active games such as quayles, tennis, jousting, hunting, etc). A single game may be entered, and this must be complete as far as pieces and accessories. Rules must be provided as part of the entrant's documentation.
- B. **Embroidery in the Style of *Opus Anglicanum***—includes any finished piece consisting of, or decorated primarily with, embroidery in the “*Opus Anglicanum*” style(s) used prior to 1600 AD. A single item may be entered. Judging will primarily focus on the embroidery.
- C. **External Footwear**—includes any finished pair of shoes, sandals, or other “external” footwear (e.g., pattens or *chausses*) modeled after those produced prior to 1600 AD. Does not include socks or hosen (i.e., “internal” footwear). A pair of shoes with associated pattens may be entered as a single item.

## II. RULES AND REGULATIONS FOR THE COMPETITION:

- A. The two Principal Kingdoms of the Allied Realms winning two of the three categories shall be awarded the Estrella War Arts & Sciences Victory Standards to display.
- B. Each entrant is allowed only one entry per category. Multiple entrants for one entry are permissible, but said entry shall count as each person's one entry in the category. For example, if a tournament chair is entered and 3 people have worked on it, the chair is the one entry allowed for each of those 3 people in that category.
- C. No entry may be entered if it has been previously entered in an official Estrella War Arts and Sciences Competition.
- D. All entries must adhere to the historical time frame of pre-1600 AD.
- E. All prospective entries for the Estrella War XXIV A&S Competition must be pre-registered. Pre-registration must be received by Saturday, January 12, 2008. Pre-registration forms will be made available through the A&S Ministers of the Principal Kingdoms or Kingdom representative(s) and will be available on the Estrella War XXIV web site. Scanned and emailed pre-registration (to [asmin@atenveldt.com](mailto:asmin@atenveldt.com)) is acceptable.
- F. Each entry must include written documentation. Documentation shall not exceed five (5) pages text in length. Additional pages for bibliographies and attachments (i.e., pictures, etc.) are permissible. Entrants must provide four (4) individual copies of the documentation at time of registration of their entry (one for each judge).
- G. All entries must be checked in by 9:30 am on the day of the Competition to be eligible to compete.
- H. Only completed articles, or portions of a work in progress that are complete, will be judged.
- I. Each entry shall be judged using a point-based system.
- J. There shall be a minimum of four judges for each category, consisting of one judge from each of the Principal Kingdoms. It shall be the duty of each Principal Kingdom Minister of Arts and Sciences, or Kingdom representative, to supply the needed judges at time of judging to ensure that each entrant may receive a judging sheet from each Principal Kingdom. If a category exceeds 10 entries, then the judges will determine the top ten 10 items by a method agreeable to all A&S Ministers of the Principal Kingdoms or Kingdom representative(s) present. Those top 10 items will receive evaluation by all 4 of the representative judges. Each of those items will receive 4 judging feedback forms. The remainder of the items will be divided between the four judges, and each of those entries will receive one judging feedback form.
- K. Each entry will be judged using the Judging Forms provided. The Judging Forms will be tabulated and the entry shall be awarded its combined total points. The category winner shall be determined by the entry with the highest score.

- L. Entrants must be informed of disqualification of their item when checking in the morning of the Competition. Disqualification of an item may be appealed to the Principal Monarchs.
- M. The Ministers of Arts and Sciences, or Kingdom representative(s), from the Principal Kingdoms shall finalize the Judging Forms for the Competition by January 1, 2008. Members of the populace may request copies of Judging Forms from their respective Ministers of Arts and Sciences or Kingdom representative(s).
- N. The Minister of Arts and Sciences for the Kingdom of Atenveldt will autocrat said competition. The other three Ministers of Arts and Sciences or a Kingdom representative will assist in the tabulation of the competition. The Minister of Arts and Sciences for the Kingdom of Atenveldt must arrive at Competition Pavilion by 7:30am. The other three Ministers of Arts and Sciences or Kingdom representatives must arrive at Competition Pavilion by 9:00 am.
- O. Entrants must make their works available for public viewing. Entrants may not remove their entries from the Competition area before 5:00 pm MST. All entries must be retrieved by entrants by 6:00 PM MST.

**III. SCHEDULE OF ESTRELLA WAR ARTS AND SCIENCES COMPETITION**

Saturday, February 16, 2008; Location: TBA.

8:00 am – 9:30 am	Check in of entries	
10:00 am	Judging will commence	All judges check in by 9:30am
3:00 pm (approx)	End judging	
(approx) 3:00 pm – 5:00 pm	Populace viewing for static arts	Opens as soon as judging is completed
5:00pm – 6:00pm	Deadline for artisans to collect entries	Items may not be left in pavilion overnight
Grand Court	A&S competition winner(s) announced	

**COVER SHEET OF NEGOTIATION DISCUSSION POINTS FOR  
APPENDIX B: ESTRELLA WAR TARGET ARCHERY COMPETITION**

Last Revised: 9/29/07

An **Estrella War Victory Standard for Archery** shall be awarded to the Allied Realm winning the majority of the competitions. See also **Section VII** in the main treaty document.

**To Be Decided by The Crowns at the Negotiations:**

1. The Crowns will open the archery range for the Estrella War Archery Competition on Thursday, February 14, 2008 at 4:00 p.m.

**Budget Terms and Financial Committee Points:**

The Archery Range requires a total of 150 hay bales. These hay bales will be paid for by the Estrella XXIV War Funds and are already included in the Estrella XXIV War Budget under the archery autocrat for equipment/supplies.

1. The Kingdom of Atenveldt Kingdom Financial Committee approves spending of \$300.00 for the Estrella War Archery Competition. Specifically, Atenveldt will:
  - a. Provide all target stands and foam as requested by the Kingdom Archers of the Principal Kingdoms. These stands already exist in Kingdom regalia and will be provided at no cost to the war. (NO NEW COST)
  - b. Provide \$50 toward two prizes for the Estrella War Championship Tournaments.
  - c. Provide stands to replace stands/walls that were damaged through normal wear and tear and arrows. This includes the cost of the wood and hardware for making the stands. The cost will be no more than \$75.00.
  - d. Provide all targets and scoring information for their shoots as stated in Section B4.b for each designing Kingdom. This cost will be no more than \$100.
2. The Kingdom of Caid will:
  - a. Provide all targets and scoring information for their shoots as stated in Section B.4.b. for each designing Kingdom.
  - b. Provide \$50 toward two prizes for the Estrella War Championship Tournaments.
3. The Kingdom of Artemisia will:
  - a. Provide all targets and scoring information for their shoots as stated in Section B.4.b. for each designing Kingdom.
  - b. Provide \$50 toward two prizes for the Estrella War Championship Tournaments.
4. The Kingdom of Outlands will:
  - a. Provide all targets and scoring information for their shoot as stated in Section B.4.b for each designing Kingdom.
  - b. Provide a flagpole and flag to indicate when the range is open and closed.
  - c. Provide \$50 toward two prizes for the Estrella War Championship Tournaments.
5. The Estrella War XXIV Funds will issue the funds to purchase the two prizes for the Estrella War Championship Tournaments and will bill the Kingdoms of Artemisia, Caid and Outlands for reimbursement.

