

The Midrealm Rapier Marshals Handbook

Effective May 21, 2014

GENERAL REQUIREMENTS AND RESTRICTIONS FOR ALL MARSHALS

Who may be a marshal?

- All marshals and marshals-in-training must be authorized participants of the specific martial activity for which they wish to become a Marshal within the Middle Kingdom. The Kingdom Earl Marshal may waive this rule on a case by case basis.
- All marshals, for all martial activities, must be members in good standing of the SCA, Inc. and have access to The Pale, the newsletter of the Middle Kingdom, when they are serving in the capacity as a marshal.

Required Equipment

- Each marshal must own or have immediate access to a Middle Kingdom Rapier Marshals Handbook, as well as a current copy of the Middle Kingdom Rapier Combat Rules.
- Each marshal should also have a whistle and marshal staff (usually black with gold spiral stripe). Each marshal should own or have access to a marshal's tabard or baldric bearing armory that has been approved for rapier. "Sable, two swords in saltier or" (two crossed gold rapiers on a black field). The tabard or baldric should be worn only when on duty, and some form of the badge of office identifying the wearer as a Marshal must be worn while on duty.
- Each marshal should own or have access to a drop tester. Marshals who have been approved by the Kingdom Rapier Marshal to punch test masks should own or have access to a mask punch tester.
- For melee activities, eye protection and some form of head protection are strongly recommended. For melee activities that involve Rubber Band Guns (RBGs), eye protection (as defined by Society standards) is mandatory.

TYPES OF WARRANTED MARSHALS (FULL)

The Kingdom Earl Marshal (KEM)

The Kingdom Earl Marshal holds the final authority, under the Crown and the Society Marshal, to regulate Society martial activities within the Middle Kingdom. The Kingdom Earl Marshal or his deputies sign warrants for all marshals in the Kingdom. The Earl Marshal is under no obligation to sign the warrant of any individual that the Earl Marshal feels will not work in the best interests of the Kingdom and/or the Marshallate. Decisions of marshals may be appealed to him or her. Decisions made by the Kingdom Earl Marshal are limited by the necessity of obtaining consent from the Crown of the Middle Kingdom and the requirement that the decisions be consistent with the decisions of the Society Marshal and the Board of Directors of the SCA, Inc. The term of service includes a probationary period of six months; after that period is over it is customary to extend the warrant for a total of two years. The Kingdom Earl Marshal may not serve more than three consecutive calendar years. Kingdom Earl Marshal responsibilities and prerogatives include:

1. Communicate with and forward information from the Society Marshal.
2. Maintain a full complement of warranted marshals at all levels throughout the Kingdom.
3. Keep an accurate list of authorized participants in the Midrealm and make this list available to the Marshallate.
4. Supervise the offices of the:
 - a. Kingdom Archer General,
 - b. Kingdom Rapier Combat Marshal,

- c. Dean of the Equestrian College,
 - d. Kingdom Thrown Weapons General
 - e. Kingdom Youth Marshal
 - f. Kingdom Chief of Artillery (siege)
 - g. Kingdom Combat Archery Marshal
 - e. All other assigned or special duty Deputy Marshals
5. Determine and enforce the Rules of the Lists and Conventions of Combat of the Middle Kingdom.
 6. Determine and enforce the armor and weapons standards of the Middle Kingdom.
 7. Determine and enforce the qualifications necessary for warranting as a Marshal.
 8. Find and train people suitable for his office. Recommend to the crown a suitable replacement.
 9. Grant authorizations in the Middle Kingdom.
 10. Revoke authorizations and warrants and ban persons from martial participation, subject to appeal to the Crown.
 11. Be the Marshal-in-Charge of the Middle Kingdom Crown Tournaments, or to designate an alternate.

Deputy Earl Marshals (DEM)

The **Deputy Earl Marshals (DEM)** are primarily responsible for their own offices and deputies, each covering a clearly defined martial activity. They have a primary obligation to advise the Kingdom Earl Marshal and the Crown on matters concerning their area of expertise. Each ranks as a Deputy Earl Marshal but may not act as a fully warranted Marshal for any other SCA, Inc. martial activities unless they have been specifically warranted for that purpose under the standards set for that activity. The currently recognized offices include:

1. Kingdom Archer General
2. Dean of the Equestrian College
3. Kingdom Rapier Combat Marshal
4. Kingdom Combat Archer General
5. Kingdom Chief of Artillery (Siege weaponry)
6. Kingdom Youth Marshal
7. Kingdom Thrown Weapons General

The responsibilities and prerogatives of the Deputy Earl Marshals include:

- a. Supervise the development of their martial art.
- b. Enforcement of the rules governing participation in their martial activity.
- c. Report quarterly to the Kingdom Earl Marshal concerning their activities.
- d. Train, select, and supervise their Marshals (including the creation and maintenance of a Marshals handbook according to Marshallate guidelines);
- e. Create and revise the participation rules for their respective activities within the limitations set out by the SCA, Inc. and such other duties as the Kingdom Earl Marshal shall direct them to perform.

The Archer General, Rapier Combat Marshal, Thrown Weapons General and Dean of the Equestrian College, Combat Archer General, Chief of Artillery and Youth Marshal must be warranted as Marshals within their domains before assuming the office.

Special Deputy Earl Marshals (SDEM)

Special Deputy Earl Marshals (SDEM): are appointed by the Kingdom Earl Marshal with the same prerogatives as the Deputy Earl Marshals except that Special Deputy Earl Marshals are responsible primarily for their specific area in marshallate activities, unless otherwise directed by the Kingdom Earl Marshal. Special Deputy Earl Marshals are equal in rank but subordinate to a Deputy Earl Marshal in decisions regarding the activity where the other officer has primary jurisdiction. This appointment can be for special projects or applied to the Kingdom Earl Marshal's designated successor and/or emergency

deputy. However, the Kingdom Earl Marshal may designate the Earl Marshal of another Kingdom as a deputy Earl Marshal of the Middle Kingdom. The warranting of a Deputy who resides in another Kingdom must be approved in writing by the Crown of that kingdom. It is customary to warrant the Earl Marshal of the East and the Earl Marshal of Aethelmearc as Deputy Earl Marshals for the period of Pennsic War.

Regional Deputy Marshal (RDM)

The **Regional Deputy Marshal (RDM)** is an important link between the Kingdom Rapier Marshal and the local Rapier Marshals. Each Regional Deputy Marshal is responsible for an extended geographical area; within that area the Regional Deputy Marshal has primary responsibility for the day-to-day supervision of SCA, Inc. rapier combat and the supervision and development of the marshallate. The responsibilities and prerogatives of the Regional Deputy Marshal include:

1. Report quarterly to the Kingdom Rapier Marshal on the status of S.C.A., Inc rapier combat in the region, the status of the marshallate, any actions of Marshal's Court, and any questions of special importance.
2. Be familiar with all the local Marshals within the region.
3. Train and supervise the marshallate in the region, and has the right to veto the warranting of a candidate for advancement from Marshal-in-Training status. NOTE: The Regional Deputy Marshal can be overruled by Kingdom Rapier Marshal, Kingdom Earl Marshal or Crown.
4. Ensure observance of the rules and conventions for rapier combat.
6. May suspend authorizations for up to six months. Such suspensions must be immediately reviewed by the Kingdom Rapier Marshal.

