

SCOUTING RULES and CONVENTIONS for the EAST KINGDOM -

PURPOSE: As was historical, the primary role of a scout is to gather and relay information swiftly and without direct engagement. This means: 1. traveling, 2. assessing, and 3. reporting on what has been observed. Scouts may also be called upon as messengers between units or commanders.

1. RULES OF THE LIST FOR SCOUTS

- a. All scouts must be authorized HL fighters of the East Kingdom in at least one weapons form.
- b. Scouts must have gear inspected under normal East Kingdom HL guidelines for combat archery (demi-gauntlets accepted).
- c. All scouts must meet the minimum standard for protective equipment, as detailed in the Society Marshal's handbook for a heavy weapon fighter.
- d. All Scouts must have a minimum of 4 (2" x 3") white diamonds on their helm displayed so as to be seen from front back and both sides. It is REQUIRED that Scouts wear tunics or tabards displaying a large white diamond on front and back so as to be readily identifiable to melee combatants.
- e. Scouts SHALL NOT carry any weapons (personal or otherwise)
- f. Scouts cannot kill anyone (including other Scouts).
- g. Holds apply to Scouts in the same manner as a heavy list fighter.
- h. In order to kill a Scout a fighter may simply enter within 10' and declare, "SCOUT, YOU ARE DEAD!" whereupon the Scout will fall to the ground as appropriate.
- i. A Scout, likewise, upon recognition of an enemy within 10', shall declare loudly "SCOUT, DEAD!" and fall to the ground as appropriate.
- j. When a Scout is killed, his/her information is lost until field reassessment is re-obtained (i.e. all previous information is lost).
- k. Scouts unfairly attempting to flee or ignoring the "death call" may be engaged as any other HL combatant BUT ARE ALREADY DEAD. Excessive force is NOT permitted (see below)
- l. If actually struck inappropriately by a fighter with a weapon other than a missile, Scouts will die accordingly, cover up, and yell "MARSHAL! SCOUT DOWN!" as loud as possible.
- m. Fighters who hit Scouts unfairly and intentionally will be subject to marshal's review, possibly reprimanded, ejected from the battle, and/or have their authorization revoked. Scouts should die when appropriate and melee fighters are reminded of their chivalric duty to never strike an unarmed opponent (particularly one incapable of ANY defense). If needed in the fray of combat, severely pulled "love taps" are the maximum force allowed on any Scout.-
- n. A Scout that is inadvertently struck on any legal target area of their body by any missile weapon (friendly fire included) is dead.
- o. A Scout may not be (vocally) declared dead if he/she has a friendly fighter between themselves and the enemy fighter, even if the enemy fighter is within 10' of the Scout.
- p. Scouts shall not act as a living "pavise"(a "human wall" that archers hide behind)

2. EQUIPMENT

- a. The Minimum Protective Equipment for Scouts is Society-minimum armor for heavy weapons combat archer fighters (i.e. demi-gauntlets accepted).

3. COMMAND STRUCTURE: Two types of Scouts shall exist in the East Kingdom, Individual and Royal.

- a. Individual Scouts
 - i. Individual Scouts are assigned, deployed, utilized or associated with whatever unit or group they desire.

- ii. Individual Scouts have no special access to Royalty nor heightened rank or privilege.
 - iii. Individual Scouts must follow the same rules of protocol and safety as any other East Kingdom HL fighter except as noted in the EK Scouting Rules
- b. Royal Scouts:
- i. Royal Scouts are effectively property of the Crown
 - ii. Royal Scouts report directly to the King but usually through the ranking Kingdom Scout Commander
 - iii. Royal Scouts are effectively considered “under orders of the King”.
 - iv. Royal Scouts literally carry the voice of the East Kingdom Royalty and as such are to be treated with according respect, preference of voice, and access to commanders.