## Appendix B Target Archery Scenarios for Estrella War XXIV Archery Competition

Last Revised: 9/29/07

### A. RANGE HOURS AND ADMINISTRATION

#### 1. Target Archery Marshal-in-Charge/Royal Archers:

- a. The Earl Marshal for the Kingdom of Atenveldt shall designate a warranted marshal (usually the Atenveldt Kingdom Royal Archer) to serve as the Archery Marshal-in-Charge of the archery range and target archery competitions at Estrella War XXIV.
- b. Each of the Principal Kingdoms shall designate a warranted marshal to serve as Principal Archer at Estrella War XXIV.
- c. The Marshal-in-Charge and the three Principal Archers shall form the Target Archery Senior Marshalling Team that works together to administer and manage target archery activities at Estrella War XXIV.

2. **Weather:** The range will open as scheduled, regardless of the weather. Once the range is open, the Principal Archer in Charge will determine if shooting conditions are unsafe and if the range should be closed. The Marshal-In-Charge will be responsible for sending a "range closure" notification to the Crowns of the Principal Kingdoms, the Estrella War XXIV Main Event Coordinators, the Kingdom Principal Archers, and the Town Criers.

3. **Ceremonies on the Range:** Requests to hold ceremonies on the Archery range may be submitting to the Target Archery Senior Marshalling Team. All attempts will be made to grant requests as long as the ceremonies require no changes to previously scheduled Range activities.

4. **Range Set-up and Teardown:** Principal Kingdoms shall each take responsibility for providing volunteers for Set-up and Tear-down of the Archery Range as follows:

#### a. Set-up

1. The archery practice range set-up shall be completed by Thursday, 8:00 a.m. so that the range may be open for practice and prize shoots starting at 8:00 a.m.
2. The War Scenarios set-up shall be completed by Thursday at 2:00 p.m.
3. Each Kingdom shall guarantee a minimum of two (2) people for set-up of the range on Monday. These people must be pre-registered and their names and Kingdom of residence placed on the set-up list for this volunteer work.
4. If a Kingdom wishes to have more than the minimum of two (2) people onsite for set-up of the range, they must be listed under the general site set-up for each Kingdom.
5. Each Kingdom must have a minimum of two (2) people for changing out the scenarios on Friday night.
6. Atenveldt shall guarantee that all of Atenveldt's target and range materials that are required to complete range set-up are on site by Monday, February 11<sup>th</sup> at 8:00 a.m.

#### b. Tear-down

1. Each Principal Kingdom shall guarantee a minimum of three (3) people for teardown on both Saturday and Sunday.
2. Range Teardown shall be scheduled in two phases:
  - a. Saturday after close of the War Scenarios (teardown/loading of the targets into the trucks)
  - b. Sunday after close of the Estrella War Championship Competition (teardown/loading of the targets into the trucks)

5. **Range Opening:** Principal Monarchs shall have the Honor of shooting first to open the range for the Estrella War Archery Competition on Thursday, February 14, 2008 at 4 p.m. No other archers will be allowed on the range during this time to allow the Principal Monarchs time to complete as many of the scenarios as they desire. Archers are invited to attend Their Majesties to cheer them on while they shoot. After the Principal Monarchs

have completed their practice on the practice range, other archers may shoot on the practice range if there is a marshal available.

**6. Range Administration:**

- a. Each of the four Principal Kingdoms shall be responsible for administration of the range during one of the following times:
  1. The Kingdom of Atenveldt shall be responsible for the administration of the range from 3:00 p.m. until 5:00 p.m. on Thursday, February 14, 2008.
  2. Kingdom of Atenveldt and the Kingdom of the Artemisia: Friday, February 15, 2008 from 8:00 a.m. to 4:00 p.m.
  3. Kingdom of Outlands and the Kingdom of Caid: Saturday, February 16, 2008 from 8:00 a.m. to 4:00 p.m.
- b. Each Kingdom will supply a minimum of four (4) warranted marshals and one (1) Principal Archer to marshal the War Scenarios and Practice Range.
- c. The Principal Archer will be the Archer-In-Charge of the entire archery range during their scheduled range monitor time.

**7. Practice Range:**

- a. Archers may not practice on the scenario targets. There will be a separate practice range for warming up.
- b. If the Practice Range is set up and there is no conflict with the set up of the war scenarios, the practice range shall be open for archers on Thursday at 8:00 a.m.
- c. The Practice Range opening on Thursday from 8 a.m. – 2 p.m. will be based on Marshals being available with at least one Kingdom Representative being available to oversee the range.
- d. A banner will be raised on a flagpole to signify that the practice range is open.

**B. ESTRELLA WAR ARCHERY COMPETITION**

**1. COMPETITION SETUP:**

Setup of the twelve (12) novelty shoots must be completed no later than 2:00 p.m. on Thursday, February 14, 2008 and will remain in place until close of the range at 4:00 p.m. on Friday, February 15, 2008. Thereafter, the remaining twelve (12) scenarios will be set up and remain in place until 4:00 p.m. on Saturday, February 16, 2008.

**2. COMPETITION TIMES:**

- a. Scenarios for the Allied Realm Shoots in the Estrella War Archery Competition shall commence at 3:00 p.m. on Thursday, February 14, 2008 and end at 4:00 p.m. on Saturday, February 16, 2008
- b. The list will close at 3:00 p.m. on Friday and Saturday.
  1. If the archer is signed up on the list and has started their shooting by 3:00 p.m., the archer will have until 4:00 p.m. to complete the scenarios, provided they have been shooting the entire hour.
  2. If the archer leaves the range between 3:00 p.m. and 4:00 p.m., their score sheet will be turned in and it will be considered finished for that day.
  3. If they have not completed the entire range by 4:00 p.m., they must cease shooting and turn in their score sheet indicating the total scores they have up to that time.
- c. All archers will cease firing at 4:00 p.m. on Friday to enable the Target Archery Senior Marshalling Team (or their representatives) to verify the score sheets and to perform maintenance on the archery range. The Target Archery Senior Marshalling Team (or their representatives) will replace the targets for the next day scenarios on Friday evening after the close of the range.
- d. All archers will cease firing at 4:00 p.m. on Saturday to enable the Target Archery Senior Marshalling Team (or their representatives) to verify the score sheets and to perform maintenance on the archery range. The Target Archery Senior Marshalling

Team (or their representatives) will set up the range for the Estrella Archery Champion Tournament on Sunday and will load stands/foam not being used into the truck for transport.