Local Marshals

Local Marshals: Local Marshals at the group and baronial level are the backbone of the marshallate. **Group Rapier Marshals (GRM)** and **Rapier Marshals of the Field (RMF)** are warranted for a period of two years and serve at the pleasure of the Earl Marshal and the Kingdom Rapier Marshal. All Group Rapier Marshals or Rapier Marshals of the Field acting as Marshal-in-Charge of an event may suspend an authorization or warrant for the period of the event. If such action is taken, the Regional Deputy Marshal and Kingdom Rapier Marshal must be notified immediately.

1. **Group Rapier Marshals** foster and encourage local participation in rapier combat. The responsibilities and prerogatives of the Group Rapier Marshal include:
 - a. Report on a quarterly basis, and as otherwise required, to the Regional Deputy Marshal concerning local activities.
 - b. Maintain accurate records of local authorized and training rapier combatants.
 - c. Communicate rapier combat and marshallate information within the local group, and between the group and the Regional Deputy Marshal and Kingdom Rapier Marshal.
 - d. Train new combatants, and/or ensure that a qualified, experienced individual is found to support this duty.
 - e. Ensure observance of the rules and conventions for rapier combat.
 - f. Supervise all events with rapier combat participation hosted by their group and submit all required reports to the appropriate superior officers. The Group Rapier Marshal is strongly encouraged to coordinate with autocrats to ensure that there is a warranted Chirurgeon at their group's events where martial activities are taking place. The Group Rapier Marshal is still responsible for coordination and reporting even if they are not acting as the Marshal-in-Charge of the event.

2 **Rapier Marshals of the Field** are fully warranted Marshals who are not responsible for a specific group, but perform all the field duties of a Marshal. They do not submit group reports unless they act as Marshal-in-Charge at a tournament or other fighting event, but are responsible for reporting as individuals annually at Domesday to their Regional Deputy Marshal.

RESTRICTED-WARRANT MARSHALS AND OTHER STAFF

The following Marshals and staff are restricted as described and may NOT authorize combatants to participate in SCA, Inc rapier armored combat in the Midrealm.

Group Rapier Marshals-in-Training (GKMIT)

These officers are Marshals of Baronies, Cantons, Marches, and Shires who are learning by gaining experience and training to fulfill marshallate duties. Group Rapier Marshals-in-Training must take responsibility for training their group's combatants and running events advertised in the *Pale* as de facto Marshal-in-Charge, although a fully warranted Marshal must supervise the Group Rapier Marshal-in-Training and must sign the Tourney report. In other words, Group Rapier Marshals-in-Training do all the work of a fully warranted Marshal except authorizing combatants to participate in rapier combat, and must be supervised by a warranted Marshal when conducting events advertised in the *Pale*. Group Rapier Marshals-in-Training are warranted by the Kingdom Rapier Marshal as officers of the local group. Group Rapier Marshals-in-Training must report quarterly to the Regional Deputy Marshal. These warrants are subject to a probationary period to be determined by the Kingdom Rapier Marshal/Regional Deputy Marshal.

Rapier Marshal-in-Training (MIT)

Upon receiving their third authorization and after six months from their first authorization, an authorized combatant who wishes to become a Rapier Marshal of the Field may apply for Marshal-in-Training status. Like the Group Rapier Marshal-in-Training the Rapier Marshal-in-Training must report quarterly, but unlike the Group Rapier Marshal-in-Training, he/she does not perform the functions of de facto Marshal-in-Charge. A Marshal-in-Training must learn through example; by directly assisting warranted Marshals at events, watching authorizations, acting as a field/line marshal, and attending classes given at various events (especially the RUM sessions). An appointment as a MIT is made by the RDM for the region in which the MIT candidate resides. The Marshal-in-Training must accomplish the required training within **one year** of the start of the appointment to Marshal-in-Training status. Once completed, the MIT is eligible to take the marshals exam to become a warranted marshal.

Out-of-Kingdom Marshals

Out-of-Kingdom Marshals may not authorize combatants to participate in combat in the Middle Kingdom. Marshals with warrants from other kingdoms may be warranted in the Middle Kingdom upon demonstrated familiarity with Middle Kingdom Rules of the Lists and Conventions of Combat, successful completion of the Marshals Test and being found acceptable by the RDM of the region of residence and the Kingdom Rapier Marshal.

MARSHAL TRAINING

To become a fully warranted Marshal for Rapier Combat, an authorized participant must go through a period of training as a Marshal-in-Training, or MIT. There are several different sets of activities that are performed by Marshals, and the Marshal-in-Training is expected to diligently observe and participate in all activities to become familiar and comfortable with the processes. The Marshal-in-Training is also expected to be familiar with Marshallate information sources and the chain of authority for rapier combat.

A. GENERAL REQUIREMENTS

1. Starting the Process

All Rapier Marshals-in-Training are expected to be authorized in three weapon styles for Rapier Combat and have held their primary authorization for at least six months before commencing the Marshallate process. The first step is to find two warranted marshals who will act as Sponsoring Marshals for the Marshal-in-Training. Once these marshals have been contacted, the combatant who wishes to become a Marshal-in-Training should contact the Regional Marshal for the region in which they reside. The

Regional Marshal will then administer a pre-test covering armor inspections and issue Marshal-in-Training paperwork.

2. Tools of the Office

Marshals-in-Training are expected to own or have access to the tools required of a Marshal:

- a. A copy of the Rapier Marshals Handbook and the Middle Kingdom Rapier Combat Rules.
- b. A tabard emblazoned with the markings of the Marshallate for rapier combat.
- c. Any inspection and field operation tools like a staff, whistle, drop tester, and protective gear.

B. ADMINISTRATIVE TRAINING

1. Reports and Reporting

Marshals-in-Training are trained in, and become familiar with the reporting process, including use of the report forms, what information is required on a particular report, and the reporting schedule. Marshals-in-Training are to report quarterly to the Regional Deputy Marshal for the region in which they reside.

2. Training Participants

Marshals-in-Training are taught to help train and inform participants about rapier combat.

C. FIELD OPERATIONS TRAINING

1. General

The Marshal-in-Training is trained and actively participates in each area of Marshal operations to receive the corresponding signature. A minimum participation in three events is required and more is strongly recommended, including a training session with the Regional Deputy Marshal. The sponsoring Marshal or the Marshal supervising the Marshal-in-Training in each aspect of operations will review guidelines, expectations and requirements, and then oversee the Marshal-in-Training in executing the operation until the Marshal-in-Training shows a reasonable level proficiency. *Participating in the day's activities while training is discouraged.*

2. Event and Activity Planning

The Marshal-in-Training is expected to learn how to plan for rapier activities at an event, including:

- a. Area and equipment needs
- b. Arranging Marshals and support staff
- c. Understanding special needs for tournaments, competitions, melees, and wars as applicable to the activity

3. Set-up

The Marshal-in-Training is trained to do the actual set-up for rapier activities, including:

- a. Crowd control and restricting access to hazardous areas
- b. Assessment of the site for use
- c. Placement of the List table and other support tables
- d. Paperwork required for the List table

4. Inspections

The Marshal-in-Training is trained in enforcing the equipment requirements for rapier, including:

- a. Inspection of armor, weapons and equipment
- b. How to respond to a failure and repair situation
- c. Using proper equipment inspection tools
- d. Dealing with experimental equipment, weapons or armor

5. Authorizations

The Marshal-in-Training is trained to run both first time and advanced authorizations. Marshals may only authorize combatants in forms for which they themselves hold an authorization. Authorizations consist of the following components:

- a. Questions about rules as regarding the type of authorization being attempted
- b. Demonstration of competence with an Authorization Partner
- c. Discussion of the combatant's performance amongst the Marshals and Authorization Partner

6. Running the Activity

The Marshal-in-Training is trained to run rapier activities, including, where applicable:

- a. Tournaments
- b. Melees
- c. Competitions
- d. Arbitration of disagreements
- e. Responses to violations of the rules
- f. Completing and submitting after event reports to the proper superior officers

7. Rights and Responsibilities

The Marshal-in-Training will learn the limits and procedures of the authority of the office.

