

Kingdom of the Outlands
Rapier Marshals Handbook

A Guide



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This guide was compiled using the Corporate Rules for Rapier Combat 2/2/00, the Outlands Rules of Rapier Combat 3/9/02, Outlands Kingdom Law, and the original Marshal's Handbook written by Doña Rowazna Azqwau.

Cover picture from a facsimile of *Paradoxes of Defence* by George Silver, London, 1599

Field Marshal

Job Description: Field Marshals act under the direction of the Marshal in Charge upon the combat field to oversee the safety and orderly action of combat. These Marshals are responsible for the enforcement of the Rules of Rapier Combat.

There are specific requirements for becoming a Field Marshal in the Outlands. These are:

1. Thorough knowledge of the most current Kingdom rapier rules and regulations, and the Rules of the List.
2. Ability to run armor and equipment inspections.
3. Knowledge of tournament protocol.
4. Knowledge and understanding of the warning and suspension process, and the chain of command.
5. Passing the marshalling authorization process with an Authorizing Marshal.

Note that it is not necessary to be an authorized fencer to become an authorized fencing Marshal.

Duties:

Field Marshals are neutral observers of the combat, keeping an eye out for potential safety hazards on the field. They are not to disturb or distract the fighters except when they view any action that could possibly damage the fighters, their weapons, or the audience. To assist the Marshal in Charge, an authorized Field Marshal may also be asked to conduct armor inspections. There is an armor inspection checklist on pages 16-18 of this packet.

Some of the calls a Marshal is required to make are:

Matté or “Edge of the World”: Calls given when combatants are too near the edge of the field. This is merely a warning call and is not intended to stop combat.

Hold: A call given in any of the following situations to stop combat:

- Blades are broken, untipped, or bent excessively
- Skin showing on combatant
- Fighters are about to leave the field
- Another person, child, or animal is on the field
- Excessive anger
- Grappling or grabbing of blades
- Non-incident body to body contact
- Repeated refusal to acknowledge blows
- Kicking
- Excessively hard thrusts

- ❑ Punching, including bell, pommel, and quillion strikes
- ❑ Intentional movement from a kneeling position such as launching, running from an opponent, etc.
- ❑ Other things that could be considered a hazard to those on the field

Marshals must remember that the fight is between the combatants and not the marshals. Be alert and pay attention to the combat but do not disturb or interfere with the fighters unless you observe any action that could possibly damage the combatants, their weapons, or the spectators. If you do observe behavior or behaviors that are a breach of safety (such as, *but not limited to*, those listed above) you are required to call a hold and either fix the problem (such as skin showing) or issue a warning to the fighter whose behavior merits attention. Warnings about conduct should be reported to the Marshal in Charge.

For repeated or egregious violations any Field Marshal may remove a combatant from the field for a bout or from the list entirely. Again, the Marshal in Charge needs to know what is going on, and should be present if there have been warnings issued previously.

Removing a fencer from a list is a rather drastic step to take. Due consideration should be given to the circumstances surrounding the incident (such as fighters lunging simultaneously or poor footing), the relative experience of the fencers and their recent level of training, and past conduct. You absolutely should consult with the other Marshals present and the other combatants involved before taking such an action.

Field Marshals are an integral part of the safety of a tournament. They are also an important aspect of the attitude and general feel a tournament can have. Marshals are generally on the field for an entire round and are being viewed by the entire populace. Therefore their actions, as much as those of the fighters, are a reflection on the fencing community as a whole. Like the combatants, Marshals are enjoined to conduct themselves with honor and chivalry on the field at all times. It is recommended that Field Marshals carry a baton, and that they not take personal weapons onto the field of combat.

There is a specific protocol that Field Marshals need to follow while on the field.

Protocol Before the Bout

The Herald, or the Marshal acting as Herald, announces the names of the fighters. As the fighters come onto the field, scan their armor and weapons for problems. If they have not already done so, offer the combatants the opportunity to calibrate blows. The combatants are then requested to give the customary courtesies:

“Salute the Crown/Coronet.” (It is polite for the marshals to salute also.)

“Salute the one whose favor you bear.”

“Salute your worthy opponent.”

The Herald will then tell the fencers to heed the words of the Marshals and retire from the list. Once the Herald has given over the field to the Marshals and left the list, the

Marshals position themselves on either side of the combatants and lower their batons between them. One of the Marshals then asks for confirmation of preparedness from the fencers, and begins the combat. The usual litany is:

“Are you prepared, [NAME or MY LORD/LADY]

“Are you prepared, [NAME or MY LORD/LADY]

“Then in honor and chivalry, Alle !”

