

Kingdom of the Outlands
Rapier Marshals Handbook
A Guide

Revised

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FORMS

MINOR'S CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT
MEDICAL AUTHORIZATION FOR MINORS
CHILD GUARDIAN CONSENT FORM
ACKNOWLEDGEMENT OF OBSERVING OUTLANDS FENCING

Introduction

This guide is aimed at those individuals who have an interest in becoming a Field Marshal in the Kingdom of the Outlands. Overviews are provided of the sorts of things that are expected of Field Marshals and for Marshals in Charge at events, from managing armor inspections and handling field protocol all the way through dealing with incidents and suspensions. These descriptions are intended to provide a basis for being a Marshal. Practice is required to perfect the actual performance of these duties.

In addition to the descriptions and details of being a Field Marshal, brief overviews are provided for the other types of Marshalling positions that can be filled including Authorizing Marshals and the office of the Kingdom Rapier Marshal.

Field Marshals

Fencing Field Marshal

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. It is not required to be an authorized fencer to become an authorized fencing Marshal.

Cut and Thrust Field Marshal

Cut and Thrust Field Marshals have the same essential requirements and job duties as a Fencing Field Marshal. They are expected to know Society and Outlands Cut and Thrust rules and the Rules of the List thoroughly, and be willing and able to enforce those rules. Everything else is the same, from working under the Marshal in Charge and list field protocol to post bout confirmations of satisfaction.

The only exception to this similarity is the supervision of melees. Because Cut and Thrust melees are not permitted in the Outlands, the Cut and Thrust Field Marshals will not be monitoring combats of greater than one fencer against one fencer.

As with Fencing Marshals, it is not required that Cut and Thrust Field Marshals be authorized as Cut and Thrust fighters.

Becoming a Field Marshal

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. Willingness and ability to enforce the Rapier Rules and Rules of the List.
3. Ability to run armor and equipment inspections.
4. Ability to run a safe list.
5. Knowledge of tournament protocol.
6. Knowledge and understanding of the warning and suspension process, and the chain of command.
7. Passing the marshalling authorization process with an Authorizing Marshal.

Field Marshal Duties

1. Monitor fencers during tournaments, melees, and demos for adherence to the rules and for safety.
2. Assist the Marshal in Charge as needed with weapon and armor inspection.

Field Marshals are neutral observers of 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 spectators, or in the event of egregious or repeated rule violations.

To aid with armor inspections there is a checklist on pages 15-17 of this handbook.

In addition to being an integral part of the safety of a tournament, Field Marshals are also an important aspect of the attitude and general feel a tournament can have. Marshals are generally on the field for a full round of combat 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. Marshals should also remember that they, like the fencers they are supervising, are not permitted to take personal weapons onto the field of combat. It is recommended that Field Marshals carry a baton.

With the combining of the authorizations for épée and heavy rapier into the single authorization of “single point” there is the possibility for fencers to have a conflict as to which weapon type will be used for their combat if the tournament has not determined one or the other to be used ahead of time. Combatants are expected to resolve this question between themselves, but if they cannot come to an agreement a Field Marshal or the Marshal in Charge may intervene with the decision making process. This can take any form ranging from having the combatants play rock-paper-scissors to decide their bout to both fencers taking a loss for that round due to their inability to come to an agreement on the field.

Bout Protocol

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

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. You may also offer the combatants the opportunity to calibrate blows/touches at this time. 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 field. Once the Herald has given over control to the Marshals and left the field, 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. That litany is some version of:

“Are you prepared, [NAME or MY LORD/LADY or RANK/NAME if known]”

“Are you prepared, [NAME or MY LORD/LADY or RANK/NAME if known]”

“Then in honor and chivalry, allez!”

The batons are withdrawn and combat begins.

Combatants are required to give a verbal response to the question “are you prepared.”

For short or very formal tournaments you may choose to do the full litany for each round. In large tournaments it is customary to do the complete litany for the first and last rounds only, to save time. Asking for readiness of the combatants before beginning the combat needs to be done every time.

During the Bout

Marshals are encouraged to be active in following the combatants. Standing off to one side and not moving does not provide the most effective monitoring of the combat, the fencers, or the integrity of weapons or armor. With two Marshals the field can easily be divided in half so that one Marshal has an eye on at least one of the combatants at all times.

Should it become necessary, warn the fencers away from the edge of the list field or call a hold to resolve any of the problems mentioned earlier.

Remember, your primary duty while on the field during combat is to make sure everyone remains safe.

After the Bout

In order to give all involved a 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 prepared” 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 or concerns 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. 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.

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.