8. Special Requirements

The Marshal-in-Training will learn how to properly administer a drop tester.

D. TESTING AND WARRANTING

1. Prerequisite to Testing

The Marshal-in-Training must complete training as a Marshal, obtain the signatures of the supervising Marshals in each category, and present the completed training form to the Regional Deputy Marshal. In order for the training form to be considered complete, the following signatures must have been obtained:

- a. The Regional Deputy Marshal's signature
- b. The signatures of two Sponsoring Marshals, who, by signing, agree to ensure that the MIT receives the required Marshal Training
- c. Three signatures in each section of the Marshal Training Log
 1. Equipment Inspection
 2. Authorizations
 3. Marshaling in the List
 4. Administration
- d. Signature of approval by Kingdom Rapier Marshal or Regional Deputy Marshal for use of the drop tester under Special Requirements

2. Testing

The Regional Deputy Marshal or an appointed warranted Marshal will administer the test once the completed training form is presented by the Marshal-in-Training to the Regional Deputy Marshal. The test will then be graded by the RDM or warranted Marshal. If the MIT passes the test, the RDM will review the MIT candidate and send the completed training form, test and recommendation to the Kingdom Rapier Marshal, who will then confirm the candidate and award the warrant. If the MIT does not pass the test, the RDM or warranted Marshal should allow the MIT to review the test as taken to see where the problems occurred. A second test may be taken at a later date.

3. Warrants

The initial warrant is signed by the Kingdom Rapier Marshal and is valid for two years. Subsequent warrants can be the roster type, depending on the needs of the Kingdom Rapier Marshal, Kingdom Earl Marshal and Crown.

REPORTS

Writing reports is the most tedious and boring aspect of a Marshal's work. Nevertheless, reports are necessary because they give the Regional Deputy Marshals (as well as the Kingdom Rapier Marshal and the Kingdom Earl Marshal) their chief indication of the affairs of the groups for which they are responsible. If reports are not submitted, the RDM has no idea whether the Marshal's job is being done properly. Non-reporting Marshals are removed promptly. Therefore, one of the first duties of the group or field Marshal is to find out the name and address of his/her superior officers (Kingdom Earl Marshal, Kingdom Rapier Marshal, Regional Deputy Marshal and Baronial Marshal, if any) and to know when reports are due. Marshals should keep file copies of all reports submitted. The standard report forms make this procedure easy if the basic instructions are followed in filling them out. E-mail is the preferred method of reporting. It is not required to send these reports by registered post, except upon request of the officer receiving your report.

A. REPORT SCHEDULES

The following is considered the default schedule for reporting. NOTE: The Kingdom Rapier Marshal reserves the right to change the schedule to meet the requirements of the Society Rapier Marshal. All Marshals are required to check the Middle Kingdom website for changes to rules and reporting schedules.

KEY

Abbrev.	Definition
KEM	Kingdom Earl Marshal
RDM	Regional Deputy Rapier Marshal
BGRM	Baronial Group Rapier Marshal
GRM	Group Rapier Marshal
CR	Clerk of the Roster
SEM	Society Earl Marshal
SRM	Society Rapier Marshal

Abbrev.	Definition
KRM	Kingdom Rapier Marshal
SEN	Seneschal
MIC	Marshal-in-Charge
RMoF	Rapier Marshal of the Field
RMIT	Rapier Marshal in Training
GRMIT	Group Rapier Marshal in Training

Quarter Report:

The following is the **rapier specific** schedule for reporting:

Quarter Report:

WHO	DEADLINE	TO	NOTES
GRMIT	Feb 1, May 1, Aug 1	RDM	Copy to CR for changes
RMIT	Feb 1, May 1, Aug 1	BGRM/RDM	
Local GRM	Feb 1, May 1, Aug 1	BGRM/RDM	Copy to CR for changes
Baronial GRM	Feb 1, May 1, Aug 1	RDM	Copy to CR for changes
RDM	Feb 7, May 7, Aug 7	KRM	
KRM	Mar 1, June 1, Sept 1	KEM/SRM	

Domesday Report:

WHO	DEADLINE	TO	NOTES
GRMIT	Nov 1	RDM/SEN/ CR	Copy to CR for changes
RMIT	Nov 1	BGRM/RDM	
RMof	Nov 1	BGRM/RDM	
Local GRM	Nov 1	GRM/RDM/SEN/ CR	Copy to CR for changes
Baronial GRM	Nov 1	RDM/SEN/ CR	Copy to CR for changes
RDM	Nov 15	KRM	
KRM	Dec 1	KEM/SRM	

The following are **individual** reports:

Tourney Report (includes authorizations summary) :

WHO	DEADLINE	TO	NOTES
MIC	1 week	RDM/ CR	

Incident Report:

WHO	DEADLINE	TO	NOTES
MIC	48 hours	RDM/ KRM	

Authorization Form:

WHO	DEADLINE	TO	NOTES
Combatant	45 days	CR	

B. REPORT FORMAT AND REQUIRED INFORMATION

1. General

- a. Name of reporting Marshal, (both mundane and S.C.A.)
- b. Address, phone number and email address of reporting Marshal
- c. Name of S.C.A., Inc group and mundane location
- d. Events/demos/practices attended and/or run
- e. Equipment or blade failures/injuries/problems/unusual incidents witnessed
- f. Youth activity (where applicable)
- g. Efforts to grow the rapier community (where applicable)

2. Regional report

- a. Regional Deputy Marshals shall report to the Kingdom Rapier Marshal using the following form:
https://docs.google.com/spreadsheets/viewform?usp=drive_web&formkey=dFNEd1p1QWQ0WDBEcm91VVZhNmdHLVE6MQ#gid=0
- b. This form shall be supplemented by an email that contains the updated roster for the Region

3. Quarter report required information (GRM and BGRM)

- a. All changes in the local list of authorized combatants that occurred in the last quarter. This includes new additions and those who have moved or left the S.C.A., additional advanced authorizations, and any changes in the Group Rapier Marshal. Any combatant who has not participated in an official S.C.A., Inc fighting event in the last calendar year, or who quits the Society, should be reported as inactive. If a combatant moves away, the name of his/her new group, if known, should be reported.
- b. Other descriptive information concerning training, problems, and injuries should be included on a separate sheet.
- c. Incipient groups must report every quarter even if there are no changes. Full status groups need only to report the changes that have occurred since their last report.