The batons are withdrawn, and the combat begins.

Please note that the combatants are required to give a verbal response to the “are you prepared” question.

Protocol After the Bout

In order to give all involved a fair chance to voice their opinions after a bout is over, the following is the closing protocol after a bout:

- First ask the fighter who took the wounding or killing blow “Are you satisfied?” As with the “are you ready” question, you need to get a verbal reply to this query.
- Then ask the fighter who initiated the wounding or killing blow “Are you satisfied?”
- Finally the marshals ask each other if they have any questions regarding the bout and its resolution.

If everyone is satisfied, announce the winner or inform the Herald of the victor so they may make the announcement.

If either fighter is not satisfied, they are to resolve the situation by discussion or by re-fighting the match. If asked by the fighters, the marshals may offer opinions at this time.

If the marshals have questions or concerns about the combat not brought up by the combatants, they should discuss them with the fencers on the field. Again, the question should be resolved by discussion or re-fighting the bout.

As with the fencers, if the Marshals are concerned or have any questions about the bout, but do not respond at this time, they have forfeited their right to speak on the fighter’s actions any further. All issues and questions about a particular bout should be resolved on the field at the time of the occurrence. Once the bout is over and the fighters walk off the field, that fight is over and all issues relating to it are considered to be resolved. Note that in some circumstances, it may be appropriate for the marshals and combatants to agree to continue the discussion off the field, in order to allow the tournament to continue. In this case, the Minister of Lists for the tournament should be notified in case the bout needs to be re-fought at the end of the round.

Marshalling Melees

Marshalling for melees is a bit more complicated than for the usual tournament list. Instead of keeping track of just two fencers, you will be monitoring multiple combatants and their varied weaponry.

Because melees can be visually confusing just due to the number of people and weapons on the field, it is required to have at least two marshals on the field for the first five people, and one for each additional group of five.

You'll want to monitor the same sorts of things you would in a tournament situation, with additional attention being paid to the state of people's tempers and the cleanness of their fencing. Because of their intensity, there is the tendency in melees to not be able to acknowledge blows as well and adrenaline will cause people to hit harder than they might normally. As with tournaments, fencers are expected to maintain control over their tempers at all times, and to have a care with blows and blow calling. The same procedure of warning and removal of combatants used during one-on-one fencing should be employed during melees.

There are some things that are permitted during melees that are not allowed on the tournament field. The first is "death from behind". This is a convention that needs to be determined and announced before combat begins, and all fighters are expected to know how to correctly perform this maneuver. Instructions for how to properly perform death from behind are included under *Marshalling Concerns, section d* of the current rules. A fighter who performs a death-from-behind improperly (i.e. - strikes his opponent in the back) should be removed from the melee and referred to the Marshal In Charge immediately.

Second is the use of mock-gunnery weapons such as rubber band guns or thrown weapons. These are considered to be "non-standard" weapons and can be allowed in melee combats by the Marshal in Charge, provided any spectators can be kept out of the potential range of fire of the projectiles. The weapons themselves must meet all of the usual non-standard weapon requirements. Again, use of these weapons should be announced beforehand so everyone knows what to expect. Under certain circumstances the Marshal in Charge may approve thrown weapons for use in special tournaments, such as escort tournaments.

Melee Protocol: Follow the same general protocol for the opening of a melee as you would with a tournament – ask for the preparedness of each of the sides and ask for satisfaction and questions when everything is all over.

Making Calls: Use the same standard for making calls of 'matté', 'edge of the world', or 'hold' that you would in a tournament. If the conventions and size of the combat allow it, holds can be made local (contained to a small area of the field where the problem is) rather than general (which stop the entire combat). Be sure you can make yourself heard over the combat when you make calls and be willing to make them. Safety, always the highest priority on the tournament field, becomes even more important during melees.

Combat Conventions: Make sure the conventions for each melee are spelled out at the beginning of the combat and that all fighters and marshals know what they are. Conventions can include but are not limited to: having the “dead” on or off the field, time limits, fields of engagement (i.e.- 120° or 180°), death from behind, and victory conditions that end combat.