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. If this happens, notifying the Marshal in Charge would not be out of order and the Minister of Lists for the tournament should be told 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 it is preferable to have one for each additional group of five. Reality will usually dictate fewer than

the 1:5 ratio, so good judgment needs to be used to have a “reasonable” number of marshals on the field and those Marshals need to pay close attention to the combat.

You’ll want to monitor the same sorts of things in melees that 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 the intensity generally found in melees, there is the tendency for people to not be able to acknowledge blows as well as they usually would 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 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, V.5.E.d in the Outlands fencing 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. Mock-gunnery may only be used if 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. Generally it is easiest to request that everyone who is prepared raise their blades in the air since it won’t be possible to get individual verbal responses from everyone. Satisfaction will usually be asked of the last few combatants on the field.

Making Calls

Use the same standard for making calls of ‘matté’, ‘edge of the world’, or ‘hold’ in a melee that you would in a tournament. If the conventions and size of the combat allow it, holds may be made local (contained to a small area of the field where the problem is) rather than general (which stops 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.

Making Calls

As Field Marshals order combat on the list field, there are quick phrases they can use to give direction to the combatants in various situations. These are:

“Matté”, “edge of the world” and other similar phrases: Calls given when combatants are too near the edge of the field. This is merely a warning 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 coming onto the field
- Excessive anger
- Grappling or grabbing of blades
- Kicking
- Non-incident body to body contact
- Repeated refusal to acknowledge blows
- Excessively hard thrusts
- Punching, including bell, pommel, and quillion strikes
- Intentional movement from a kneeling position such as launching, running.
- 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 combatants and marshals. Be alert and pay attention to the combat but do not disturb or interfere with the fighters unless you observe any action that is a hazard to combatants or spectators, or is a blatant disregarding of the rules. 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 any 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.

Marshal in Charge

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 duties for being a Marshal in Charge are the same for both Fencing and Cut and Thrust.

The autocrat of a particular event usually chooses a Marshal in Charge for his or her event. If the autocrat does not do so, the Local Marshal is the de facto Marshal in Charge unless another Marshal steps forward to do the job. 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” to make 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. Arranging for additional Marshals to assist with field duty.
4. Conducting armor and weapon inspections of the combatants or designating other Marshals to do so.
5. Setting and announcing the rules of the tournament(s) or monitoring those who are responsible for the tournaments.
6. Making sure that the rules are followed by all combatants and Field Marshals.
7. Knowing who and where the Chirurgeon for the event is.
8. 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, types of tournaments run, incidents that occurred, injuries and/or broken blades, if any, as well as any other details the Group Marshal might want or need.

Remember to thank your Field Marshals for their assistance. It is with their help that your tournament will run smoothly and 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, 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; Marshals need water, shade, and sunscreen just as much as fencers do. Also remember to take care of your own needs; you can't monitor the field if you fall down from lack of water or too much sun.

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, the Marshal in Charge should 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 is permitted to prevent a fencer from fighting for the rest of an event or to pull a fencer's green card completely and prevent him from taking part in any official combat until he has reauthorized.

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. 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.

If any of these additional steps are taken, the Kingdom Marshal of Fence should be notified in writing of the incident(s). This will keep him or her in the loop and will provide the opportunity to track whether a fencer is having chronic problems.

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 and sooner if possible. 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.

There are instances when removing a fencer from a practice or a list immediately is necessary.

- Loss of temper
- Egregious or repeated excessive force in shots
- Deliberate aggressive body-to-body contact
- Failure to acknowledge a call of "hold"
- Consistently failing to acknowledge or ignoring hits to himself
- Deliberate and repeated violation of the rules
- Arguing with or being disrespectful to the Marshals

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 suspending someone.

Group Rapier Marshal

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 of 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 associated with a larger group (such as a Canton or College 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 another Marshal to do so.
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, generally the Exchequer or Quartermaster.
6. Having spare copies of the rules to hand out to new fencers is highly recommended, as is having blank 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 arrangements ahead of time.

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

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 participation entails. This is a martial art and it is possible for injury to result and the parent or guardian needs to be aware of that. The parent or guardian must also have filled out the proper forms. These forms are included at the back of this packet. Once the youngster starts fencing, it doesn't hurt to keep a relatively close eye on him to make sure he is learning the appropriate things and is not going overboard in his enthusiasm with his new activity.

The specific rules about minor participation can be found in the Outlands Rules for Rapier Combat, Section V.B.10.