4. Domesday report required information (GRM and BGRM)

Each Group Rapier Marshal is required to submit a copy of the Domesday report to the listed officers by the indicated deadline. The acceptable Domesday Report will cover the entire year's activity. It need not be long, just complete. Include the following information:

- a. Correctly filled out Quarter/Domesday report
- b. Complete and updated roster of combatants, including correct contact information
- c. Brief summary of group events
- d. Brief summary of net increase/decrease in combatant population
- e. Brief summary of issues and concerns

5. Tourney report required information

The Tournament report must be sent within a week of the event at which the tourney took place and shall be submitted using the standard forms for the appropriate information:

- a. Tourney Report
- b. Marshal's Sign Up Sheet
- c. Combat Authorization Report
- d. List of Participants
- e. Incident Report (if needed)

6. Incident report required information

A separate incident report must be filed for each instance of an incident involving significant injury, unusual equipment failure, blade breaks or sanctions on combatants, Marshals or other participants. These must be reported within 48 hours verbally or through email to the KRM and RDM and a written report included with the tourney report. If possible, photos of any equipment failure should be submitted. Preferably, injury reports should include copies of reports generated by the presiding Chirurgeon. However, if that report is not available, the Marshal-in-Charge is responsible for describing the nature of the injury and the circumstances under which the injury occurred. The report should be short and concise.

7. Authorization forms and reports

- a. The forms and report should be completed by the Marshal-in-Charge of the event and the whole individual authorization form given to the combatant along with their waiver before the end of the tournament. It is the responsibility of the combatant to send the paperwork to the Minister of the Lists to get their authorization card.
- b. Authorization reports should be completed on the separate Summary authorization form and shall include all information required on the form. All information must be legible. Authorization cards are issued when the Clerk of the Roster has received both an authorization form and a completed Combat Waiver from the combatant.

MARSHAL FIELD DUTIES

The Marshal-in-Charge of an official event must be a fully warranted marshal. The Marshal-in-Charge (MIC) is responsible for all Marshaling activities at an official SCA, Inc. event where there are combat or combat-related activities, and for preparing (or having prepared) all required reports and forms. The Group Rapier Marshal is frequently the MIC, but if they are still in training another warranted Marshal must be chosen. The Group Rapier Marshal-in-Training should assist in weapons inspections and in the conduct of the Lists, but the warranted MIC is the person considered responsible by the Kingdom Earl Marshal. The Group Rapier Marshal-in-Training must prepare the tourney reports but must also have the warranted MIC check and sign the report. The MIC should ensure that there are enough Marshals to control the combat and keep it from spilling into the spectators.

A. SETTING UP THE LISTS

1. General

The size, shape, and condition of the list field have much to do with the safety and enjoyment of the combatants and the spectators. A highly visible, safe barrier, reinforced by line marshals, is the best boundary. If the Lists must be set up in the middle of a field or in a large room without such boundaries, great care must be taken. It is often best to take one end of a room for the list field and use the walls for three of the boundaries, leaving only one rope barrier between the combatants and the audience. In the case of an outdoor area, take advantage of available logical boundary items like trees and bushes. The Marshals should also look at "traffic flow" as a consideration in laying out the fighting area, but safety factors are foremost. Make sure that mixing combatant and general spectator traffic is kept to a minimum. Take into account the spectator mix: more non-SCA, children, or a lot of traffic means increased vigilance and tighter control.

2. Barriers and protecting the spectators

The following are recommended guidelines for setting up list barriers. These guidelines are especially useful for demos where there will be larger amounts of public spectators than normal for SCA events. For most regular SCA events, a single rope barrier should be sufficient.

- a. Double rope barriers are generally preferred and should be used wherever practical. The distance between the inner and outer barriers should be the length of the longest weapon on the field. HOLD is called when the combatants reach the inner boundary, while spectators are not permitted closer than the outer line.
- b. Single rope barriers can be used where there is a minimum of spectator traffic around the Lists, few small children present, and a primarily SCA, Inc audience. Floor or ground markings out six feet or so from the ropes provide a good visual cue to spectators, but are not required.
- c. Rope barriers should be waist height (36 to 40 inches from the ground), outer rope barriers, if used, should be a little lower (30 to 36 inches from the ground) to help small children to recognize the boundary. Flags or pennants hung on the rope every six feet or so will help everyone keep track of the bounds. Marshals should adjust the ropes periodically to keep them at the recommended height.
- d. Barriers and boundary markings at sites where large melees or wars are to be held depend on the number of combatants, the size of the audience, and the number of Marshals available. A well defined double line is also highly desirable, but in this case the distance between inner and outer boundaries should be fifteen feet or greater. Corners and boundaries should be highly visible. Straw bales are often employed. Spectators and combatants should be discouraged from using the bales for sitting or resting. The setup at large wars can dramatically affect the outcome of a battle and should be discussed with the leaders of the armies well in advance.

3. Surface conditions and combatant safety

The conditions of the surface of the list should be checked as well. The Marshals should walk the fighting area well before fighting begins to look for and try to remedy or mark potential hazards. When a site requires additional or protective floor covering, care should be taken to avoid creating tripping or sliding hazards.

B. TOURNAMENT FIELD PROCEDURES

1. General

Promoting safety and awareness helps to ease running tournaments. Checking on the following items will ensure that your tournament runs well:

- a. Everyone in the Lists should have visited the List table and signed waivers or/and showed their blue membership cards.
- b. Keep the Lists cleared of nonessential people. This includes any tourney officers (Marshals) who are not paying attention to the proceedings. No one should ever stand near the Lists with his/her back to the fighting.
- c. Check the fighting surface between bouts for potential problems.
- d. Check combatants as they enter for general repair of their equipment. They may have had something damaged in the previous bout or may have removed a piece of armor between bouts and forgotten to put it back on.
- e. Keep a good sight line between the List table and the Lists.
- f. The Marshals should have a marshal's staff and/or be wearing the designated marshal's tabard, baldric or badge of office for rapier while on duty.

2. Marshal Requirements

- a. Ideally, have a minimum of three Marshals, or if more, then always an odd number observing the combatants.
- b. The Marshals should maintain the best clear view of the action, moving as necessary.
- c. One Marshal should be designated as the "Presiding Marshal," who is responsible for signaling the commencement of the fight, arbitration and its continuance after any Hold. The role of presiding Marshal can be rotated among the Marshals as necessary.
- d. Marshals are strongly encouraged to withdraw and appoint a replacement in tournaments where their affiliations to a combatant may cause their judgment to be questioned. It is better to voluntarily remove yourself than to have a senior Marshal request you to do so.
- e. Marshals are expected to maintain their own tempers, remain objective and encourage calm discourse in the Lists. A cooling down period can be called if necessary to restore order and calm.

3. Starting the Tournament Bout

As a bout begins, several preliminaries, practical and symbolic, must be performed:

- a. Prior to entering the List, all combatants must visit the List Table to sign in and show proof of membership and authorization, and to sign a waiver. (A blue membership card counts as a signed waiver.)
- b. After checking in at the List Table, but prior to entering the List, all combatants must have their arms and armor inspected.
- c. The formal ceremony of commencing a bout is as follows:
 1. The Marshal tells the combatants to salute the Crown, those that "inspire them," and their opponents.
 2. The Marshal then asks the combatants if they are comfortable with their, and their opponent's, arms and armor.
 3. The presiding Marshal, and only the presiding Marshal, asks if they are prepared and then commences the fight with "EN GARDE," "LAY ON," or the equivalent.

d. Once the tournament is underway, and at the Presiding Marshal's discretion, acknowledging all honors as previously given may shorten the preliminaries.