### 3. COMPETITION GUIDELINES:

- a. Archers may go through the scenarios only once for score using their weapon of choice (either traditional, open, or crossbow equipment).
- b. After archers shoot once for score and submit their scoresheets, they may return to the range to shoot the scenarios as many times as they wish for fun. These scores will not count and will not be turned in. Bows will be marked indicating they are shooting for non-score.
- c. Archers may not change bows for targets of different distances throughout the day. The bow they start with in the morning will be the bow they will continue shooting throughout the day.
- d. If an archer's bow is damaged, they may obtain approval from the Principal Archer in Charge of the range that day to change bows. They must show the damaged bow in order to be changed.
- e. Archers may change bows when shooting on different days but they must remain with the bow they start with throughout the day, as stated above. Stickers will be placed on the bow each day to indicate which bow is being used for that day.
- f. One score per archer independent of weapon choice -- no bonus points for choosing traditional equipment.
- g. Archers are allowed to shoot **both** Friday and Saturday on the War Scenarios, as the scenarios are different and independent of each other.
- h. Safety Rules:
  1. Archers should always remember the potential danger of their weapons.
  2. No arrows/bolts should be nocked when anyone is in front of the shooting line.
  3. No arrows/bolts should be nocked or released before the archer is on the shooting line.
  4. No archer should discharge a bow when anyone is downrange and the Marshal has not opened the line.
  5. Archers will shoot only one arrow at a time. Multiple arrows on a bow are forbidden for safety purposes.
  6. No archer should shoot while under the influence of alcohol or drugs.
  7. An archer shall not knowingly use unsafe equipment. Any equipment observed by a Marshal to be unsafe shall not be used until it is made safe and is reinspected by a Marshal.
  8. The Marshal in Charge may remove archers exhibiting unsafe behavior from the range.
- i. Range Courtesy:
  1. When going to retrieve arrows, first pick up any of your arrows lying short of the target.
  2. Remove arrows by "worrying" them out. Do not yank them out.
  3. Do not handle anyone's equipment unless you have asked for and received the owner's permission.
  4. Do not remove other archers' arrows unless you have asked for and received the owner's permission.
  5. Step back, taking your equipment, once you have completed shooting.
- j. Recording of Arrows/Bolt Hits:
  1. Archers are to record each arrow/bolt hit as described on the score sheet. They are not to record just the final score.

2. If they fail to record the arrow/bolt hits correctly, their score sheet is subject to disqualification.
3. Scores are subject to re-adding of totals, if necessary, and final score being changed if errors in addition are found.
- k. **Equipment:** The SCA Target Archery Rules are to be followed in regards to equipment. If an archer uses equipment that is not SCA approved, they will not be allowed to shoot, and if they have previously shot, their scoresheets will be considered invalid.
  1. Arrows: It is recommended that archers bring a minimum of twelve (12) arrows to the range, and that the tips are firmly glued to the shafts utilizing glue designed for gluing tips securely. Household glue is not recommended.
  2. All shafts shall be of wood or of bamboo-like materials.
  3. Fletched arrows and bolts shall use feathers or other pre-17<sup>th</sup> century material. Plastic vanes are not allowed.
  4. Nocks for arrows, and caps, rings, or nocks for bolts may be of any material, provided they are securely attached.
  5. No broadheads or tips that cause excessive damage to the targets shall be used.
  6. Both self and footed shafts are permitted.
  7. Peep sights or kisser buttons mounted on the strings are not allowed.
  8. Adjustable or fixed sights are not allowed.
  9. No modern spring/flipper rests or plunger buttons are allowed. The use of simple rests such as simple one-piece plastic or non-adjustable wire rests; feather, bristle, leather, etc. rests; built out shelves or rests; or the use of the shelf in a cutout window are allowed. If the archer is in doubt as to their rests being allowed, they may contact the Principal Archer in charge of the range for clarification.
  10. A nocking point may be attached to the string. It may be made of metal or tied on. A single nocking point is allowed.
  11. Crossbows:
    - a. No center-shot trackless crossbow styles are allowed.
    - b. No compound prods or break-cocking crossbow styles are allowed in competition. There will be no exceptions to this prohibition.
    - c. No archer shall continue to use a crossbow that is observed by a Principal Archer to have too heavy a draw for the archer to use safely.
    - d. Prods of most materials are allowed, provided they are judged safe to shoot by the Principal Archer. Prods of unusual material or construction will be required to pass the inspection of the Principal Archer in Charge or a designated deputy.
    - e. Simple rear sights are allowed. Front sights are not allowed.
    - f. Stocks may be of any material.
    - g. If a modern stock with openings that can be seen through from the side is used, all such openings must be filled or covered to appear more period. Openings which are intended for gripping the stock need not be covered. Openings may be covered with tape, leather, cloth, etc.

#### 4. **COMPETITION NOVELTY SHOOT SCENARIOS**

- a. Each of the Principal Kingdoms will design four (4) untimed scenarios and two (2) timed scenarios for a total of twenty-four (24) scenarios.
- b. The designing Kingdom shall provide all targets and scoring information for their shoot. If there is a target that requires constant monitoring, the designing kingdom will ensure there is someone available to operate it all days it is being utilized.
- c. Each Principal Kingdom shall set up two (2) of their untimed scenarios and one (1) of their timed scenarios each day of the War Competition as described in Section B.3.

5. **TEAMS FOR THE COMPETITION:** The two (2) teams shall consist of archers from each of the Allied Realms and their respective allies. The Allied Realms will be listed at the Archery List Table, on each individual score sheet and verified by the list minister/mistress.
6. **COMPETITION POINT DISTRIBUTION:** The scenarios shall be grouped as follows to determine the Allied Realm winning the Estrella War Archery Competition Points.
  - The eight (8) untimed shoots on Friday shall be worth 2 Points
  - The four (4) timed shoots on Friday shall be worth 1 Point
  - The eight (8) untimed shoots on Saturday shall be worth 2 Points
  - The four (4) timed shoots on Saturday shall be worth 1 Point
7. **TOTAL POSSIBLE SCORE:** The total possible score for each competition (Section B.6) shall be broken down into 5 equal-point divisions, which will reflect scores representing the skill level and experience of all archers.
  - Example:** Untimed shoots are worth 360 Points. Timed shoots are worth 192 Points. The divisions maybe divided as follows:
 

Division 1 = 1-72 points	Div. 1 = 1-38 points
Division 2 = 73-144 points	Div. 2 = 39-76 points
Division 3 = 145-216 points	Div. 3 = 77-114 points
Division 4 = 217-288 points	Div. 4 = 115-152 points
Division 5 = 289 or higher	Div. 5 = 153 or higher
8. **SCORES TO INCLUDE:** Only a team's top 10 scores in each division shall be counted to determine the division score. In the event a Team does not field a minimum of 10 scores in a division, the number of the fewest scores in that division for that Team shall be the number counted for the other Team for that division. The winner of the war points, as described in Section B.6, shall be the team with the highest team score.
9. **TIES:** In the event of a tie, the total divisional score summation used per division initially will be added together.
10. **SCORE COMPILATION:** The Target Archery Senior Marshalling Team (or their representatives) shall be responsible for compiling of scores for the competition. This will be done at the end of the Friday shoots and again at the end of Saturday shoots. These Principal Kingdom representatives will not discuss the daily totals with anyone other than their respective Crowns.