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 or business meetings 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 authorized and unauthorized fencers and number of White Scarves in attendance.
- Whether there were any injuries, broken blades or other noteworthy incidents.
- If there were any incidents or major injuries, describe the nature of the incident, including any and all pertinent details. ***If the incident is serious, contact the Outlands Rapier Marshal immediately. Do not wait until your monthly report to tell the KRM about problems.***
- If there are events in the area with fencing at them during the month, it is good to include that information in the report as well, detailing things like 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 from you. 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. Using the monthly reports to gather this information should make this part easy. 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 Marshals

Authorizing Marshals for both Fencing and Cut and Thrust are appointed by the Kingdom Rapier Marshal, or the KRM in consultation with his or her Cut and Thrust Deputy.

Fencing Authorizing Marshals do not perform Cut and Thrust authorizations and are not required to be Cut and Thrust Authorizing Marshals. This is the only exception to the requirement that an Authorizing Marshal be authorized in all forms.

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 contact the Kingdom Rapier Marshal to discuss specific requirements and duties.

Regional Fencing Deputies

Because the Outlands is spread across such a long geographic area, the Kingdom Rapier Marshal may choose to appoint any number of deputies to assist him or her. The duties and the level of authority of a given Deputy is decided by the needs of the KRM. Contact the KRM or the Cut and Thrust Deputy if you are interested in being a Regional Deputy.

Fencing Regional Deputy

There can be one or more Regional Fencing Deputies for the Kingdom, although current practice has been for the Kingdom Rapier Marshal to, at minimum, have a deputy acting in the region opposite to where he or she resides in order to provide maximum coverage for attending events, practices, and dealing with people and problems. Regional Deputies should have a very thorough knowledge of the rules and how to apply them, as well as the ability to work with a wide variety of fencers and an understanding of Outlands culture.

Cut and Thrust Regional Deputy

The Cut and Thrust Marshals' Regional Deputy is generally one of most experienced Cut and Thrust combatants. Like their counterparts they need to be very familiar with the Outlands Rapier Rules, the Outlands rules for Cut and Thrust, and Outlands culture. In addition he or she should be able to safely and accurately teach this style of combat. It is expected that Marshals show an acceptable level of knowledge of the historical basis for the form in addition to the usual marshallate responsibilities.

Outlands Rapier Marshal

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 included 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.
- Making written reports to the Kingdom Earl Marshal and the Society Deputy Marshal for Rapier at least once every quarter.
- 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.
- Retaining correspondence and keeping records of all activities carried on in the performance of their duties which is turned over to his or her successor.
- Refraining from active involvement in internal policy decisions pertaining to their area of jurisdiction in the branch within which they reside or in any other branch.
- Appoint and monitor a Deputy to supervise the Outlands Cut and Thrust program.
- Appoint and monitor any Regional Deputies deemed necessary to assist with the good conduct of the office.
- Appoint and monitor Authorizing Marshals.
- Set, maintain, and enforce the equipment specifications, fighting conventions, and Marshallate rules for fence.
- Update the Kingdom fencing rules and associated handbooks as necessary.
- Be responsible for the authorization procedure of fencers and fencing Marshals.
- Assure that Local Marshals and Authorizing Marshals are properly executing their duties.
- Mediate the green card appeal process.
- Keep 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 any Kingdom where the Outlands is a Principal participant in an event or war and assist the Crown as necessary with treaty negotiations.
- Serve as one of the Marshals in Charge at events where the Outlands is a Principal participant.

Being the Kingdom Rapier Marshal is an administrative position dedicated to maintaining the good growth and safety standards of fencing in the Outlands. To avoid the appearance of impropriety it is recommended that the Kingdom Rapier Marshal not participate as a combatant in tournaments while in office.

Armor and Equipment Inspection Checklist

The following list has been developed to aid in the job of armor inspection. ***This list should not be considered a substitute for having a thorough, 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 the safety or appropriateness of 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 secured by tying them on or by an elastic strap at the back of the head.
- 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.
- For Heavy Rapier combat 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.
- For Cut and Thrust the gorget must meet all requirements for a Heavy Rapier gorget. In addition the base of the gorget must extend over the clavicle.

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 Cut and Thrust the back of the head must be protected by rigid material, preferably steel.

Body, Arms, and Legs

- The body needs to be covered by puncture resistant material.
- If wearing close mesh chainmail over a puncture resistant shirt, the armholes must be tied close to the arm.
- 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.
- For Cut and Thrust rigid or soft elbow and knee pads must be worn.

Groin

- Men: rigid protection is required in addition to puncture resistant material. Make sure they have it.
- Women: must have puncture resistant material covering the groin.