4. During the Bout

a. As the bouts continue, the Marshals should look for and immediately respond to any condition dangerous to the combatants or the spectators. If such conditions occur, the Marshal must:

b. Call "HOLD" to stop the action

c. Correct the condition or situation

1. If the situation requires repositioning the combatants, make sure they remain in the same relative positions and at the same distance relative to one another as when the Hold was called.

2. Continue the bout with the command, "EN GARDE -- CONTINUE" or the equivalent.

5. Conduct in the Lists and Judging Blow Acceptance

1. Judging blows is primarily the responsibility of the combatants, but there are exceptions to this rule. When the blow is not good for reasons the combatants cannot see, the Marshal must inform the combatants. Also, if the combatants ask for an opinion, the Marshal should clearly comment on what was hit or state that an opinion cannot be given (due to blocked vision, etc.). It must be strongly emphasized that the combatant who wants an opinion on a blow should ask the opponent involved first. To do otherwise is discourteous. If at all possible, the struck combatant should make the decision.

2. The effectiveness of blows struck in the course of Society combat are judged by each combatant on the honor system, based on the Universal Armor Standard. For rapier, we assume that all combatants are wearing civilian attire, and are not wearing armor. The honor system creates a complex environment because of the many factors involved; even if two identical blows could be delivered to two different combatants, they may feel them differently.

1. The Marshal has the informal power to persuade the combatants to correct intentional or unintentional misconduct, and the formal power to enforce the rules through the powers delegated by the Crown.

2. The use of informal persuasion is preferable, whenever possible.

3. The Marshal can formally, in extreme cases, award victory in a fight, eject a combatant from the Lists and/or require reauthorization, or even disassociate the SCA, Inc. from an event where the Rules of the List are being ignored.

6. Marshallate Intervention

Marshals (because they are observers) are restricted in their ability to actually judge blows received by an opponent, but in some cases it becomes obvious that blows are not being acknowledged properly. Intervening in a bout when the participants have not requested assistance is one of the stickiest situations marshals can find themselves in. On one hand, we want the combatants to be the first, best arbiters of the bout. On the other hand, we are charged with enforcing the Rules of the Lists and Conventions of Combat -- including calibration of blows -- and cannot in good conscience stand by when there is a concern that blows are being missed by combatants. What follows is the preferred protocol for unrequested intervention:

a. Call Hold, preferably as soon as there is a natural break in the action. Wait a second to see if the "break" occurred because one of the combatants is waiting to see if his opponent will register the blow. This may be all it takes to start the dialogue. If not, call the Hold and advance when it is safe to do so.

b. Ask the question in a non-confrontational way and not directed to any combatant in particular. "Gentles, is there anything you need to discuss?" Pause to see if the dialogue starts.

c. If no one speaks up, address the combatant who threw the blow in question. Ask them if they thought the blow was good. Pantomime the blow while asking, using the recipient as a model. This identifies which blow you mean and it might serve to jog the memory of the recipient. If the

combatant who threw the blow indicates that the blow was not good this should pretty much be the end of it. **Only in the most extreme of circumstances should a marshal pursue the matter past this point.** Resume the bout with a brief apology for interrupting the action.

d. If the combatant who threw the blow indicates that they thought the blow was good, direct your question to the recipient. Avoid sounding accusatory but repeat the comments from the combatant who threw the blow. Encourage the combatants to talk to each other.

e. If the receiver indicates that they did not feel the blow was good, do a quick inspection of the armor in the area of impact to see if there is a physical explanation. If you find something, point out the problem and offer to give them a reasonable amount of time to correct it. Ask the recipient, given what you have found, if they would like to reconsider accepting the blow.

f. If nothing is found to explain the discrepancies, or the recipient is unwilling to accept the blow, the marshals must make a decision. The marshals present in the lists should quickly confer.

g. The senior marshal will then approach the combatants and offer a brief summary of what has happened to that point, ending with the consensus opinion of the marshals. Pause and let the combatants consider some more and try to come to a resolution.

h. If none is forthcoming, the senior marshal must make a quick decision based on their own observations of the blow, the subtleties of interaction between the combatants, and the consensus of the marshals. If the senior marshal feels there is sufficient cause, then they should inform the recipient that the blow is to be counted as good. If not, let the bout continue.

i. After the combatants have worked through these discussions (with or without input from the marshals), the presiding marshal should indicate to the populace watching the bout in a loud and clear voice what was discussed and the result, keeping in mind the sensitive nature of such discussions and mindful of the honor of both combatants-

There are several “themes” running through this process that marshals should keep in mind as a guide in this situation. First, the marshals should make every effort to let the combatants resolve the bout themselves, and encourage the dialogue. Second, the marshals should stay professional, courteous, and impartial. Third, the process should not be lengthy or drawn out. None of these steps takes more than a few seconds. Last, while the marshals have the authority to arbitrate blows it should be an *absolute* last resort.

7. Dealing with Unacceptable Technique Issues

Other problems that may require action by the Marshal include dangerous offensive techniques and illegal defensive techniques. The latter are covered fairly well by the conventions of combat. Dangerous offensive techniques are more serious and require prompt attention. Any combatant who does not appear in control of their weapon(s) or parrying device, or uses an obviously or patently dangerous technique should be dealt with in three steps:

1. Warning at the first offense.
2. Banning of the technique being abused at the second offense.
3. Forfeiting the fight at the third offense.

8. Equipment Failures

The most serious type is loss or failure of head protection. If a helmet comes off a combatant, or otherwise fails in the course of combat, the combatant is deemed immediately defeated. The reason for the occurrence must be carefully ascertained and steps taken to prevent reoccurrence. In the case of other equipment failures, including but not limited to broken blades, torn clothing, and lost tips, the Marshal should allow a reasonable amount of time to repair or replace the equipment.

9. Responses to Behavioral Issues

Since our system depends heavily on personal honor and integrity, certain expectations and behaviors take on higher values than normal. Marshals may bar participation in martial activities if a participant appears to be impaired by drugs, alcohol, or a medical condition. This falls under the Rules of the Lists of

the SCA, Inc #3 (Section II.B.3) which states in part that all combatants must be ... “acceptable to the Sovereign or their representatives”.

Marshals are cautioned that the exhibited behavior or condition must be such that a prudent person without specialized behavioral or medical training would have concern about the safety of the participant, their opponents or spectators. In the absence of such behavior but where the marshal suspects that such a condition exists, the marshals may question the participant about the situation and offer advice on the safety and chivalry of their actions and try to persuade them to voluntarily excuse themselves. If that fails, the marshals may take it upon themselves to advise other participants of the marshal's concerns and let the participants decide for themselves whether or not they will compete with the affected party. Finally, marshals are reminded that they are not obliged to marshal any activity and may excuse themselves without penalty.