## C. FRIDAY WAR COMPETITION NOVELTY SHOOT SCENARIOS

### 1. Atenveldt Designed:

#### a. Timed: Celtic Birds

1. Shoot the different colored sections of the targets.
2. You may shoot as many arrows as possible during the allotted time.
3. Scoring is as follows:
 

Gold = 8 points	Red = 6 points	Blue = 4 points
Black = 3 points	White = 2 points	
4. Archers will have 30 seconds to shoot.
5. Scoring: Maximum score possible = 48 points even if you actually score higher

#### b. Untimed: The Island *(This scenario will be utilizing a moving target. If for some reason the moving target is not available for war, this scenario will be adjusted to use a wall.)*

1. The pirate is stranded on a deserted island and is about to be rescued.
2. Stop the rescue and gather the goodies on the island and in the water.
3. Archers are to shoot a maximum of 12 arrows/bolts.
4. Archers may shoot all 12 arrows/bolts in one end or two ends of 6 arrows/bolts.
5. You may only hit each item once.

6. Scoring is as follows:

- on the cube

Seagull flying right = 6

Barrel of rum = 6

Seagull flying left = 6

Monkey = 6

- on the front wall:

Ship = 1

Green boat (on the left) = 3

Barrel of rum on island = 4

Rat = 7

Pirate = 2

Brown boat (on the right) = 3

Treasure chest = 4

7. Scoring: Maximum points = 48 points

c. **Untimed: Castle Shoot**

1. Shoot at the castle.

2. Scoring is as follows:

Outside wall of castle = 3

On the ground inside the castle wall = 5

On top of the inside circle = 7

Top of the outside castle wall = 4

On the wall of the inside circle = 6

3. Archers may shoot a maximum of 6 arrows/bolts.

4. You may hit each item as many times as you wish.

5. Scoring: Maximum points = 42

2. **Caid Designed**

a. **Timed: Ring Shoot**

1. Three rings are overlapped.

2. Hit the area that is enclosed by all three rings.

3. Line shots count to the higher score.

4. Loose as many arrows as you can in 30 seconds but only a maximum of 48 points can be obtained.

5. Score

Area enclosed by all three rings = 6    Area enclosed by two rings = 4

Area enclosed by one ring = 2    Hit on the rings = 0

6. Scoring: Maximum score possible = 48 points

b. **Untimed: Robin Hood**

1. Everyone knows how Robin Hood split the arrow in the famous competition in Nottingham but many do not know that a third archer shot shortly after that and was ignored in the fuss over Robin's shot.

2. You are that archer.

3. You must split Robin's arrow (Drawing of the knock end of an arrow with a split shaft to either side.)

4. Score:

Hit on the knock on Robin's arrow = 7    Hit on the fletch of Robin's arrow = 5

Hit on shaft of split arrow = 3    Hit on fletch of split arrow = 1

5. Archers may shoot a maximum of 6 arrows/bolts.

6. Scoring: Maximum score = 42 points.

c. **Untimed: Connect Five**

1. A 5 x 5 box grid is the target.

2. Shoot arrows into row or column, no diagonal.

3. Hits must be in adjacent boxes of row or column to count.

4. Only the one longest row or column will count.

5. Score

5 in a line = 48    4 in a line = 40    3 in a line = 30    2 in a line = 20

No line but all arrows on the target face = 10

6. Archers may shoot a maximum of 6 arrows/bolts.
7. Scoring: Maximum score = 48 points

### 3. Artemisia Designed

#### a. Timed: Grin and Bear It

1. You are wandering through the woods and come upon a large bear that is quite a ways off.
2. You decide this fine creature is to be taken this day.
3. Score
  - Hits on the Heart of the bear = 8 points
  - Hits in the ring outside the heart = 6 points
  - Hits on the target outside the heart and ring = 4 points
4. Loose as many arrows as you can in 30 seconds but only a maximum of 48 points can be obtained.
5. Scoring: Maximum = 48 points

#### b. Untimed: Evening Hunt

1. You are wandering through the woods and come upon a group of six woodland creatures.
2. You can only shoot one arrow into each of them so make your shots count.
3. Maximum of 6 arrows/bolts.
4. Score each hit as follows:
  - Hits in the vitals of each target = 7 points
  - Hits in the ring outside the vitals of each target = 6 points
  - Hits on the target outside the vitals and ring = 4 points
5. Scoring: Maximum = 48 points

#### c. Untimed: Food and Bragging Rights

1. You are wandering through the woods and come upon three game animals that are quite a ways off.
2. You must decide whether it is food or bragging rights you want from this hunt.
3. One of the game animals is large, one is of medium size and one is small.
4. Archers may shoot a maximum of 6 arrows/bolts
5. Score
  - Hits in the vitals of the small target = 8 points
  - Hits in the ring outside the vitals of the small target = 6 points
  - Hits on the target outside the vitals and ring of the small target = 4 points
  - Hits in the vitals of the medium target = 6 points
  - Hits in the ring outside the vitals of the medium target = 4 points
  - Hits on the target outside the vitals and ring of the medium target = 2 points
  - Hits in the vitals of the large target = 4 points
  - Hits in the ring outside the vitals of the large target = 2 points
  - Hits on the target outside the vitals and ring of the large target = 1 point
6. Scoring: Maximum = 48 points

### 4. Outlands Designed

#### a. Timed: Kill the Rabbit

1. Shoot the Killer Rabbit
2. Only eight arrows will count.
3. Score as follows: 6 points per arrow
4. Archers will have 30 seconds to shoot
5. Scoring: Maximum = 48 points

#### b. Untimed: Little Bunny Foo Foo

1. Fairies are rescuing the mice from Bunny Foo Foo.
2. Shoot the six mice but not the fairy.

3. Archers may shoot a maximum of 6 arrows/bolts.
4. Scoring as follows: 7 points per mouse
5. Scoring: Maximum = 42 points
- c. **Untimed: Rabbit Hunt**
  1. Six rabbits are down range.
  2. Archers are to shoot a maximum of 12 arrows/bolts.
  3. Archers may shoot all 12 arrows/bolts in one end or two ends of 6 arrows/bolts.
  4. Maximum of two arrows scored **per** rabbit.
  5. Scoring is as follows: 4 points per arrow
  6. Scoring: Maximum = 48 points

## D. SATURDAY WAR COMPETITION NOVELTY SHOOT SCENARIOS.

### 1. Atenveldt Designed:

- a. **Timed: Celtic Horses**
  1. Shoot the different colors on the target (yes, the boarders count too)
  2. Archers will have 30 seconds to shoot.
  3. Scoring is as follows: Gold = 8 points Red = 6 points Blue = 4 points  
Black = 3 points White = 2 points
  4. Scoring: Maximum score possible = 48 points even if you actually score higher
- b. **Untimed: The Coliseum** *(This scenario will be utilizing a moving target. If for some reason the moving target is not available for war, this scenario will be adjusted to use a wall.)*
  1. There is a lot going on at the coliseum.
  2. Shoot the items that you see
  3. Archers are to shoot a maximum of 12 arrows/bolts at the 11 items.
  4. Scoring is as follows:
    - on the cube