Marshal in Charge

Job Description: The Marshal in Charge is an authorized Rapier Field Marshal who is in charge of the rapier activities at a specific SCA function (event, practice, or demo). This Marshal is specifically responsible for the general enforcement of all Rules of Rapier Combat, supervision of Field Marshals, equipment inspection, and the combatant suspension procedure. There must be a Marshal in Charge at every SCA function where there is rapier activity, and the Marshal in Charge should be present during every tournament held at an event.

The autocrat of a particular event usually chooses the Marshal in Charge. In the case of fighter practice, the Group Marshal is the default Marshal in Charge unless he or she has designated someone else.

Duties:

1. Setting up the fighting field, including setting up field markers, “walking the field”, and making sure any hazards are removed.
2. Making sure that fencers have green cards and that those cards are shown to the Minister of Lists (MOL).
3. Conducting armor inspection of the combatants or designating other marshals to do so.
4. Setting and announcing the rules of the tournament(s).
5. Arranging for additional Marshals to assist with field duty.
6. Making sure that the rules are followed by all combatants and Field Marshals.
7. Making a final event report to the Group Rapier Marshal once the event is over. This report should include such things as number of fencers, incidents that occurred, injuries and broken blades, if any, as well as any other details the Group Marshal might want or need.

Other responsibilities can include:

1. Arranging for a Minister of Lists (MOL).
2. Arranging for Waterbearers or for water to be available near the field.
3. Arranging for Field Heralds.
4. Knowing who and where the Chirurgeon for the event is.

You or the autocrat will need to arrange to have these positions handled before the event takes place. People much prefer to be asked before hand so they can plan to help, rather than being surprised by the request the day of the event. Make sure you know the location of the Chirurgeon so he or she can be reached quickly in case of an emergency. If there are no waterbearers detailed to the fencing field, be sure that there is readily accessible water nearby, or you’ll need to go looking for that Chirurgeon when someone falls over from heat exhaustion. You will also want to work closely with your List Minister and Field Herald (if you have one) to keep the tournament running smoothly.

Do remember to thank all these folks for their assistance – it is with their help that your tournament will run smoothly without you going nuts. A kind word goes a long way for the next time you need their help.

In addition to performing those duties that come with being a Field Marshal (see the Field Marshal section in this packet), Marshals in Charge are also expected to monitor the Field Marshals to ensure that they are conducting themselves in an appropriate manner. It is the responsibility of the Marshal in Charge to pull any unsafe Marshal off the field. To keep Marshals as alert as possible, the Marshal in Charge should rotate the Field Marshals; it is not advisable to have one Marshal on the field for an entire tournament. Also remember to take care of your own needs, such as getting off your feet on occasion, and getting enough water or sunscreen.

The safety of those on the field, both Marshals and combatants, is the ultimate responsibility of the Marshal in Charge of an event.

Warnings and Suspensions

If a Field Marshal issues a warning to a combatant, it is necessary for the Marshal in Charge to observe the warned fighter on the field. Should problems persist, either the Marshal on the spot or the Marshal in Charge is to remove the offending fencer from the field. A Field Marshal may remove a fencer from a round or an entire list. The Marshal in Charge of an event will then need to decide if the suspension is warranted at all or should be longer, and may prohibit a fencer from entering another list for the entire event. As noted in the Field Marshal section, due consideration should be taken of the entire situation before such a drastic measure is taken.

Should a fencer need to be suspended for any length of time (including the duration of a tournament), a written report about the problem must be made to the Kingdom Marshal of Fence within one week of the suspension happening. This report should be made in writing and include specific details about when and why the suspension was made, as well as the names of witnesses and their contact information.

Pulling a fencer from a list or practice, and/or taking his green card should not be the next thing you do after noticing or being notified of potential problem, however. Additional steps should be taken first which can include such things as: observing the fencer over a set period of time to see if the problem is chronic; talking to other fencers to see if they have had the same problems with him; talking to the fencer himself to see if he realizes there is a problem; recommending and assisting with additional training; and any other preventative measures that can be taken to preserve safety and save face for all involved. Please remember that a green card should only be suspended for infractions that could directly threaten the safety of the combatants or bystanders. Other infractions should normally be dealt with by working with the fencer to ensure that he understands the rules.

There are instances when removing a fencer from a practice or a list immediately is necessary. These are: loss of temper, egregious or repeated excessive force in shots,

deliberate aggressive body-to-body contact, failure to acknowledge a call of “hold”, consistently not acknowledging obvious hits or ignoring his opponents blows, and deliberate and repeated violation of the rules. Suspension or loss of green card may follow such an incident, but all factors must be taken into account first. Use common sense and consult with other marshals and combatants before making such a decision.