1. The above situations are fortunately few and uncommon. The personal safety and honor of the participants are our primary concern and the Marshals should reinforce this by example.
2. Address your concerns to the source: If a combatant has complaints about the behavior of an opponent, the first response of anyone hearing such, whether Marshal, combatant, or otherwise should be, "Have you talked to your opponent about this?" If the answer is no, the listener should insist that such a discussion take place before any other outsiders are involved.
3. Maintain objectivity and neutrality: Marshals brought into the matter when they did not witness or notice the action in question should refrain from taking sides. Instead they should get all parties face to face for a full discussion. If a tournament has been characterized by a high number of complaints, all the combatants should be brought together to bring problems into the open before they become permanent hard feelings.
4. Maintain Honor: There are many rules, conventions, and directives concerning fighting and Marshalling. No matter how much we codify, fighting will always be (and rightfully so) a matter of subjectivity we call HONOR. There are three "matters of honor" that, if adhered to by Marshals and combatants, will ensure both safety and enjoyment:
 - a. Take care of each other on the field
 - b. If there is a discrepancy or problem on the field, talk right there and then and straighten it out. Do not ever be afraid to call HOLD and tactfully - "ASK THE QUESTION".
 - c. Give your opponent the benefit of the doubt. This means: If you are not sure of the blow that hit you -- ask. If you are not sure of the blow you threw -- let your opponent decide. These guiding principles overridingly serve both honor and prowess.

C. MARSHALLING MELEES

Melees are the most hazardous environment for both combatants and Marshals and, not coincidentally, the most difficult to marshal. Marshals must not only keep in mind all of the considerations noted above in the Tournament section, but also contend with more spectators, missile weapons, gaffing, and rules of engagement - all while trying to not unduly affect the tactical scenario.

1. General

- a. Maintain a high level of safety and awareness as indicated above in the Tournament section.
- b. Remind the Marshals to keep good clearance from the lines during rushes, charges and other mass movements that could cause the Marshal to be accidentally struck or overrun.
- c. Make sure the field of combat is clear of noncombatant staff and spectators before resuming after a Hold.
- d. Check the field surface before and between melees for problems.

- e. Check combatants and encourage them to check each other as they enter and during Holds for state of their equipment. They may have had something damaged in the previous engagement.
- f. When rubber band guns are being used, Marshals are REQUIRED to wear eye protection and ensure that spectators are reasonably outside of the effective range of these weapons.
- g. Marshals should always have a Marshal's staff and whistle for safety and effectiveness. Armor is also recommended where reasonable, especially hand and groin protection. Goggles or safety glasses are also recommended where RBGs are in use.
- h. MICs are strongly encouraged to arrange adequate Chirurgeon and water-bearing support.

2. Melee Marshalling Requirements

Have as many Marshals as possible. The melee is a dynamic environment covering a wide area.

- a. A ratio of one Marshal to every ten combatants in smaller scenarios is a good margin. Sometimes it is not possible to achieve that ratio, but every effort should be made to have enough Marshals-to protect spectators and ensure the safety of the combatants.
- b. The Marshals should maintain the best clear view of the action, moving with the combatants as necessary, but remaining effectively out of weapons range. The MIC is responsible for judging whether or not there are enough Marshals, and requesting additional participation.
- c. One Marshal should be designated as the "Presiding Marshal", who is responsible for signaling the commencement of the melee, arbitration and its continuance after any Hold. The role of presiding Marshal can be rotated among the Marshals as necessary.
- d. Marshals are expected to maintain their own tempers, remain objective and encourage calm discourse on the field.

3. Crowd Control

Larger melees tend to draw larger crowds of spectators than single combat. Not only does available space become a safety consideration, but also the combatants themselves are less likely to remain attentive to the boundaries as they follow the flow of the tactical scenario. The location and layout of the melee area must take these factors into consideration and the buffer zone between spectator and the action has to be firmly enforced. In some situations (such as woods battles) it is not uncommon for the MIC to forbid spectators entirely from the vicinity of the fighting area.

4. Rubber Band Guns (RBGs)

The careful planning and close enforcement of the safety buffer zone is especially important if rubber band guns are included in the battle scenario. Although RBG combatants are primarily responsible for ensuring that stray shots will not go into the spectator area, the Marshals must also watch closely for this. In RBG scenarios, the Marshals must also pay attention to the minimum distance of engagement (as applicable) and the gleaning of (or damage to) ammunition on the ground.

6. Holds

There are few areas where Marshals and commanders come into more frequent conflict than when to call Holds because of the effect of interrupting the developing scenario. The first consideration must always be safety. The Marshals should call for a Hold if:

- a. The fighting is about to overflow the boundaries.
- b. There is an injury that might require the chirurgeons to intervene.
- c. A potentially dangerous pile-up is about to develop.
- d. A critical piece of armor (like a helm) has come off a combatant
- e. A combatant has dropped their weapon.
- f. It is impossible to create a rule for every conceivable situation. The Marshals should, however, try to allow the fighting to continue when possible, erring only on the side of safety. During a Hold, Marshals should attempt to resolve the situation as soon as possible so that the fighting can continue. (NOTE: Marshals will frequently have to courteously remind combatants to go to their knees, ground weapons, and refrain from discussions of the tactical situation during holds.)

7. Rules of Engagement

All Marshals should make themselves thoroughly familiar with the melee conventions of combat as outlined in the Middle Kingdom Melee Conventions. The issues of legal engagement in the confusion of melee combat can not only lead to dangerous physical situations but can cause rapidly escalating tempers as well. Marshals must be particularly attentive to potential problems in situations where:

- a. The lines have broken and units are intermixed.
- b. One unit has flanked or is in the rear of another.
- c. Elements of one unit are breaking through the lines of another.
- d. Individuals are rejoining the fight from another part of the battlefield.
- e. All participants are engaged with all RBGs regardless of the direction they are facing.

Marshals will frequently be called on to render judgments about engagement issues and should be constantly aware of the heightened emotions that can build during a melee. Marshals must remember to remain absolutely impartial (and diplomatic) and serve the interests of safety first, the rules of the game second, and the tactical concerns of the participants last, if at all.

D. Authorizations

The authorization process is one of the most important safeguards in SCA, Inc. fighting. Authorizations must be taken seriously. Standards for authorizations are oriented first towards safety, and competency as well in advanced authorizations. A Marshal does a great disservice to the marshallate, combatants in general, and the combatant in question by ignoring or overlooking a standard as a "favor" to help authorize a combatant. The Kingdom Earl Marshal may revoke a marshal's warrant for such irresponsible conduct. Local Marshals and their trainers should give the new combatant a clear idea when they have reached the authorization threshold, and wherever possible be present at the first authorization attempt.

1. Age Requirements

At age 16, participants may authorize in Rapier and engage in combat against adults (requirements for this are included in the Youth Rapier Handbook). Minors participating/competing with adults will have a single yellow diamond no larger than 1" (25mm) but no smaller than 0.5" (12.5mm) on the back of each of their gloves. A similar diamond (between 1" and 3" in size) shall be placed on the front hemisphere of the fencing mask so that it is clearly visible to the opponent, but does not obstruct the view of the combatant.

2. Planning

Organizing for authorizations becomes more important the larger your event and the wider your draw from the combatant community. Emphasis should always be on getting new authorizations and authorizations for combatants traveling long distances from remote groups handled first. Have the following resources ready and available to keep the process running smoothly:

- a. List Table: your staff at the List table should have enough of the correct forms and be familiar with completing authorization forms. The Group Marshal and/or MIC is responsible to make sure the paperwork (with enough copies of each form) is there and the List staff are comfortable with the forms and procedures.

Necessary Forms (found at <http://midrealm.org/marshal/>):

- Participants' Waiver
- MK Authorization Form
- MK Report Activity - Authorizations
- MK Waiver Combat Single

- b. Lists: plan to have enough room to be able to run more than one set of authorizations at a time, whenever space allows.