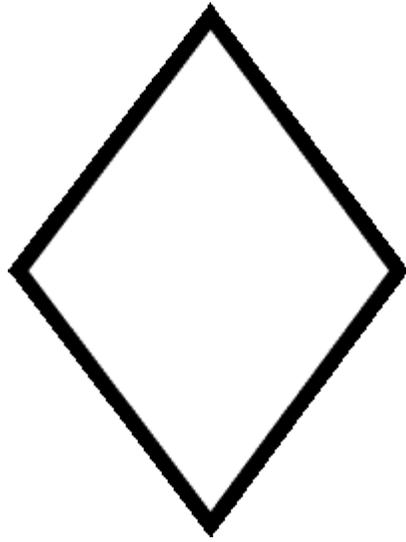
4. SCOUT AUTHORIZATION

- a. Scouts are required to follow the East Kingdom Rules of Combat as defined by the Kingdom Earl Marshal and amended with the East Kingdom Scouting Rules.
- b. The Kingdom Scout Commander (or his designee) shall authorize all Scouts in the East Kingdom.
- c. Authorization shall include but is not limited to testing of:
 - i. Knowledge of all safety requirements applicable to Scouts, allies and opponents.
 - ii. Knowledge of the specific Scouting Rules.
 - iii. Effective understanding of Royal etiquette and protocol appropriate to their role.
 - iv. Ability to give a proper Salute Report (detailed below)
 - v. Working knowledge of East Kingdom Hand Signals (detailed below)
- d. **Salute Report:** The most practical report format is known by the acronym SALUTE and includes the following details (usually in this precise order):
 - i. **Size:** How many men in the enemy unit, estimated in increments of 5.
 - ii. **Activity:** What are they doing? Moving in column/mass, setting up a defensive position, guarding the banner.
 - iii. **Location:** Where are they? Use a map, if available. If not, describe their position as accurately as possible.
 - iv. **Unit:** Who are they? Which Kingdom? Which Barony or Shire? Which Household? Are there any knights, kings, etc. with them? If you don't know specifics, describe unit insignia.
 - v. **Time:** How long ago did you see them? Remember the time limit on intelligence.
 - vi. **Equipment:** How are they armed and armored? Were they a heavy shield wall with spears and polearms, or were they a light skirmisher team with katana and two-sword?

EXAMPLE: “Sir, fifteen men are moving up the causeway. Mid-realm, but I don't know what unit. There is one knight with them. I saw them about three minutes ago. It's a mixed unit of shields and poles, mostly light armor.”

All these points are important to your commander in determining his response to the enemy presence.

- e. **Hand Signals:** The East Kingdom uses a fairly standard system of hand signals to communicate over distance known as EK Core Hand Signals
 - i. Every EK is required to have proficiency in the use of the Core Hand Signals
 - ii. Hand signals, although period for some cultures, should not be solely relied upon as proper scouting technique.
 - iii. Additional unofficial hand signals may/should develop over time denoting specific targets, leaders, terrain and other specifics.
 - iv. Such hand signals shall NOT be included as part of the permanent “EK Core Hand Signals”.



EAST KINGDOM CORE HAND SIGNALS

#	Command	Description	Picture
1	Understood/Affirmative	Thumbs up	
2	Disagree/Negative	Thumbs down	
3	I Do Not Understand	Both palms down and fingers pointed outward. Palms inversed simultaneously to upward with fingers still outstretched. (also known as “WTF”)	
4	Halt and Listen	Hand raised, fingers curled with thumb tucked.	
5	Numbering 1-100	Using left hand, thumb equals 5, fingers equal 1- Using right hand, thumb equals 50, fingers equal 10	
6	Drop & Take Cover	On one hand, fingers outstretched with palm down. Move palm downward	
7	I Hear Something	Cup your ear with your left hand; point in the direction of the sound with your right hand.	
8	I See Something	Point left hand to eyes; Point right at whatever it is you see.	
9	Spreading Out	Fingers upraised on both hands, palms together moving outward	
10	Closing Up	Fingers upraised on both hands, palms together moving inward	
11	Enemy	Hand holding the throat	
12	Banner is Sighted	Right hand spread and fingers shaking to imitate a banner	
13	Rally Point	Index finger upward on left hand, circle finger	
14	Marshal	Finger and thumb circled over eye	
15	Royal	Palm inward swaying right to left (“Royal Wave”)	
16	Warlord/High Commander	Gun symbol with 3 fingers	
17	Unit Commander	Gun symbol with 2 fingers	
18	Knights	Gun symbol with 1 finger	
19	Soldiers	Right thumb pulled out of circle of left hand thumb and fingers	
20	Ignore/Non-Value Target	Little Finger uplifted	
21	Shields	Palm inward fingers upright, bouncing hand right to left	
22	Poles	Left elbow down, hand raised bouncing up and down	
23	Archers	Shotgun pump	
24	Siege	Left arm horizontal touching right elbow. Right hand making catapult motion upward	
25	Scout	Fingers and thumbs making diamond	
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Additional Guidelines/Suggestions for EK Scouts