Group Rapier Marshal

Job Description: Group Rapier Marshals are authorized Field Marshals responsible for reporting and managing the rapier activities of a specific SCA Group (Barony, Shire, etc.) As an SCA officer they are required to fully understand and enforce current SCA Rapier Policies. The Group Marshal must be or assure that there is a Marshal in Charge at all required times.

Like any other group officer the Local Marshal for a group must reside in the recognized boundaries in the area that they serve.

Duties:

1. Reports monthly to the Kingdom Marshal of Fence, and the Knight Marshal and Seneschal of their local group. (See reporting information below.)
2. If the local group is attached to a larger group (such as a Canton or College is attached to a Barony), the Marshal for the smaller group should also send a report to their Baronial superior.
3. Once a year, in January, send a Doomsday Report recapping the year's events to all the people listed in one and two.
4. Be at scheduled fighter practices to act as the Rapier Marshal in Charge or arrange for someone else to do so. (See the job descriptions for Field Marshal and Marshal in Charge.)
5. If the group has equipment to loan, maintain that equipment, bring the gear to practices, and keep a current inventory list. Updated copies of this list should be given to whichever officer keeps track of things owned by the group.
6. Having spare copies of the rules to hand out to new fencers is highly recommended, as is keeping copies of the minor waiver forms.

Since the Group Marshal of Fence is the default Marshal in Charge at fighter practice, the safety of those fencing is her primary responsibility, just as it is for the Marshal in Charge at an event. The Local Marshal may also have to act as the Marshal in Charge at events in her area, or designate someone to do so, should the event's autocrat not make the appropriate arrangements.

Contact with potential new fencers also comes with the territory so Group Marshals should be prepared to assist those who express an interest in learning about fencing.

Minors 14 and older are allowed to fence and field marshal with parental knowledge and approval **and** the approval of the Kingdom Rapier Marshal. The minor's parent or guardian must have observed rapier combat and understand what it entails, then must fill out the proper forms. The parent or a designated legal guardian should also be present anytime a minor fences. The forms are included at the back of this packet. You'll probably also want to discuss the sorts of things we do as fencers with the adult, to make sure they are very clear about what it's all about. Once the youngster starts fencing, it doesn't hurt to keep a relatively close eye on them, to make sure they are learning the

appropriate things and are not going overboard in their enthusiasm with their new activity.

The specific rules about minor participation can be found in the Outlands Rules for Rapier Combat, *section B Combat Authorizations, section 11*.

Reporting

Local Rapier Marshals report to their local Seneschal and Knight Marshal on a monthly basis, and are expected to report to their Kingdom counterparts as specified by that officer, with the minimum being once a quarter. Usually the report presented to the local group at populace meeting can simply be sent along to the Kingdom office once a month.

Reporting does not have to be a complicated affair and really doesn't need to take much time. The minimum information that needs to be in the Rapier Marshal's report includes:

- Your name and the name of the group you are reporting for.
- Number of fencers and number of White Scarves in attendance. You should also note how many fencers are authorized, as well as what forms they are authorized in.
- Whether there were any injuries, broken blades or other incidents you feel are noteworthy.
- If there were any incidents, describe the nature of the incident, including any pertinent information. ***If the incident is serious, contact the Outlands Rapier Marshal immediately. Do not wait until your monthly report to tell the Kingdom Marshal about it.***
- If there are events with fencing at them during the month, it is good to include that information in the report, including who the Marshal in Charge was, the winners of the tournament, best death, and most chivalrous along with the usual injury and broken blade information.

You may also choose to include such information as attendance at classes if there are any and who taught, notes about war practices, and other things of that nature. Since the Kingdom Rapier Marshal cannot be at every practice every week, this is a good way to keep him or her up to speed on what is going on in your area.

Different Kingdom Marshals or your group's Knight Marshal may request additional information. Be sure to check with both to find out what sort of information they expect to see in your reports.

The annual Doomsday report recaps the group's fencing activities for the last year, discussing fluctuations in attendance, new members, and other such things. If the Group Marshal is ambitious, goals for the group may be outlined here as well, with progress towards those goals being reported during the year through the regular reports. The annual Doomsday report goes to the same people the monthly reports are sent to.