- c. Marshals: more is better. Try to arrange for Marshals from outside your immediate area to meet the familiarity requirement (see below) with the combatants authorizing.

d. Experienced Combatants to act as authorization partners: more is better here too, especially from outside the local area, but familiar to the Marshals. Make sure the authorization partner has the required authorization.

3. MARSHAL STANDARDS AND RESTRICTIONS FOR AUTHORIZATIONS

a. A copy of the Rules of the List and Rapier Rules of the Middle Kingdom must be available at the List table, at any official event at which authorizations are conducted. Note that this includes a group practice if an authorization is to be attempted there.

b. No less than two warranted Marshals are required to authorize a combatant. At least one should be relatively unfamiliar with the combatant authorizing. A single warranted Marshal may not authorize combatants.

c. Authorizations at practices are allowed, with the permission of the KRM, as long as there is at least one warranted Marshal from outside the group participating as a marshal in the authorizations.

d. A Marshal cannot authorize someone in a weapons style in which they are not authorized.

e. All combatants must authorize first in single rapier. In cases where there is good and sufficient reason the Regional Deputy Marshal or above in the marshallate chain of authority can grant an exception.

f. Authorization is by the use of the weapon or technique. Whatever style the combatant is authorizing in, the combatant is responsible to be **SAFE** with the weapon actually used.

4. GENERAL AUTHORIZATION PROCEDURES:

Authorization procedures (for all weapon forms) will follow a set pattern of bouts:

1. Sparring Bout: Combatants acknowledge blows verbally, calling out "good to the head", "good to the leg", etc., loud enough for the Marshals to hear, but not act out the blow's effect. The sparring bout should demonstrate the full range of the authorizing combatant's skill in both offense and defense. A skilled authorizing partner will spend some of the time changing tactics: "pressing" the combatant and retreating from the combatant to encourage a full display of skills. The sparring bout is to last no more than five minutes. A combatant who does not have the endurance to fight in a normal authorization can be failed for this reason alone. The Marshals should confirm the following from the combatant:

a. Has read and is familiar with the Rules of the List and the Middle Kingdom Rules for Rapier Combat and exhibits that knowledge on the field.

b. Must have attained the age of 16, or be able to provide proof of permission to compete as an adult.

c. Must be a paid member of the Society for Creative Anachronism.

d. Must have signed a waiver. (A blue membership card is equivalent to a waiver.)

2. Crown Bout: Combatants conduct themselves as if participating in a Tournament. All blows are acted out. Victory in the bout is not a consideration for authorization; this bout is held to demonstrate the combatant's ability to properly and safely act out the effects of the blows received and given in a manner befitting combat in the Lists.

a. Following each bout the Marshals and the authorizing partner consult and discuss the performance of the combatant during the bout. Consensus should be reached as to whether the combatant continues to the second bout, should train more before attempting authorization or continues with advice, and ultimately if successfully authorized.

5. FIRST-TIME AUTHORIZATION PROCEDURES:

1. The default first authorization is Single Rapier. If a participant wishes to authorize in a different style first, they may do so with the permission of the Kingdom Rapier Marshal or the Kingdom Earl Marshal. Permission will be given only in special circumstances.

2. The new combatant must have his/her arms thoroughly inspected prior to the authorization bouts.

3. Following the inspection the Marshal should confirm that the new combatant has had some practice and is using at least a weapon used in practice before. This does not require ownership of the equipment, only familiarity. A person who performs poorly and uses equipment problems as a reason should not be authorized.
4. When authorization bouts are announced, the combatant should be directed to the List table to fill out an authorization form. The combatant will then present him/herself armed with a single-handed weapon to the presiding Marshal when called. The Marshal will ask the combatant if s/he has read and understood the Rules of the List and the Midrealm Rapier Rules. If the combatant has not read them (which should not happen) s/he will be directed to the List table copy, and told to return when s/he has done so. Once they have reviewed the information, they may continue the authorization.
5. Before the first (sparring) bout, the combatant will be expected to answer questions about the Midrealm Rapier Rules.
6. The first (sparring) bout in a single rapier (first) authorization is required to contain four parts:
 - a. The combatant and opponent are fully armed and on their feet.
 - b. The combatant is on their knees fully armed and the opponent is on their feet fully armed.
 - c. The combatant is on their feet fully armed and the opponent is on their knees fully armed.
 - e. The combatant is off-hand single rapier on their feet and the opponent is on their feet fully armed.
7. First Authorization Standards:
 - a. Exhibits safe and courteous behavior on the field.
 - b. Begins in and maintains a proper stance.
 - c. Uses weapon safely in offense and defense
 - d. Delivers blows from a proper range and at a proper strength.
 - e. Reacts correctly to pressure, with the ability to "fight back" without becoming confused or losing control.
 - f. Feels and judges blows correctly, both those received and those given.
 - g. Able to move safely while engaged.
 - h. Able to parry with the off-hand.
 - i. Able to fight safely with the rapier in the off-hand
 - j. Able to fight safely when grounded and/or when opponent is grounded.
 - k. Single rapier authorizations are to include thrusts and draw cuts as part of the authorization procedure.

6. ADVANCED AUTHORIZATION

1. The combatant must demonstrate competence in, as well as safe use of, the advanced weapon style. Competence is a subjective standard but should include demonstrated familiarity with the unique characteristics of the weapon style, and awareness of the tactics for both offense and defense with the style.
2. All out-of-kingdom authorizations, except those held by non-emancipated minors, are considered valid while visiting the Middle Kingdom.

7. REAUTHORIZATION

1. Anyone who has not participated in SCA, Inc. combat for a year or more may be required to reauthorize at the Kingdom Rapier Marshal's discretion.
2. Reauthorization for lapsed Middle Kingdom combatants and combatants transferring residence into the Middle Kingdom:
 - a. Can reauthorize in any previously authorized weapon style.
 - b. Successful reauthorization will reactivate all previous weapon style authorizations.
 - c. Transfers into the Middle Kingdom from another kingdom with no equivalent authorization will be reviewed by the Kingdom Rapier Marshal or designate on a case-by-case basis.

- d. All combatants transferring into the Middle Kingdom from another kingdom are required to reauthorize as Midrealm combatants within one year of transfer.

8. WEAPON STYLES AND DEFINITIONS

1. Single Sword (a sword designed to be used with only one hand)
2. Sword and dagger
3. Case (two single handed swords)
4. Defensive object
5. Two Handed Sword (sword with a handle, including the pommel, greater than 12 inches, as measured from the crosspiece to the end of the pommel. The handle of such sword may not exceed 1/3 of the length of the blade)

K. INSPECTIONS

Inspections must be done with all armor on the body of the combatant who is going to wear it. Before you start, remind yourself that armor is hot. If the weather is hot, try to find some shade in which to hold the inspection, or at least for the combatants to stand in while waiting to be inspected. Similar reasoning applies in case of rain, freezing cold, or other inclement weather. Developing a set pattern for performing your inspections will help you maintain thoroughness and efficiency.

Armor and Weapon Inspection Standards

Rapier Combat marshals are expected to inspect and pass or fail weapons and protective equipment in accordance with the standards and guidelines set forth in the Middle Kingdom Rules for Rapier Combat:

1. Armor Requirements:

- a. The following are the Society norms for protective gear. Kingdoms enacting more stringent standards shall weigh the benefits of more rigorous penetration coverage against the risks of heat illness, exhaustion, and stroke due to heavier or more confining gear.

