

## Gulf Wars Equestrian Operating Procedures v3.1

Developed December 2012  
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These procedures define how certain equestrian activities are conducted at the Society for Creative Anachronism, Inc (SCA) event "Gulf Wars". The specific activities defined are conducting mounted security patrols, the general riding of the Gulf Wars event site, participation at equestrian activities away from the barns and arenas, and participating with your kingdom in particular events such as court or marching to battle. It also covers the rules of the barn.

### 1. PROOF OF EQUESTRIAN AUTHORIZATION

- a) Horse owners whose Kingdoms-of-residence have an equestrian authorization program must show their authorization card at Equestrian Check-in.
- b) There will be no original Equestrian Authorizations at Gulf Wars with the following exceptions:
- Kingdoms with equestrian authorization marshal(s) in attendance may do \_\_\_\_\_ authorizations if they have time and are willing. They are not required to take time out of their war to do authorizations. Riders must make individual arrangements with one of their kingdom's Authorizing Marshals, and also find a open time in an arena.
  - If there are no authorization marshals from a rider's kingdom available, but there are authorizing marshals from other kingdoms willing to do an authorization, the rider needing an authorization must get approval from the KEOs and Earl Marshals of both kingdoms for the marshals to do an authorization.
  - Kingdom with no active program for a given activity, and therefore no way for their riders to become authorized in said activity, may arrange for authorizations in those activities to be done at GW when specifically coordinated by the Kingdom Equestrian Marshal and Earl Marshal of both kingdoms, and the specific marshals teaching that activity and willing to conduct authorizations.

**Commented [MM1]:** Why limit it to rider and games? They should be able to authorize in any form per their kingdom. Also, this wording would eliminate authorizations in jousting, archery, etc. "Upgrades" is not defined. Changed the wording to hopefully be more clear.

### 2. MOUNTED SECURITY RULES

- a) Volunteers for mounted security must be authorized riders with at least a Mounted Games authorization.
- b) Volunteers must either own their mount or have the permission of a horse owner to use theirs on patrol.
- c) Volunteers must both attend a mounted security orientation class and pass a horse/rider mounted site ride authorization before being allowed to make patrols. The orientation is required before passing the horse/rider mounted site ride authorization. The authorization is to ensure that horses participating in patrolling the site are not easily frightened and riders are able to control their mounts.
- d) Volunteers must sign up for a shift at Security Point.
- e) Volunteers must pick up a radio at Security Point BEFORE starting on patrol. The Equestrian Mic may radio Security Point that a patrol is on its way to pick up their radio.

f) Volunteers may patrol in groups of 2, 3, or 4. Only one rider of the patrol needs to carry a radio. No more than four horses may be in a single patrol. No single riders may be on patrol. There will be no bunching up of patrols.

g) Patrols may meet to exchange information but must not obstruct foot or vehicular traffic when doing so and must separate as soon as possible.

h) Riders may not enter camps or merchant rows even if requested to do so by persons in those areas. Get on the radio and call for a security golf cart patrol.

i) Patrols must maintain vigilance and identify the locations from which manure needs to be collected at the end of the patrol. The manure will be picked up in a timely manner at the end of the patrol. If a returning patrol hasn't already radioed the manure location details back to the EqMiC for prompt collection, they will coordinate with the EqMiC upon their return and assist with collection as required.

j) The EqMiC will make every effort to coordinate for use of a golf cart for manure recovery duties. This will speed the collection efforts and reduce any potential issues with pedestrians.

k) Volunteers riding night patrols must have bells attached to their horse's harness and must carry a flashlight. These items are to be provided by each rider. Light sticks are also a good idea to put on harness.

l) Some areas of the site are open for mounted patrols and some are not. The Mounted Security Coordinator will advise all volunteers at the orientation class of permissible areas after consultation with the event Autocrat.

m) The above rules apply to those equestrians assisting in the parking areas also.

### 3. CONDUCTING MOUNTED RIDES THROUGHOUT SITE

a) Riders who want to ride the site beyond the designated Equestrian area must be authorized in Mounted Games.

b) Riders must either own their mount or have the permission of the horse owner to ride the site.

c) Riders must both attend a mounted site ride orientation class and pass a horse/rider combined mounted site authorization before being allowed to ride the site. The orientation is required before passing the horse/rider authorization. Riders who have attended the mounted security orientation and passed the horse/rider authorization for mounted security do not need to attend the mounted ride orientation or pass a second horse/rider authorization. The authorization is to ensure that horses participating in riding the site are not easily frightened and riders are able to control their mounts.

d) Riders may ride in pairs and up to six (6). No rider may ride the site singly.

e) Riders may not enter camps or merchant rows even if requested to do so by persons in those areas.

f) Riding the site is only allowed during daylight hours. Night riding of the site is only for mounted security patrols or for specific planned equestrian events such as a torchlight tournament.

**Commented [MM2]:** Strobes are a terrible idea for both people and horses.

g) Some areas of the site are open for riding and some are not. The areas which can be ridden will be covered in the orientation class.

h) Riders simply riding the site must carry plastic bags and scoops to collect manure as they ride. At least one member of each group should have the ability to re-mount after getting down to perform such duties. If any manure is left, riders must immediately go back after their ride and dispose of the manure.

i) When possible, it is advisable to have a halter on the horses being used to simply ride the site, and for riders to carry a lead rope with them, in order to provide for the potential requirement to lead a horse back to the equestrian area.

j) Riders must coordinate their ride with the Equestrian MiC, who will notify Security Point of the route and duration of the ride before riders depart.