Brown vase = 6	Purple and red vase = 6
White vase = 6	Orange vase with one handle = 6
    - on the front wall

Falling vase = 5	Burgundy vase = 4
Gladiator with arrow and shield = 3	Gladiator with shield (no arrow) = 3
Gladiator with knife = 3	Messenger running = 3
Town crier standing = 3	
  5. Scoring: Maximum points = 48 points
- c. **Untimed: Rings**
  1. Shoot the rings
  2. You may hit each item as many times as possible.
  3. Scoring is as follows:

Yellow = 7 points	Red = 5 points	Blue = 3 points
Black = 2 points	White = 1 point	
  4. Archers may shoot a maximum of 6 arrows/bolts.
  5. Scoring: Maximum points = 42

### 2. Caïd Designed

- a. **Timed: Crescent Cross**
  1. Before you is a white crescent cross on a blue field.
  2. Shoot as many arrows as you can into the blue area in the middle of the cross.
  3. Take care not to hit the cross itself as it will cost you points.
  4. Archers will have 30 seconds to shoot.
  5. You may loose as many arrows as you can for a maximum of 48 points even if you actually score more.

6. Score each hit as follows:
    - Hit in blue area at the center of the cross = 8 points
    - Blue area outside crescents = 2 points
    - Hit on any part of the white cross = -4 points
    - Line hits count for the higher score.
  7. Scoring: Maximum possible = 48 points
  - b. **Untimed: Crescent Wand**
    1. Before you stands four white crescent moons in a vertical line on a blue field.
    2. Archers may shoot a maximum of 6 arrows/bolts.
    3. Score
      - Hits on the moons = 8 points                      Hits on blue field = 0 points
      - All line hits on moons = 8 points
    4. Scoring: Maximum score = 48 points
  - c. **Untimed: Dragon Eggs**
    1. The pesky dragon is back and this time the dragon is guarding a clutch of eggs.
    2. Destroy the eggs to prevent the dragon population from increasing.
    3. Archers may shoot a maximum of 6 arrows/bolts.
    4. Score
      - Hit on egg = 7 points                                      Hit on the dragon = 5 points
    5. Scoring: Maximum score = 42 points
- 3. Artemisia Designed**
- a. **Timed: Birds on a Fence**
    1. You are wandering through the woods and come upon a group of grouse on a fence.
    2. You decide that some of these will make an excellent dinner for you and your family.
    3. You have 30 seconds.
    4. Score each hit as follows:
      - Hits on the small birds = 8 points              Hits on the medium birds = 6 points
      - Hits on the large birds = 4 points
    5. Scoring: Maximum = 48 points even if you score higher
  - b. **Untimed: William Tell**
    1. You are at odds with the local Sheriff who knows of your prowess.
    2. Prove your worth!!
    3. Archers may shoot a maximum of 6 arrows/bolts.
    4. Score each hit as follows:
      - Hits in the 3" apple = 8 points                      Hits in the 4" apple = 4 points
      - Hits in the 5" apple = 2 points
    5. Scoring: Maximum = 48 points
  - c. **Untimed: Three Wands**
    1. You are participating in a local archery tournament.
    2. Shoot the wands at the three different distances.
    3. Archers may shoot a maximum of 6 arrows/bolts.
    4. Score each hit as follows:
      - Hits on the 2" wand = 7 points                      Hits on the 3" wand = 4 points
      - Hits on the 4" wand = 2 points
    5. Scoring: Maximum = 42 points
- 4. Outlands Designed**
- a. **Timed: Shoot the Moon**
    1. A dragon is wrapped around the moon.
    2. Shoot the moon but not the dragon.
    3. You have 30 seconds to shoot

4. Maximum of 8 arrows
  5. Scoring: 6 points per arrow/bolt
  6. Scoring: Maximum = 48 points
  - b. **Untimed: Thou Art Crunchy and Tasty with Ketchup**
    1. Your meddling friend is being eaten by a dragon.
    2. Put him out of his misery.
    3. You may only hit the man.
    4. Archers may shoot a maximum of 6 arrows/bolts.
    5. Scoring: 7 points per arrow/bolt
    6. Scoring: Maximum = 42 points
  - c. **Untimed: Stop! Thief!**
    1. Dragon eggs are being stolen!
    2. Shoot the six thieves.
    3. Archers are to shoot a maximum of 12 arrows/bolts.
    4. Archers may shoot all 12 arrows/bolts in one end or two ends of 6 arrows/bolts.
    5. Maximum of two arrows per thief.
    6. Scoring: 4 points per arrow/bolt
    7. Scoring: Maximum = 48 points
- E. **THE ESTRELLA WAR ARCHERY CHAMPIONSHIP TOURNAMENT (EWAC)**
1. There will be two Estrella War Archery Championship Tournaments run at the same time.
  2. One will be for crossbows and the other one will be for recurves/longbows/etc. If there is only one entry into one of the categories (ex. only one crossbow or only one open bow), there will not be a competition in that category, and the archer can not change over to the other category.
  3. Qualifying Round
    - a. The range will be open to shoot qualifying rounds from 9:00 a.m. to 12:00 noon on Sunday, February 15, 2008.
    - b. The list will close at 11:30 in order to allow all archers to finish by 12:00 noon.
    - c. The qualifying score will be determined by a Royal Round
      1. 6 arrows at 40 yards for score
      2. 6 arrows at 30 yards for score
      3. 6 arrows at 20 yards for score
      4. 30 second speed end at 20 yards for score
        - Speed end will be started with a 5,4,3,2,1, Begin
        - At 25 seconds, the Speed end will finish with a 5,4,3,2,1, Hold
        - No other count will be given
    - d. Archers may practice as much as needed on the practice range.
    - e. Archers will not practice once they step to the line on the range for score.
    - f. If we are unable to have a practice and scoring range due to unforeseen circumstances, all archers will practice at all distances on the scoring range until a hold is called to indicate the tournament is starting.
    - g. When ready, the archer will check in at Lists where they will be assigned to a group under the direction of a scorekeeper.
    - h. The scorekeeper will guide the group to each distance's shooting line in sequence.
    - i. The scorekeeper will record the scores of all archers in his/her group.
    - j. Archer's are reminded not to put off starting the Qualifying round too long as time is limited and the list will close **promptly**.
  4. **Final Round of the Estrella War Archery Championship**
    - a. The top 5 scoring archers from each and every Kingdom participating will be admitted to the finals.