2. Head and Neck:

- a. The front and top of the head must be covered by rigid material to below the jaw line and behind the ears. Standard 12 kg fencing masks are known to meet this standard. If built to this standard, fencing helms are also acceptable.
- b. The face must be covered by either 12 kilogram mesh (e.g, a standard fencing mask) or perforated metal. Such metal must not have holes larger than 1/8" (3 mm) in diameter, with a minimum offset of 3/16" (5 mm) and shall also meet the definition of rigid material.
- c. Masks and helms must be secured to the fighter, so that they cannot be easily removed or dislodged during combat. The combination of snug fit and the spring-tongue in a conventional fencing mask is NOT sufficient, by itself, to secure the mask to the fighter.
- d. Both modern fencing masks and rapier helms, when inspected, shall comply with the rigid material standard, provisions on facial coverage, and shall show no evidence of impending failure (e.g., rust which weakens the metal involved, dents or other defects which spread open mesh, broken weld points, etc). If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard commercial 12kg mask punch. Marshals doing the testing shall be trained in the use of the punch. The Kingdom Rapier Marshal may elect to designate certain deputies to administer such testing.*

*Only marshals who have been trained in the use of a mask punch should test masks.

This test should only be done every two years, unless requested by the fighter or the marshal decides the mask is at risk of impending failure, as this test shortens the life of the mask.

- e. The rest of the head and neck must be covered by at least puncture resistant material.

f. For heavy rapier and cut and thrust rapier, additional throat protection is required; it shall consist of rigid material, as noted above, covering the entire throat, and shall be backed by either puncture resistant material (as a hood), one quarter inch (1/4") (6 mm) of open-cell foam, or their equivalents. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.*

*Rigid neck protection must be worn for all types of rapier combat, including light rapier.

g. For cut and thrust rapier, the back of the head must also be covered by rigid material, as noted above, sufficient to protect against percussive cuts.

3. Torso and Other Killing Zones:

a. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material.

b. Acceptable minimum armpit coverage is provided by a triangle extending from the armpit seam, covering the lower half of the sleeve at the seam, and extending down the inner/under arm, one-third the distance to the fighter's elbow.

c. Male fighters shall wear rigid groin protection. Any ventilation holes large enough to admit a broken blade must be covered from the outside with at least puncture-resistant material. Female fighters shall wear puncture resistant groin protection.

4. Arms and Legs:

a. Hands shall be protected by gloves, made of abrasion resistant material, that overlap any sleeve openings as below. Feet shall be protected by boots, shoes, or sandals, comprised of at least abrasion-resistant material.

b. Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.

c. No skin shall be bared. There shall be sufficient overlap between separate pieces of protective clothing, regardless of the fighter's stance or movements, that the minimum protection for that body area be preserved.

L. MARSHALLATE AUTHORITY TO HALT AN EVENT

In the event of a serious violation of the Rules of the List, the Presiding Marshal shall use his/her authority to stop the fight and/or take such other action as is necessary to correct the situation. If that authority is questioned, or if s/he is unable to stop the activity which is in violation, s/he shall summon the Marshal-In-Charge who, if s/he is also unable to stop the violation will use the following emergency procedures:

1. Crown Request for Intervention

The Marshal-In-Charge will immediately go to the Crown or ruling noble in attendance and say, "Your Majesty/Highness, it is my duty to inform you of a violation of Rule number ____ and to advise you to use your authority to correct the situation. If this situation is allowed to continue, the SCA, Inc will be forced to withdraw its sanction from this event (tournament, revel, etc.) and you will be held legally responsible for any consequences."

2. Seneschal Request for Intervention

If the Crown is unavailable, unable, or unwilling to act, the Marshal-In-Charge shall go to the Seneschal and say, "My Lord/Lady Seneschal, it is my duty to inform you of a violation of Rule number _____. In the name of the SCA, Inc. I request that you aid me in correcting this situation, and if the situation cannot be corrected, I desire you to withdraw the Society sanction from this event."

3. Marshal-In-Charge Procedure for Halting the Event

If the previous prescribed procedures do not work, the Marshal-In-Charge is instructed to summon a herald and require the following announcement be made, "My Lords and Ladies, I regret to inform you that since the Rules of the Lists are not being obeyed, this event can no

longer be considered an official event of the Society for Creative Anachronism, Inc., and is officially closed. Any activity taking place on this field from this time forward is a private affair, for which activity the individuals concerned will be totally and solely responsible." If no herald is available to make the announcement, the Marshal-In-Charge shall make it. The Marshal-In-Charge should then withdraw from the Lists, taking all SCA, Inc. officers. The Marshal-In-Charge must immediately report the action to the Kingdom Rapier Marshal by telephone, followed by a report in writing with copies to the entire Marshallate chain of authority, the Crown, the Marshal of the Society and the Board of Directors. This has never happened in the Middle Kingdom as of this writing.

AUTHORIZATION CARDS AND WAIVERS

1. All authorized combatants must obtain an authorization card that must be presented to the List Table or inspecting Marshals at official events before they can enter the Lists. Anyone who will enter the Lists as a participant (fighting in a tourney, sparring, helping with authorizations, Marshalling, constabling, etc.) must go to the List Table and present their Authorization/Participation Card, their SCA, Inc. membership card, and sign the appropriate participant's list and whatever other tourney Lists are requested. Persons other than combatants or Marshals, who must enter the Lists (e.g.: heralds, surgeons, water bearers) must execute a waiver before participating at an official event.

2. While presenting paperwork at the Table is the best solution and strongly encouraged, participants frequently misplace their cards. In order to facilitate maximum participation, Marshals can verbally vouch for the authorization status of a participant, or the warrant of another Marshal who has misplaced their card. Any warranted officer of the SCA, Inc. may vouch for the membership status of a participant except for participation in Crown List, which requires formal proof of membership. Marshals and list officials are cautioned to report participants who appear to be taking advantage of this flexibility.

3. **IF YOU DO NOT HAVE A CURRENT MEMBERSHIP AND AUTHORIZATION CARD, YOU CANNOT FIGHT - PER MIDDLE KINGDOM LAW.**

4. The only exception is when you are authorizing or re-authorizing, which requires only a membership card.

5. Membership restriction per Article VII Authorization for Combat, Section 104 of Middle Kingdom Law:

VII-104

Only persons who are Members of the SCA, Inc. may be a Middle Kingdom Authorized fighter. Any person not in possession of a blue membership card must execute a waiver before participating in combat at an SCA function.

6. Out of Kingdom Authorizations

This law does not prohibit honoring out-of-kingdom authorizations, only that visitors who become permanent residents must become members if they wish to be authorized in the Middle Kingdom. Out-of-kingdom visitors may participate in Middle Kingdom martial activities upon showing proof of authorization, as applicable, and subject to the policies above. Again, Marshals and list officials are cautioned to report visitors who appear to be taking advantage of this flexibility.

7. Out of kingdom authorization cards

Out of kingdom authorization cards will be honored for one year after the combatant becomes a permanent resident of the Midrealm. The participant must then perform a Midrealm rapier reauthorization to directly transfer their authorizations to the closest Midrealm equivalents.