1. The Minimum Protective Equipment for Scouts is Society-minimum armor for heavy weapons combat archer fighters (i.e. demi-gauntlets accepted).
2. SCOUT EQUIPMENT
 - a. An Olive Drab, or like muted color, tabard/tunic with a large (1' x 8" min) white diamond on chest and back.
 - b. Duct Tape, Zip strips and cording to assist with fighters making armor repairs. You may not bring any blade on to the battle fields. This is strictly prohibited.
 - c. Basic kit for First Aid. Tape, Gauze, Band Aids, and the like.
 - d. A canteen or water skin of at least 1-quart capacity. You may water fighters during battle, when appropriate and when it can be done safely. A Camelbak or other "hydration pack" is an excellent option.
 - e. Stopwatch (preferably one that counts down).
 - f. Map of area/battlefield. The Kingdom Scout Commander may have copies before the woods battle and at woods walks
 - g. If available, medications such as Inhalers or Epi Pens (for bee stings) etc, may be carried by Scouts but do not administer – instead provide to an individual in need or medical professional.
 - h. As noted before, Scouts may not carry a weapon of any kind
 - i. Additionally, walking sticks and folding knives are forbidden for safety reasons.
3. SCOUT CLOTHING
 - a. Modern camouflage clothing (modern woodland, tiger stripe, Rhodesian, etc.) is strictly forbidden
 - b. Close (but not tight) fitting tunic and pants of lightweight, breathable cloth (cotton, poly/cotton, linen, etc.) are recommended.
 - c. Colors should be subdued tones of green, brown, tan, gray, and black.
 - d. The cloth should have a flat finish rather than a glossy or shiny one.
 - e. Avoid bright metal buttons, belt buckles or colorful favors and unit insignia
 - f. Avoid bright colors, loose, flowing garments, kilts, dresses, shiny jewelry, etc.; anything that might catch on something, or give away your position.
4. MOVEMENT
 - a. STAY OFF THE TRAILS! – Instead, walk parallel to the trail 5 to 10 meters away to allow hiding as well as observation.
 - b. Move as smoothly as possible:
 - i. Quick, jerky movements tend to attract attention
 - ii. Walking with knees bent some of the shock with your legs to be displaced and thus a more even gait.
 - c. Be certain of footing:
 - i. Keep weight on trailing foot until the leading foot (the one moving) is firmly planted.
 - ii. Avoid stepping on logs, fallen branches, piles of dead leaves, loose gravel, and rocks which could shift under weight causing detection or injury.
 - iii. should be traversed with care, for such conditions hold the trace of your passage long after you've moved on. Additionally, high grass can hide obstacles which can cause injuries.
 - d. Disturb as little as possible while you are moving:
 - i. Soft loose earth, wet, muddy ground, high grass, matted grass, broken twigs, and displaced underbrush may alert the enemy.
 - ii. The cracking or swish of broken and bent branches, as well as their movement may also alert the enemy - Go under or around brambles and low hanging branches rather than pushing them aside.
 - e. Choose routes carefully:
 - i. Rule of thumb is to "cover the most ground with the least noise while staying unobserved"
 - ii. Move from cover to cover

iii. Keep at least one escape route open in the event of discovery.

5. COVER

- a. The critical area for observation is generally only 2' to 7' above the ground.
- b. In order to minimize notice, outside this critical area (either above or below) is optimal for remaining unnoticed.
- c. It is not recommended that scouts climb trees (wearing a helmet and carrying extra gear).
- d. Scouts should attempt to get low to ground when possible.
 - i. Hide behind the base of a tree or under low hanging branches or bushes.
 - ii. Kneel down in ditches, behind stream banks or deadfall.
 - iii. Attempt to blend with the cover you have available.
- e. When traversing ridgelines or hills, move parallel to the crest, at least as far below the crest as you are tall.
- f. If you have to cross over the crestline, get as low as possible - silhouetted against the sky will likely mean instant observation.
- g. If you are above a trail or road (looking down) it is still necessary to get as close to the ground as possible, particularly if there is little to no masking terrain behind.
- h. Remain still whenever possible
 - i. Move only your head and eyes if possible for the task required.
 - ii. Listen carefully for sounds of the enemy's passage
 - iii. Kneel on one knee, and be ready to move quickly if you are spotted. Do not sit or lie prone unless absolutely certain of cover or able to flee very quickly.
 - iv. Once in position, don't move any more than necessary to prevent cramping or putting legs to sleep.