- b. Names of the archer's qualifying will be posted as soon as possible after all archers have finished shooting.
- c. It is the archer's responsibility to check the posting to see if they have qualified.
- d. No substitution archers will be allowed.
- e. If a qualifying archer cannot participate in the Finals, they may notify the Archer-in-Charge (i.e. the Principal Archer for Atenveldt) no later than one hour before Finals begin (1:00 p.m.). The next highest qualifier from that Kingdom will then be added to the list.
- f. The Final round will start at 2:00 p.m. **promptly**.
- g. Each archer will be assigned to a starting position at one distance and will rotate to the other distances in turn.
- h. A flight will consist of the following ends at 20, 30 and 40 yards:
  - 1. 6 arrows for score
  - 2. 6 arrows for score
  - 3. 30 second speed end for score
  - 4. 30 second speed end for score
- i. The archer shooting the highest combined score will be declared the Estrella War Archery Champion for Estrella War XXIV.

**F. PRIZE SHOOTS:**

- 1. Prize shoots will be held on Thursday between 8:00 a.m. and 3:00 p.m. in a separate area of the archery range.
- 2. There will also periodically be prize shoots scheduled Wednesday through Saturday based on the War Scenario ranges being completely set up, available Marshals and space.
- 3. The times for prize shoots will be listed on the board at the range, and the range open flag will be raised when the range is open at unscheduled times.
- 4. A majority of the Principal Archers and the Estrella War Main Event Coordinators must agree before opening the range.
- 5. Prize shoots must have an additional warranted range marshal at all times.
- 6. Prize shoots being held the same times as the War Scenarios will:
  - a. Be available based on range availability.
  - b. Obey calls (range holds, etc.) of the Practice Range.
- 7. All prize shoots are to be registered with the Prize Shoot Coordinators who are listed on the Estrella War web page.
- 8. All sponsors for prize shoots are required to furnish their own equipment and prizes. Provision of target stands/foam is based on availability when not used for war scenarios, the Estrella War Archery Champion (EWAC) tournament, or the practice range.

## **COVER SHEET OF NEGOTIATION DISCUSSION POINTS FOR APPENDIX C: ESTRELLA WAR RAPIER SCENARIOS**

Last Revised: 9/29/07

The Estrella War XXIV Rapier Combat Rules to be used, that govern: the combat conventions, as well as the armor and weapons standards; will be published on the Estrella War XXIV website no later than November 15<sup>th</sup>, 2007.

**Victory Conditions:** One point shall be awarded to the Allied Realm winning each War Point Scenario. The Allied Realm winning the most war points shall be declared the victor.

### **To Be Determined by The Crowns at the Negotiations:**

#### **1) Proposed Start Times for Rapier Scenarios**

- a. Friday combat shall commence at 12:00 PM Friday, February 15, 2008
- b. Saturday combat shall commence at 10:00 AM Saturday, February 16, 2008

#### **2) Budget Terms and Financial Committee Points:**

The cost of the town described in the Rapier Scenarios for Estrella War XXIV will be paid for out of the \$1000.00 Rapier Marshallate-General Supplies budget for the war.

Contacts for rapier:

- THL Malise MacKendry, DWS, Atenveldt Kingdom Rapier Marshal
- Don Christian St. Claire, DWS, Outlands Kingdom Rapier Marshal
- THL Grainne ingen Lasrach, Caid Kingdom Rapier Marshal
- Maestro Don Azir de Lucera, OP, DWS, KRM, KYCM, DSR, Artemisian Kingdom Rapier Marshal
- Maitre Wilhelus le Casse, OP, Coordinator for Rapier at Estrella War

## Appendix C: Rapier Scenarios for Estrella War XXIV

Last Revised: 9/29/07

### A. Rapier Marshals-in-Charge:

1. The Earl Marshal for the Kingdom of Atenveldt shall designate a warranted marshal (usually the Atenveldt Kingdom Rapier Marshal) to serve as the Rapier Marshal-in-Charge of armor/weapons inspections and marshalling of rapier scenarios at Estrella War XXIV.
2. Each of the Principal Kingdoms shall designate a warranted marshal to serve as their Kingdom Rapier Marshal (KRM) at Estrella War XXIV.
3. The Rapier Marshal-in-Charge and the three Kingdom Rapier Marshals shall form the Rapier Senior Marshalling Team that works together to administer and manage the rapier activities at Estrella War XXIV.

### B. Combat Rules, Armor and Weapons Inspections:

1. The “**Rapier Combat Rules & Weapons Standards For Estrella War XXIV**” will govern the combat conventions, armor and weapons standards used for the scenarios held at Estrella War XXIV.
2. The Rapier Senior Marshalling Team holds responsibility for the staffing and running of Rapier Marshals Point for armor and weapon inspections by Marshals from their Kingdoms as follows:
  - a. The Rapier Marshallate point will be open from 9am to 5pm on Wednesday and Thursday, 9am to layon on Friday and Saturday. On Sunday, each kingdom is responsible for their own inspections.
  - b. The Kingdom of Atenveldt will staff Rapier Marshals Point on Wednesday, Friday and Saturday.
  - c. The Kingdom of Caid will staff Rapier Marshals Point on Thursday, Friday and Saturday.
  - d. The Kingdom of the Outlands will staff Rapier Marshals Point on Thursday (at the Outlands Prize Tourney), Friday and Saturday.
  - e. The Kingdom of Artemisia will staff Rapier Marshals Point on Friday and Saturday.
3. The Rapier Senior Marshalling Team holds primary responsibility for coordinating setup for all rapier scenarios defined in this Treaty, and marshalling of the combat fields for those scenarios. To assist in this effort, each Principal Kingdom shall provide:
  - a. 10 people to assist with setup of Rapier Scenarios on 10 a.m. Friday
  - b. 1 Marshal per 25 People to assist with marshalling Rapier Scenarios.
4. The Rapier Senior Marshalling Team holds primary responsibility for ensuring the safety of spectators, unarmored participants, marshals and rapier combatants. In that capacity, they are responsible for defining boundaries and guidelines to minimize the risk to spectators, participants, and bystanders given the constraints of the site.

### C. Start Times/Victory Conditions

- a. Starting times for Rapier Scenarios
  1. Combat shall commence at 12:00 PM Friday, February 15, 2008
  2. Combat shall commence at 10:00 AM Saturday, February 16, 2008
- b. One point shall be awarded to the Allied Realm winning each War Point Scenario. The Allied Realm winning the most war points shall be declared the victor.

### D. Rapier Scenarios: Friday

1. **Non-Competition Scenario: 30 Minute Resurrection Mixer**
  - a. **Description:** A warm-up scenario.
  - b. **Layout:** Use as much of the field as possible.