Authorizing Marshal

Authorizing Marshals are appointed only by the Outlands Rapier Marshal and are charged with the responsibility of authorizing rapier fighters for competition and Field Marshals to oversee safety and the orderly action of combat. Authorizing Marshals do not have any greater authority than any other Field Marshal by virtue of their status as an Authorizing Marshal. Thus, an Authorizing Marshal *cannot* revoke green cards unless he or she is also the Marshal in Charge of an event or practice.

If you are interested in becoming an Authorizing Marshal, you may contact the Kingdom Rapier Marshal to discuss specific duties.

Outlands Rapier Marshal

Job Description: The Outlands Rapier Marshal is the Marshal appointed by the Crown and the Earl Marshal to oversee rapier combat within the kingdom and is the only Marshal who may appoint Rapier Authorization Marshals.

The Kingdom Rapier Marshal is a Lesser Office of the Kingdom, under the Great Office of the Earl Marshal. General duties for all lesser offices are laid out in Outlands Kingdom Law and are listed below, along with other things that the Rapier Marshal is responsible for.

- Being responsible to a Great Officer of State.
- Maintaining informal contact with their corresponding Great Officer at least once every month.
- Retaining correspondence and keeping records of all activities carried on in the performance of their duties, which is turned over to their successor.
- Refraining from active involvement in internal policy decisions pertaining to their area of jurisdiction in the branch within which they reside.
- Maintaining a current roster of subordinate officers.
- Make written reports to subordinate officers, with copies to their corresponding Great Officer of State and the Society Deputy Marshal for Rapier, at least once every quarter.
- Set, maintain, and enforce the equipment specifications, fighting conventions, and Marshallate rules for fence.
- Be responsible for the authorization procedure of fencers and fencing Marshals.
- Report to the Earl Marshal, Society Deputy Marshal for Rapier, and subsidiary fencing Marshals concerning the growth and current practices of fencing in the Kingdom.
- Appointing and monitoring Authorizing Marshals (note that *only* the Kingdom Rapier Marshal can create Authorizing Marshals).
- Assuring that Local Marshals and Authorizing Marshals are properly executing their duties.
- Mediating in the green card appeal process.
- Keeping records of submitted reports and a list of authorized fencers, Marshals, and Authorizing Marshals.
- Advise the Crown regarding War efforts involving rapier combat as a member of the Outlands War Council.
- Collaborate with the Kingdom Rapier Marshals of Atenveldt, Caid, and Artemesia regarding the creation of rapier scenarios for Estrella War, and assist the Crown as necessary with treaty negotiations.
- Serve as one of the four Marshals in Charge at Estrella War.

Armor and Equipment Inspection Checklist

Being familiar with the Kingdom Rapier Rules is an important part of a Marshal's job. The following list has been developed based upon the Society and Outlands Rapier Rules to aid in the job of armor inspection. *This list should not be considered a substitute for having a good, personal knowledge of the rules.*

Each fighter needs to have his or her armor and equipment inspected for safety before going out on the field. Don't be afraid to turn someone away to fix tips, duct tape their sleeves, or to find a coif. If a blade has a questionable bend in it, don't pass it. As a Marshal, safety needs to be your number one priority. If you have questions about someone's armor or equipment, ask the Marshal in Charge, the Local Group Marshal or, if he or she is present, the Kingdom Rapier Marshal for assistance.

Overall:

- Make sure there is no skin showing anywhere on the fighter.
- There needs to be enough overlap between all armor pieces that no skin will show when the fighter is in motion.

Mask:

- Pressure check the grating by pushing on it with the fingers; if it can be pushed in, it may be unsafe.
- Have fighter shake his/her head to make sure the mask stays on securely. Masks should be additionally secured by tying them on or by an elastic strap at the back of the head. Note that a loose strap on the mask is not acceptable.
- If a drape is attached to the mask, it should be of puncture resistant material.

Throat:

- Must be covered by puncture resistant material such as a gorget, lower part of a hood, or the bib usually attached to the mask.
- Skin should not be visible when the fighter tilts his/her head back a reasonable amount. Use common sense when checking for this.
- If schlager or Del Tin blades are being used the throat *must* be protected by a rigid material backed by ¼ inch close cell foam or puncture resistant material. In addition, the cervical vertebrae need to be protected by rigid material. This can be provided by some combination of a gorget, mask or fencing helm and a drape or hood.

Back of the head:

- Coif or hood should be made of puncture resistant material and there should not be a gap between the coif and gorget.
- For schlaegers and Del Tins please refer to the section under "Throat".