Gloves

- Cuff should cover sleeve completely.
- Should not have any holes.
- Be made of abrasion resistant material.
- For Cut and Thrust a demi-gauntlet must be worn on the off hand and both hands should be covered with heavy athletic gloves.

Feet

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

Blades

- Made sure the blade is not a foil or a modern saber.
- End must be covered with a tip or button.
- Tips must be secured to the blade and covered with a color tape that contrasts the blade and tip. Not silver, white, 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 be roughly centered on the weapon.
- On épées, any guard with holes large enough to allow an un-tipped blade through must have the holes covered. Heavy rapiers may have swept hilts.

Defensive off-hand items

Bucklers

- Should have no rough edges.

Cloaks

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

Scabbard/Batons

- Should be made of break resistant material which includes plastic pipe or light wood, and be covered with tape, leather or cloth.
- If using a scabbard at least one end should be covered so as to prevent the entry of a blade. (This is the end pointed at the opponent.)
- Open end should be no less than ¾" around the outside diameter.

Non-Standard Equipment and Techniques

Non-standard equipment needs to be cleared with the Marshal in Charge. If a nonstandard 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 push cuts, cloak throwing, and missile or thrown weapons. If someone wants to use push cuts 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.

If a fencer wishes to use cloak throwing as part of 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, unless the spectators can be safely separated from stray missiles.

The Society for Creative Anachronism, Inc.

P.O. Box 360789 • Milpitas, California 95036-0789 Tel • (408) 263-9305 • Fax 408) 263-0641

MINOR'S CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT

_____ (hereafter referred to as "the minor")

Print Minor's legal name

does hereby state that 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): _____

Birth date of minor: _____ Home State of minor: _____

Legal Name (PRINT): _____

Parent/Guardian

Legal Name (SIGN): _____ Date: _____

Parent/Guardian

The Society for Creative Anachronism, Inc.

P.O. Box 360789 Milpitas, California 95036 - 0789

Tel (406) 263- 9305 Fax (408) 263- 0641

MINORS' CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT

The minors listed by name below (hereafter referred to as "the minors") do hereby state that the minors wish 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 minors 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 minors' parent(s) or guardian(s) understands that all activities are VOLUNTARY and that the minors do not have to participate. It is understood that these activities are potentially dangerous or harmful to the minors' persons or property, and that by participating, the minors' parent(s) or guardian(s) voluntarily accept s and assumes the risk of injury to the minors or damage to the minors' property.

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

In exchange for allowing the minors to participate in these SCA activities and events, the minors by and through the under signed, agree 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 minors' persons or damage to the minors' property.

This Release shall be binding upon the minors, their parent(s) or guardian(s), any successors in interest, and/or any person(s) suing on the minors' behalf. The minors' 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 under signed, state that I am the parent or legal guardian of the minors whose names appear below. I understand that the above terms and conditions apply to said minors and to myself. I further understand that said minors 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 minors will not be able to participate in any SCA activities without entering into this agreement. This document is binding on myself, the said minors and any person suing on behalf of said minors.

Home State of Minors: _____

Minor Legal Name : _____ Birthdate: _____

Minor Legal Name : _____ Birthdate: _____

Minor Legal Name : _____ Birthdate: _____

Minor Legal Name : _____ Birthdate: _____

Minor Legal Name : _____ Birthdate: _____

Parent /Guardian
Legal Name (PRINT): _____

Parent /Guardian
Legal Name (SIGN): _____

Date: _____ SCA EVENT: _____

The Society for Creative Anachronism, Inc.
Medical Authorization for Minors

I, _____, the parent of or legal guardian of
_____, a minor, do 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, medical or surgical diagnosis or treatment and medical care which is deemed advisable by and is to be rendered under the general or special 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 at 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 the completion of treatment.

These authorizations shall remain effective until _____, _____.

Signature of Parent or Legal Guardian: _____

Date: _____

Please note any specific health plan or insurance information 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.

STATE OF

COUNTY OF

SUBSCRIBED AND SWORN TO before me this _____ day of _____, 20

(notary seal)

Notary Public

My Commission Expires:

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

The Society for Creative Anachronism, Inc.

Acknowledgement of Observing Outlands Fencing

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

of _____ born on _____, have
(Child's name) (Child's date of birth)

observed fencing as it is conducted in the Society for Creative Anachronism, Kingdom of the Outlands on the following dates:

and consent to have my child _____ participate in this activity. It is
(child's name)

understood that fencing is a martial art and there is the possibility for injury to result from participation. I have read, understood, and signed the Minor's Consent to Participate and Hold Harmless.

Parent's name (Please Print)

Parent's Signature

Date