- c. **Objective:** To have fun and warm up while waiting for the full forces to muster.
  - d. **Scenario rules:**
    - 1. Combatants may enter the combat as soon as they pass through armor and weapons inspection.
    - 2. Resurrection points will be placed at either end of the field.
    - 3. Combatants will initially team up in groups of 4, from 4 different kingdoms, but can maintain these groups or form others in the ebb and flow of combat.
- 2. War Point Scenario 1: Open Field Battle.**
- a. **Description:** Open field battle.
  - b. **Layout:** Use as much of the open field as possible.
  - c. **Objective:** Eliminate the entire opposing army.
  - d. **Scenario Rules:**
    - 1. Each Allied Army will begin at opposite ends of the field.
    - 2. The victor is the Allied Army which eliminates its adversaries.
- 3. War Point Scenario 2: Enter the town.**
- a. **Description:** Enter the town through the 2 gates, separated by a covered gateway, or through the gate at the drawbridge.
  - b. **Layout:** A town will be constructed with 2 covered gateways. Each gateway will be approximately 8' wide, separated by an approximately 12' long covered gateway. In addition, a bridge will extend from the front gate, over the moat, approximately 25' long.
  - c. **Objective:**
    - 1. Attackers: Enter the town, and get to the town center with at least 5 fighters.
    - 2. Defenders: Stop the attackers for 15 minutes.
  - e. **Scenario Rules:**
    - 1. Half of the defending team will set up inside the town; the remainder will set up on the opposite end of the open field.
    - 2. The attacking team will set up outside the town.
    - 3. Scenario will be run best 2 of 3, with each army attacking and defending once. If a third battle is required, the 4 Principal Kingdom KRM's will decide upon a course of action.
- 4. War Point Scenario 3: Control the Town**
- a. **Description:** Both sides will enter the town at opposite ends. 7 flag poles will be placed around the town. 90 minute resurrection battle (may be shortened if time of day is a factor).
  - b. **Layout:** The entire town will be used.
  - c. **Objective:** Control the most flags.
  - d. **Scenario Rules:**
    - 1. Each army will start outside its own assigned gate.
    - 2. Armies may enter the town at lay on.
    - 3. Each side will attempt to control the greater number of flag poles.
    - 4. The battle will be 90 minutes long.
    - 5. Approximately every ten minutes, marshals will determine who controls the flag poles (determined by placing the correct color flag on the post). There will be no holds called for this.
    - 6. Fighters who die during the battle must exit the town, but not through one of the gates being used as a resurrection point, before going to their resurrection point.

7. Resurrection points for each side will be located outside the gate through which that army entered.
8. All fighting will take place within the town. No fighting shall take place outside the town.
9. The side that has controlled a majority of the flags throughout the scenario is the winner.

## E. Rapier Scenarios: Saturday

### 1. Non-Competition: Open Fighting Field

- a. **Description:** The combat field will be manned by marshals for pick up fighting by individuals and small units in order to ease the tension associated with war point scenarios; a simple warm-up.
- b. **Layout:** Use as much of the town and open field as necessary.
- c. **Objective:** To have fun and warm up while waiting for the full forces to muster.
- d. **Scenario rules:**
  1. Combatants may enter the combat as soon as they pass through armor and weapons inspection.
  2. Resurrection points will be placed at either end of the field.
  3. Any form of single or team combat may be pursued. Combatants are reminded to be aware of other groups and individuals around them.
  4. The battle will be 30 minutes long.

### 2. War Point Scenario 4: Escort the Nobles.

- a. **Description:** Escort your nobles safely from the city.
- b. **Layout:** The Town will be used, with at least four exits.
- c. **Objective:** Escort each of your two nobles, assigned by blind draw, first to an assigned building, then safely from the city.
- d. **Scenario Rules:**
  1. There will be at least four nobles in the town. Each Allied Army will be assigned two of these nobles. Each noble will be randomly assigned a building (their home) where a letter that must be obtained is kept. The Noble must be escorted to this building, their letter, to be carried by the noble, must be obtained, and they must be escorted from the town, through their randomly assigned exit, designated on the letter. At least six such letters will be places in six separate buildings
  2. Each Army will start just inside their assigned gate.
  3. All fighting must take place within the town.
  4. Nobles are non-combatants and cannot be “killed,” although, any fighter striking a Noble will be executed by the town guard (marshals).
  5. Nobles must be escorted by at least four (4) fighters, each must be capable of walking under their own power.
  6. Nobles can be captured, but the letter may only be carried by the assigned nobles. Nobles may **not** retrieve any letter other than their assigned one; fighters may not pick up any letter.
  7. As the Noble is the only person with a key to their home, the letters are out of play until the Noble retrieves them.
  8. Nobles **want** to leave the town, but will only do so with the letter they need to carry. They will cooperate with their escorts, even if they are captured.
  9. Nobles may only leave the town through their assigned exit, with fighters from the designated army.

10. The winner is the Allied Army who escorts both assigned Nobles, *with their letter*, through their assigned exit.

### 3. War Point Scenario 5: Open Fight in the Town

- a. **Description:** Fight to control the town.
- b. **Layout:** The entire town will be used.
- c. **Objective:** Eliminate the opposing army.
- d. **Scenario Rules:**
  1. Each army must begin in the town on their own end.
  2. All fighting must take place in the town.
  3. Fighters may not leave the town unless they are dead.
  4. The victor is the Allied Army which eliminates its adversaries.

### 4. War Point Scenario 6: Escape the Town.

- a. **Description:** Attackers must exit the town.
- b. **Layout:** The entire town will be used.
- c. **Objective:**
  1. **Attackers:** Exit the town with at least 5 fighters.
  2. **Defenders:** Stop them from doing so for 15 minutes.
- d. **Scenario Rules:**
  1. Defenders set up in front of the gatehouse inside the town.
  2. Attackers begin at the opposite end of the town.
  3. Fighting may occur anywhere in the town or on the open field.
  4. Scenario will be run best 2 out of 3, with each army attacking and defending once. If a third battle is required, the 4 Principal Kingdom KRM's will decide upon a course of action.

### 5. War Point Scenario 7: Control the Open Field.

- a. **Description:** 5 flag resurrection battle on the open field.
- b. **Layout:** The open field will be used
- c. **Objective:** Control the flags.
- d. **Scenario Rules:**
  1. Each army will start on opposite ends of the open field.
  2. Each side will attempt to control the greater number of flags.
  3. The battle will be one hour long.
  4. Approximately every twelve minutes, marshals will determine who controls the flags. There will be no holds called for this.
  5. Fighters who die must go to their resurrection point before returning to the field.
  6. Resurrection points for each side will be located at the starting point for that army.
  7. All fighting will take place on the open field. No fighting shall take place inside the town.
  8. The side that has controlled a majority of the flags throughout the scenario is the winner.