Body, arms, and legs:

- ❑ Body needs to be covered by puncture resistant material.
- ❑ Arms need to be covered by at least one layer of abrasion resistant material.
- ❑ The armpit, to approximately one hand-span down the inside of the arm, must be covered with puncture resistant material.
- ❑ Legs need to be covered by at least one layer of abrasion resistant material.

Groin:

- ❑ Men: rigid protection is required. Make sure they have it, in addition to puncture resistant material.
- ❑ Women: must have puncture resistant material covering that area.
- ❑ The area to be covered by puncture resistant material for both men and women is best illustrated by the bottom point of a modern fencing jacket. Puncture resistant material is not required on the inner thighs or the buttocks.

Gloves:

- ❑ Cuff should cover sleeve completely.
- ❑ Should not have any holes.
- ❑ Be made of abrasion resistant material.

Feet:

- ❑ Make sure that the fighter won't trip over untied bootlaces and such.

Blades – includes épées, musketeers/double wide epees, schlagers (both oval and diamond cross section), Del Tin and Scotty practice blades, Zamorano blades, Hanwei blades, Safeflex rapiers, flexi daggers, Safelex daggers, and Scotty daggers:

- ❑ Make sure the blade is not a foil.
- ❑ End must be covered with a rubber or leather tip or button.
- ❑ Tips must be secured to the blade and covered with a color tape that contrasts the blade and tip. Not silver or black.
- ❑ Should not have nicks, rust, or pits.
- ❑ Should not have an “S” curve.
- ❑ May have a single gradual curve.
- ❑ Quillions must be no longer than 12”, must be blunted on their ends, and roughly centered on the weapon.
- ❑ On épées, any guard with holes large enough to allow an untipped blade through must have the holes covered. Schlaglers may have swept hilts.
- ❑ Make sure the blade is not a France-Lame, created after 1998 (they usually have the date stamped close to the tang).
- ❑ If you do not see a maker's mark on the blade of a heavy rapier, inquire as to the manufacturer to make sure it is on the approved list.

Defensive off-hand items:

Bucklers

- ❑ Should be no larger than 18” in diameter.
- ❑ Be approximately ¼” thick with no rough edges.

Cloaks

- ❑ Should look like a cloak.
- ❑ Should not have its edged weighted with such things as washers, chain etc.

Scabbard

- ❑ Must be covered with tape or cloth. At least one end should be covered so as to prevent the entry of a blade. (This is the end pointed at the opponent.)
- ❑ Length should be no more than one inch longer than the primary weapon being used; width of open end should be no less than ¾” around the outside diameter.
- ❑ Should be made of break proof material and covered with duct tape or cloth. Normally, scabbards are made of PVC pipe; however, lightweight wooden batons are also acceptable.

Non-Standard Equipment and Techniques

Non-standard equipment needs to be cleared with the Marshal in Charge. If a non-standard weapon is approved by the Marshal in Charge, it must still be considered acceptable to fight against by each opponent to be faced with the weapon. No one has to fight against a non-standard weapon if they choose not to, without forfeiting the match. The Marshal in Charge may revoke approval at any time he or she believes it is necessary or prudent to do so.

The non-standard weapon should meet the same standards as regular equipment – nothing that will trap or break blades, no edges that will tear armor etc.

Non standard techniques include tip cuts, push cuts, cloak throwing, and missile or thrown weapons. If someone wants to use tip cuts or push cuts or both during any combat, practice, or tournament, all that is required is agreement from his opponent and notice to the marshal on the field. Use of these techniques may also be set ahead of time as part of the conventions for a tournament or melee.

Should a fighter desire to use cloak throwing as part of either a tournament or practice, approval must be gotten not only from his opponent, but from the Marshal in Charge as well. The Marshal needs to consider the prevailing circumstances before agreeing to allow cloak throwing.

Missile weapons (rubber band guns, Nerf arrows, etc.) are for use in melees only.

The Society for Creative Anachronism, Inc.

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MINOR'S CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT

_____ (hereafter referred to as "the minor")

Print Minor's legal name

does hereby state that the minor wishes to participate in activities sponsored by the international organization known as the Society for Creative Anachronism, Inc., a California not-for-profit corporation (hereafter "SCA").

The SCA has rules which govern and may restrict the activities in which the minor can participate. These rules include, but are not limited to: Corpora, the By-laws, the various kingdom laws and the Rules for combat related activities.