6. OBSERVATION

- a. Signs of Enemy Presence - As you make your patrol sweep, stop occasionally to look and listen for:
 - i. Patterns of light and shadow
 - ii. Movement
 - iii. Contrasting colors (tunics, favors, shields, armor) shine/glare (uncovered skin, armor- particularly helmets, knight's chains, weapons, eyeglasses)
 - iv. Outline (men, armor, shields, weapons).
 - v. Sounds of men talking
 - vi. Footfalls
 - vii. Armor and weapons clattering
 - viii. Underbrush rustling or breaking can often be heard before the men making the noise can be seen.
- b. Signs of Prior Passage - Also, look for traces of the enemy's passage, particularly early in the battle, before the signs get too confused such as:
 - i. Broken or flattened vegetation,
 - ii. Footprints
 - iii. Dropped/lost armor or equipment
 - iv. Fall marks
 - v. Snagged cloth or threads

(Note: Tracking is a highly developed and specialized skill, which takes years of long, hard practice to acquire. It is of limited use in an SCA battle but you MIGHT get lucky.)
- c. Enemy Discovery - Once you have discovered the enemy:
 - i. Keep them under observation for as long as practical.
 - ii. Take note of numbers, disposition, unit make-up, etc.
 - iii. Listen to what they are saying if you can get close enough.
 - iv. Make note of who is in command/giving orders.
 - v. Mentally checklist all the necessary items to give a detailed report of what is occurring.
- d. Returning for Report - Once observations are complete, return for reporting is critical.

- i. Back away slowly and carefully until the enemy is out of sight, or if he is moving, let him pass you by. Then, get smoothly, and carefully to your feet, and get back to your unit.
 - ii. Intelligence has a very short expiration time, roughly 2 to 5 minutes. You've got to get your information back to your unit commander within that time limit if it's going to be any good at all.
 - iii. Move as quickly as practical without attracting attention, and take the most direct route possible back to your unit. Avoid contact with enemy units or scouts along the way.
 - iv. If spotted and pursued, remain calm and move swiftly; panic, while a natural instinct, can lead to injury of yourself or others.
- e. Escape Routes – Any exit point should be chosen, if possible, from terrain which is easier for the scout and more difficult for the pursuer:
- i. Run downhill if possible particularly if it requires opponents to run uphill.
 - 1. Speed is a scout's ally
 - 2. More heavily encumbered opponents will encounter balance issues when running downhill
 - ii. Crossing bogs, swamps, or open water which most fighters are reluctant to enter may deter pursuit.
 - iii. Restricted terrain like close standing trees or thick brambles will slow an encumbered opponent.
 - iv. DO NOT lead the enemy back to your unit - pick another direction. And remember fighters have armor that will protect them from much of the terrain that you may not be.
 - v. In sunny conditions, strong patterns of light and shadow can be used to aid in escape:
 - 1. Run in a straight line for a short way, and then veer off to follow an area of shadow. Such actions will temporarily confuse a pursuer's eye providing valuable seconds.
- f. Returning to Duty – After escape, attempt to regain cover while preparing to flee again if necessary. NOTE - Some scout killers call out to their quarry, even if they have lost them, hoping to make the scout nervous enough to give him/herself away. When you're under cover, STAY PUT, until you are certain that you can escape unseen, or you are forced to run.
- i. Once you've evaded pursuit, get back to the job at hand. Take a slightly circuitous route back to where you were jumped, and get on with what you were doing.