## Appendix C – Rapier: “Combat Rules & Weapons Standards” for Estrella War XXIV

Last revised 9/29/07

### I. Rules of engagement

- A. When a question about a scenario is raised but not covered by the rules of the individual scenario, then safety, common sense, playability and historical accuracy – in that order – will be the guiding forces in determining the solution. “Rules Lawyering” is not and will not be tolerated. Anyone trying to be a rules lawyer will be asked by a Principal Kingdom Rapier Marshal to stop; if the individual continues, he will be removed from the field at the discretion of the MIC. In addition, anyone lacking common sense will be asked to leave the field, as a matter of safety.
- B. A marshals-and-commanders meeting will be held Thursday evening at 8pm to discuss any pertinent issues, check your special events schedule for time and place.
- C. A Marshal’s Court will be held by the KRM’s at the end of each day of fighting to address any issues that arise between fighters. During melee scenarios all field marshals will carry notepads to record any incidents that arise on the field. Fighters who enter into a conflict will be instructed to accompany one another to a marshal so the name of each combatant and the nature of the dispute will be recorded, and resolved at the Marshal’s Court if necessary. Any fighters leaving the field without pursuing this process shall forfeit their right to make a complaint at a later time: On the field is the time to resolve issues.
- D. All melee scenarios will be fought using “Death from Behind,” and “180° Engagement” models. “Death from Behind” is performed by approaching an opponent from behind and laying a sword blade (*not a dagger blade*) on his shoulder with a minimum of 1/3 of the blade visible to the opponent, and calling “dead from behind m’lord,” or equivalent at a minimum. The fighter being killed from behind is considered dead upon seeing a blade over his shoulder, feeling the blade upon his shoulder *or* hearing his opponent call him dead, and ***is not*** to duck, spin, twist etc. out of the way. Only one opponent may be killed from behind by an individual, regardless of the number of swords that he wields.
- E. When a fighter is killed, he may utter a death cry of a single word or short phrase. Any other communication with any “living” fighters, whether verbal or non-verbal, is prohibited.
- F. Atenveldt allowable blade conventions will be observed with one addendum: any fighter who is authorized in a Kingdom where “flexi- dagger” type blades are allowed will be allowed to use them for rapier combat. The Atenveldt Kingdom Rapier Rules will be the default rules for all tournaments, unless stated otherwise in the tournament description in the Gatebook.
- G. All of the scenarios on the day with the resurrection battle in the town will contain rubber band guns. The number of shots allowed to a side will be equal to 15% of the numbers of the opposing Allied Army. Dead fighters may pass off neither rubber band guns nor ammunition.
- H. Any scenario that takes less than 15 minutes may be fought best 2 of 3 at the discretion of the MIC.
- I. At the beginning of each scenario, the field will be sealed. Any fighters may be inspected during any scenario to enter the field for the next scenario. Each piece of armor need be inspected only once at the War, but weapons must be inspected daily *at marshals’ point*.

- J.** There shall be at least one marshal on the field during any combat. There shall be no less than one marshal for each 25 fighters on the melee field. The Kingdom Rapier Marshal (or appointed representative) from each Principal Kingdom shall be on the melee field at all times during war point scenarios.
- K.** Fighters may engage in melee combat only after the MIC has received acknowledgement of readiness from both armies and has instructed them to begin. All fighters are considered engaged with all other fighters upon the call of “lay on.”
- L.** Marshals or combatants may call “hold” when safety is compromised, a rule has been violated or, in a tournament, a combatant has a question about a touch. A safety issue could include – but is not limited to – a combatant falling, or becoming involved in a dangerous, uncontrolled situation, or equipment failure. During *tournament combat*, a hold need not be called for a dropped weapon unless the weapon itself presents a hazard. When a hold is called, all combatants will assume a non-threatening posture with their weapons pointed either upward or downward, awaiting direction by the marshals. Local holds may also be called at the discretion of the marshals. As per common sense, fighters should avoid using the word “hold,” or any other words that could be heard as “hold” (hole, pole, fold, etc.) Fighters using such words will be warned once, and if they offend again, will be removed from the scenario.
- M.** Marshals shall use the phrase “edge of the world” to warn combatants that they are approaching the edge of the field. “Edge of the world” in no way implies a hold. If a group of fighters is pushing another fighter (or group of fighters) off the field of combat, a warning of “edge of the world” or equivalent shall be voiced by a marshal. If the fighter(s) are pushed off the edge of the field, they are dead, and will be informed of such by the marshal.
- N.** At “lay on” of a melee, or anytime thereafter, any fighter on the field who is not fully armored will be called dead by the marshals and must immediately exit the field of combat. Any fighter who removes his mask before exiting the field will not be allowed to fight in the next scenario, and may be required to marshal that scenario.
- O.** In judging the effects of blows, all combatants are assumed to be unarmored. Combatants need only make their blows be felt through the clothing of their opponents. No touch is assumed to have its effect negated by protective armor or clothing. There is no “armor as worn” rule in use during melee combat.
- P.** The entire body is a legal target area.
- Q.** Valid touches are thrusts, push, or draw cuts over 6 inches and tip cuts. To clarify: a tip cut is the sliding of the tip of a weapon across any part of an opponent’s body. A slap does not constitute a tip cut. Tip cuts must be 6 inches long *or* across the majority of an appendage (i.e. a wrist or knee) that is less than 6 inches.
- R.** Society rules will be utilized for determining the validity of killing blows and wounding of appendages.
- S.** If a combatant loses the use of both arms/hands, he may continue to act as a combatant on the field until he is approached by a fighter who has the use of at least one arm. The armless fighter must then yield the field. When approached, armless fighters may not run from an armed opponent.
- T.** During melee fighting, any combatant who is killed must acknowledge the blow and fall down dead or exit the field immediately if possible. When exiting the field, fighters should proceed in a direction that is open and away from active combat. Fighters should not exit through opposing lines, unless unavoidable. If there is no feasible exit from the current combat, a fighter should crouch down and exit the field as soon as possible.

- U. A fighter may not “stall” his exit from the field to allow his fellow fighters to adjust their position
- V. Fighters exiting the field must clearly identify themselves as dead, preferably by carrying their weapons crossed over their heads or by the blade. If dead and asked if they are dead, fighters must answer in the affirmative. Failing to do so will result in removal from the next scenario.

## II. Alternative War-Point Tournaments

- A. Should occasion arise rendering us unable to fight the melee scenarios, the War Points for that day will be decided by tournaments. Sufficient space will be allocated should these tournaments need to take place.
- B. All combat rules listed above shall apply to these tournaments.

### C. The Tournaments

1. **Champions’ Tournament.** Each Principal Kingdom’s Crown or appointed representative will select 10 fighters to enter the tournament. A standard double-elimination format will be used, pairing fighters from opposing sides until only one Allied Army survives; the surviving side will be declared the winner.
2. **Bear Pit.** For one hour, fighters will form up in two lines – one for each Allied Army – and enter the eric, one from each line at a time, in an attempt to take and hold the field. Wounds carry over from fight to fight. As fighters are killed, they may choose to re-enter the back of the line. Only fighters declaring for opposing armies will fight each other. Kills will be tallied for each Allied Army, and the winner will be the side with the most wins. As many fighting fields will be allocated as possible.
3. **Five-Man Team.** Each Allied Army may field as many 5-man teams as they are able. Standard single-elimination, best 2 of 3 format will be used. No fighter may be on more than one team. Only teams from opposing sides will do combat. The tournament will be fought until one side is no longer able to field a non-eliminated team.