The SCA makes no representations or claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by the SCA.

The minor's parent(s) or guardian(s) understand that all activities are VOLUNTARY and that the minor does not have to participate. It is understood that these activities are potentially dangerous or harmful to the minor's person or property, and that by participating, the minor's parent(s) or guardian(s) voluntarily accepts and assumes the risk of injury to the minor or damage to the minor's property.

It is understood that the SCA does NOT provide any insurance coverage for the minor's person or property, and minor's parents(s) or guardian(s) acknowledge that they are responsible for the minor's safety and the minor's own health care needs, and for the protection of the minor's property.

In exchange for allowing the minor to participate in these SCA activities and events, the minor by and through the undersigned, agrees to release from liability, agrees to indemnify, and hold harmless the SCA, and any SCA agent, officer or SCA employee acting within the scope of their duties, for any injury to the minor's person or damage to the minor's property.

This release shall be binding upon the minor, the parent(s) or guardian(s), any successors in interest, and/or any person(s) suing on the minor's behalf.

The minor's parent(s) or guardian(s) understand that this document is complete unto itself and that any oral promises or representations made to them concerning this document and/or its terms are not binding upon the SCA, its officers, agents, and/or employees.

PARENT OR LEGAL GUARDIAN MUST SIGN BELOW:

I, the undersigned, state that I am the parent or legal guardian of the minor whose name appears above. I understand that the above terms and conditions apply to the said minor and to myself. I further understand that said minor cannot participate under ANY circumstances in armored martial arts, any combat related activities, combat archery, or fencing without parental consent where such participation is allowed by kingdom law. The minor will not be able to participate in any SCA activities without entering into this agreement. This document is binding upon myself, the said minor and any person suing on behalf of said minor.

Minors Name (PRINT): _____

Birthdate of minor: _____ Home State of minor: _____

Legal Name (PRINT): _____

Parent/Guardian

Legal Name (SIGN): _____ Date: _____

Parent/Guardian

The Society for Creative Anachronism, Inc.

Medical Authorization for Minors

I, _____, the parent or legal guardian of
_____, a minor, so hereby authorize any one or more of
_____, _____, or

_____, as agents for myself in my absence or incapacitation to consent to any x-ray examination and anesthetic, medial or surgical diagnostic, or treatment and medical care which is deemed advisable by and is to rendered under the general or specific supervision of any physician or surgeon licensed under the provisions of the Medical Practice Act on the medical staff of any hospital whether or not such diagnosis or treatment is rendered at the office of said physician or said hospital.

It is understood that this authorization is given in advance of any specific diagnosis, treatment or hospital care being required but is given to provide authority and power on the part of the aforesaid agents to give specific consent to any and all such diagnosis, treatment or hospital care which aforementioned physician in the exercise of his or her best judgment may deem advisable.

I hereby authorize any hospital which has provided treatment to the above-named minor to surrender physical custody of such minor to the above-named agents upon completion of treatment.

These authorizations shall remain effective until _____.

Signature of Parent or Legal Guardian: _____

Date: _____

Please note any specific health plan such as membership or policy numbers on the back of this form.

Copies of this form, duly executed, should be in the possession of the named minor, at least one adult named in the document and present at the event; and the parent or guardian executing the Medical Authorization.

The SCA **requires** minor participants (i.e., those having to have waivers) whose parents or legal guardians are not present at the event to have a valid Medical Authorization form. The SCA **recommends** use of the Medical Authorization for all minors whose parents or legal guardians are present.

CHILD GUARDIAN CONSENT FORM

I _____ of _____, the current legal parent
(child's parent) (parent's city & state)

_____ born on _____, hereby appoint
(child's name) (child's date of birth)

_____ of _____ as legal guardian for my child
(guardian's name) (guardian's city and state)

for the period of time beginning on _____ and ending on _____.

The guardian shall have the right to:

- 1. Determine and authorize necessary medical attention.
- 2. Provide necessary clothing, food, and shelter.
- 3. Generally act in loco parentis.

Executed this _____ day of _____, _____.

State of _____
Country of _____

On this _____ day of _____, _____, before me, the undersigned, a Notary Public in and for the State and County mentioned above, personally appeared _____, known to me or satisfactorily proven to be the person who executed the foregoing instrument, and who have acknowledged the execution of the same.

Subscribed and sworn to before me this _____ day of _____, _____.

My commission expires:

NOTARY PUBLIC