7. REPORT TECHNIQUE

- a. Reports should be given in a clear, concise, accurate manner, and should be free from embellishments or exaggeration.
 - i. Initial reports should use the Salute Report protocol followed by formal/informal questioning.
 - ii. Report should be given to unit commanders without their need to ask.
 - iii. Do not report to the shield wall, skirmishers, or reserves - Report directly to your commander, and make your report clear, discreet, well mannered and professional.
 - 1. The Scout should report to the appropriate commander in the following manner:
 - a. Make direct eye contact and salute (which will identify you as a Scout)
 - b. Speak clearly in a low, soft voice although loud enough to penetrate helm.
 - c. Identify (verbally) oneself swiftly as a Scout and name. ("Scout Frumblefoot reporting...")
 - d. USING THE SALUTE REPORT PROTOCOL, provide details.

EXAMPLE: "Sir, fifteen men are moving up the causeway. Mid-realm, but I don't know what unit. There is one knight with them. I saw them about three minutes ago. It's a mixed unit of shields and poles, mostly light armor."

- e. Await questioning or dismissal (either directly or indirectly)
- 2. Remember, the enemy has scouts as well. Be clear but discreet.

Note: "The whole damn Mid-Realm army is coming up the hill!" is not an acceptable report (unless the whole damn Mid-Realm army really is coming up the hill!)

8. CARRYING MESSAGES

- a. Scouts as Message Carriers: A second (and perhaps equally valuable) role of SCA Scouts is to carry messages between various commanders.
 - i. Duty and honor - Messengers are either Individual or Royal Scouts similar to their other role in responsibility
 - 1. If called upon by others outside their command, Scouts must use judgement regarding loyalty and duty.
 - 2. If you are called upon to carry a message from one unit to another, a Scouts primary duty is to their commander (either individual or Royal).
 - b. Messages: Messages have a very short expiration time and must be delivered without delay:
 - i. When given a message to carry, repeat it back word-for-word.
 - ii. Written messages should be avoided as non-period.
 - iii. Scouts should move as quickly as safely possible and take the most direct route to their destination.
 - iv. Messages should be delivered only to their desired target.
 - c. Message Delivery Report: The Scout should report to the appropriate commander in the following manner:
 - i. Make direct eye contact and salute (which will identify you as a Scout)
 - ii. Speak clearly in a low, soft voice although loud enough to penetrate helm.
 - iii. Identify (verbally) oneself swiftly as a Scout and name. (“Scout Frumblefoot delivering a message from <specific name>...”)
 - iv. Repeat message verbatim
 - v. Await questioning or dismissal (either directly or indirectly)
9. BATTLEFIELD IDENTIFICATION: Before the battle, it is important you get a visual on those you are most likely to have to report to:
- a. Identify Personae:
 - i. Locate Royals – see what they are wearing today.
 - ii. Unit commanders of every level should be identified (ASK if you do not know!).
 - iii. Locate and identify the Scout Commander (even if you are reporting solely to your unit) as they may be aware of more than you know and can aid you in your role even as an Individual Scout.
 - iv. Locate key Enemy targets if possible for specific identification. (i.e. Significant difference in the firepower at Pennsic of the King of the Midrealm and the King of the West)
 - b. Identify the Battlefield:
 - i. Walk the battlefield/woods and try to commit to memory the terrain/logistics.
 - 1. Make notes as to possible observation points, troop assembly or placement areas, impediments to troop movements, escape routes, etc.
 - 2. Be alert to hazardous conditions. Report these to surgeons, the marshalls, and to Scout Command.
 - 3. Obtain a copy of the battlefield and identify key points, landmarks, Bridge numbers, etc. (example: Is Bridge 1 the nearest or furthest of the bridges?)
 - c. Scout Commander:
 - i. Know who your Scout Commander is and if they have any plans that you will need to keep in mind as you Scout for your unit:
 - 1. Often unit scouts need to be in sync with the Scout Commander and other Scouts on the field.
 - 2. Before each battle, the Scout Commander (who is in direct communication with the Battle Commander) will muster ALL scouts for a briefing of that battles objectives.
 - 3. Unit commanders are also welcome at this meeting.
 - d. During Battles:
 - i. A Scout should keep track of the main objective assigned specifically to them before the battle began:

1. Assigned to unit commander.
2. Observing a specific opposing unit.
3. Observing a command point.
4. Locating banners
5. Monitoring troop movement
6. Other (counting troops, assessing strengths, etc.)