#### **4. PARTICIPATION IN EQUESTRIAN ACTIVITIES AWAY FROM THE EQUESTRIAN AREA (BARN AND ARENAS)**

a) Riders who want to participate in approved equestrian activities that are conducted at locations away from the equestrian area must be authorized to participate in Mounted Games

b) Those riders going to participate in specific activities do not need special approval/permission to attend those events, but should travel from the equestrian area to the activity muster area in groups between 2 and 6 horses.

c) Riders who ride out of Kings Arrow Ranch, often on the dirt roads into the timber lands beyond Wagon Killer Road, are individually responsible for mishaps or issues that arise. The SCA is not responsible for activities that take place off the event site. It is suggested that they inform someone they know if they are riding offsite, including where and when they expect to be back, for safety.

#### **5. HORSES AT COURT, RIDING WITH THE ARMY, AND WATCHING BATTLES**

a) Kingdoms are allowed to have their mounted cavalry participate in (or simply attend) their court or ride with the kingdom army to (and watch) a battle.

b) Any kingdom wanting to have horses at court cannot have court in the kingdom encampment but must have court away from the camp area. When a kingdom wants to have horses at court, it must have a specific area designated for the horses to stand while attending court. This area must have an easy "escape" route (away from the populace) to take horses away quickly if the need arises. The kingdom also must have notified Security (Watch) 24 hours in advance of court, no exceptions.

c) Any kingdom wanting their cavalry to ride with the kingdom army to a battle must have a designated cavalry muster area for the cavalry to stage in, with ample room and one that does not hinder the foot traffic also mustering for the army's march to battle. During the march to a battle, the cavalry may ride anywhere in the army's formation, but must remain together and may not have individual horses spread up and down the kingdom's column(s). The kingdom also must have notified Security (Watch) 24 hours in advance, no exceptions.

d) Kingdoms who desire their cavalry to watch a battle should coordinate an area for the cavalry to stand while the battle is conducted. This area should have an easy "escape" route (away from the

others watching the battle) in order to take horses away quickly if the need arises. The area must be approved by the Autocrat.

e) The EqMiC or an Eq Marshal designated by the EqMiC must approve the site for court, the muster site, or the site from which to watch the battle.

f) The desired goal is for a kingdom to plan ahead of time, including having a pre-planned route, so that the Watch can be aware of what will be happening and the kingdom's populace can know what will be going on – when and where, so that if they don't want to deal with horses or manure they can stay away from that area/route at that time. If possible, have all the routes and details worked out by Tuesday afternoon of War.

g) The EqMiC must be notified that riders plan to ride with an army or attend court, and each rider must pass a horse/rider combined authorization before being allowed to ride with the army or attend court. This authorization is to ensure that horses participating in court or riding with the army are not easily frightened and riders are able to control their mounts.

h) The process for reaching decisions about new and substantially different types of equestrian-related activities that may involve multiple aspects of the war including horses, non-riders, and non-equestrian areas shall be jointly discussed and resolved by the Autocrat, the Marshal in Charge, the Equestrian Steward and the Equestrian Marshal in Charge.

## **6. RULES OF THE BARN**

a) Never disturb a horse or its tack without the permission of its owner. This particularly applies to feeding them, especially when they have a bit in their mouth.

b) Minors under the age of 12 should always be under adult supervision while in the Equestrian area.

c) Please do not feed or touch any of the horses without permission from the owner.

d) A red tassel on a horse indicates that the horse may bite or kick. Do not approach this horse.

e) Horses may kick and/or bite when startled, so stay clear of the front and back unless told it is OK to approach the animal

f) Horses can startle easily. Do not run, jump, yell or make sudden movements around the barn.

g) The barn closes at sunset to everyone except horse owners.

h) There will be no loud parties or drumming in the Equestrian area after 10:30 pm.

## **VERSION CONTROL:**

– Version 1.0. (December 2012) Developed by Master Rhys Terafan Greydragon, GW XXII EqMiC, and Lady Helena de Navarre, Gleann Abhann KEO. Reviewed by Meister Frederick Alton and Master Erik of Telemark, GW XXII autocrats, and Mistress Arabella de Siena, SEO.

– Version 1.1. (March 2013) Addition of section 5, Horses at Court, Riding with the Army, and Watching Battles and Section 6, Rules of the Barn. Reviewed and approved by Master Frederick, GW XXII CoAutocrat.

– Version 2.0. (December 2013) Changes made to the number of mounted security riders that can be in a group. Reviewed by Honorable Lord Gavin Mac Giolla Ruaidh and Master Morgan of Ospray GW XXIII autocrat staff.

– Version 3.0. (April 2014) Minor updates by Master Rhys Terafan Greydragon, GW XXIII Deputy EqMiC, after GW XXIII and final feedback from Autocrat and the Watch Commander. Addition of Section 1, Proof of Equestrian Authorization.

– Version 3.1. (February 2020) Single addition of section 5.h. “new activities” and reformatting of 3.h-j. by Lancer Gwendolyn of Shadowed Stars, GW XXIX EqMiC.