

KINGDOM OF THE OUTLANDS

EQUESTRIAN REGULATIONS

The Kingdom of the Outlands shall adopt the SCA-WIDE EQUESTRIAN REGULATIONS to govern all Equestrian activities that take place in this Kingdom, along with the following Kingdom of the Outlands Supplement.

ARTICLES OF ORIGINATION of the OUTLANDS EQUESTRIAN GUILD

1.PURPOSE: The promotion of both participation in, and study of equestrian activities and subjects, particularly the historical role and utilization of horses and their ilk in the ancient and medieval worlds.

2.MEMBERSHIP: While based in the Outlands, anyone of any realm is welcome to participate in its activities, should they share our desire to study and develop skill in the areas of horsemanship, equine studies and/or related arts and sciences.

3.STRUCTURE: The Guild is administered by the Kingdom Equestrian Officer with the support of the Authorized Marshals of the Kingdom. They must be members in good standing of the Society.

A. KINGDOM EQUESTRIAN OFFICER (KEO): Works directly for, and is appointed through the Kingdom Earl Marshal. Reports monthly to the Society Deputy for Equestrian Affairs and the Kingdom Earl Marshal on activities of the guild and its members. Sends a courtesy report to the Kingdom Seneschal on activities of the guild. The KEO will be an equestrian marshal or willing to become one in a timely manner. Maintains contact with the Society Deputy Marshal for Equestrian Affairs so that both parties may stay informed of society equestrian issues of importance.

B. GROUP GUILD HEADS: Each group within the Outlands, be it Barony, Canton, College, Shire or Incipient Shire may create a subgroup of the guild. The subgroup shall be called "The Equestrian Guild of (group name)". They shall elect a guild head governing the guild, and shall have an Authorized Equestrian Marshal in attendance at all activities where horses are present.

C. EQUESTRIAN MARSHALS: Equestrian Marshals shall be authorized in accordance with current Society requirements. The Marshal shall wear a sash/armband/belt/favor/tabard emblazoned with the Marshal badge when acting in official capacity. Please refer to the SCA-WIDE REGULATIONS HANDBOOK for specific information.

4.DUTIES: The guild assumes the following as those duties by which it seeks to fulfill it's

purpose, and by no means limits itself to these alone:

a) To plan and find sponsorship for an annual Kingdom equestrian practice/workshop to be announced in the Outlandish Herald.

b) To teach classes on equestrian related topics at Arts and Science Collegiums whenever possible.

c) To further equestrian activities in the Outlands.

5.PROCEDURES: All decisions regarding changes in policy, Rule changes, removal of an equestrian marshal, or monetary disbursements in excess of \$50 will require co-ordination of the KEO, Kingdom Earl Marshal, Kingdom Seneschal and the Kingdom Exchequer. Rule changes, or changes in weapons or equipment standards will require the approval of the Kingdom Earl Marshal as well. All other decisions are the prerogative of the KEO.

6.EQUESTRIAN MARSHAL IN CHARGE (EMIC): Please refer to the SCA-WIDE REGULATIONS HANDBOOK.

7. EQUESTRIAN CARDS: Equestrian card will be issued to those who are paid members of the SCA actively participating in guild activities and have a classification by an equestrian marshal in accordance with SCA-WIDE rider authorization criteria. The card will be purple or yellow, wallet size, and will be presented to the marshal in charge along with a valid SCA membership card. It will be recognized by equestrian guild members Kingdom-wide. The authorizing marshal will issue the card to a rider. The card shall be valid for a period of 2 years.

8.WEAPONS FOR GAMING:

a) Quintain lances- May be made of fiberglass or Rattan. Wooden lances are permitted only if they have been manufactured from a piece of wood that has an original minimum diameter of 3" or more. No premanufactured wooden dowels or closet rod type lances will be allowed for lances.

1. Minimum diameter at the tip shall be no less than 2".

2. Length shall be a minimum of 8' and a maximum of 15'.

b) Ring lances*- may be made of wood or fiberglass, wooden dowels or closet rods are permitted for construction of ring lances.

1. Minimum length 7' maximum length 10'

2. Minimum tip diameter is 1/2"

c) Other weapons- refer to Meridies Book of the Horse, The Kingdom of the Middle Equestrian handbook, The Kingdom of Caid Equestrian Event Handbook for guidelines on weapons for games not addressed above*.

d) Riders must always swing away from the horse when using a sword, swinging towards the horse is expressly forbidden.

*IKEQC RULES WILL GOVERN WEAPONS FOR THOSE SPECIFIC COMPETITIONS.

9. RIDER AND OTHER AUTHORIZATIONS:

A) Riders will be authorized according to the SCA-WIDE REGULATION HANDBOOK.

B) Minors will be governed by the SCA-WIDE minors policies. Refer to SCA-WIDE REGULATION HANDBOOK.

C) Pages will be authorized in the following manner.

1. A minor will not, under any circumstances, act as a page!

2. An Equestrian Marshal will conduct the authorization process. The page authorization will consist of these 2 criteria.

Demonstration: The page will lead a mounted authorized rider through the Behead the Enemy course at a walk. The page will also lead the horse on a straight line at a trot and then bring the horse back down to a walk. The page will back the horse, and turn it 90 degrees left and then 90 degrees to the right. The page will be approached by an individual on foot, and demonstrate how to make sure they are being safe around the animal.

Verbal Quiz: The page will be asked safety questions, how to evaluate a crowd, how to clear a path for an oncoming horse, how to analyze signs of nervousness of the horse and what to do if the horse gets away.

Upon satisfactory completion of these criteria the page will be issued an equestrian card. The page shall present this card to the marshal in charge of each event to act in the capacity of a page.

D) Miscellaneous Authorizations will be conducted on an as needed basis and criteria will depend on the jobs needed for an activity.