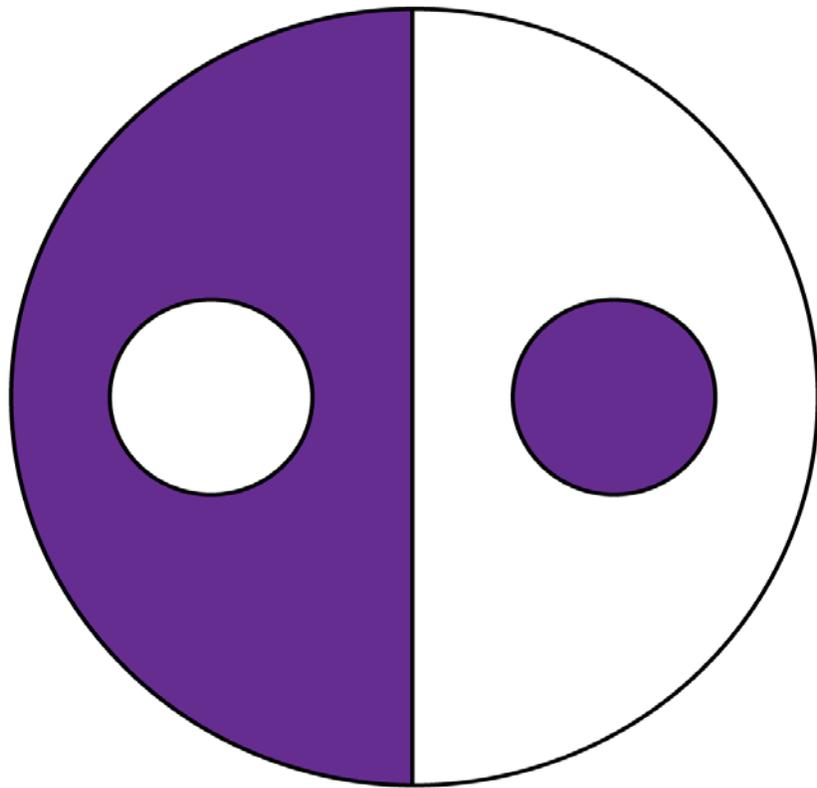


# Middle Kingdom Page School Handbook

February 2018



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This edition was crafted and edited by: Melissa Harris, Stephanie Bates, Karoline Gould and many others dedicated to the SCA. Thank you to all.

## Introduction

Welcome to Page School!

This handbook is intended to tell you everything you need to know about the Middle Kingdom's Page School. Youth (and parents) should read through this document and if you have any questions, ask your local Youth Officer or contact the Dean of Page School at ([pageschool@midrealm.org](mailto:pageschool@midrealm.org)). You can also contact a Regional Youth Officer, Seneschal or the Kingdom Youth Officer at [youth@midrealm.org](mailto:youth@midrealm.org).

The purpose of Page School is to promote the education of youth, ages 17 and under, about the SCA and the Middle Ages. To provide opportunities for our youth be involved, pursue interests, gain knowledge, develop skills, and serve in positive ways that give them direction and a sense of achievement. To enable the youth to follow their own dreams within the Kingdom in order to foster a lifelong interest and involvement in the Society. To teach chivalry, honor, responsibility, courtesy, leadership and history.

Page School itself does not run classes or activities. It is a tracking system for what the students do within the Society.

This edition of Page School will be going into effect first quarter of 2018 in AS52. Pages who are under the old Page School Program have the option of either staying with the old program or switching to this new format. Please notify [pageschool@midrealm.org](mailto:pageschool@midrealm.org) for assistance.

## Youth Policies

All Society and Kingdom Youth Policies should be followed at all times regarding youth. At the time of publication, all policies are listed below and detailed in Appendix A. Please refer to the Society and Kingdom handbooks for any changes/addition/deletions of policy.

The Official Society Policies concerning youth may be found in the Society Seneschal's Handbook, 2014: <http://socsen.sca.org/wp-content/uploads/2014/04/Seneschals-Handbook-041214.pdf> Section X

-Minor Waivers: Section XII, D.

Minor related forms: <http://www.sca.org/docs/library.html>

**Note:** Individual events or states may have their own rules about minors. (some states need forms notarized) **Please check with the event steward first!**

-Minor Waiver: <http://www.sca.org/docs/pdf/chldwaiv.pdf>

Medical Authorization form for Minors

-Minor Medical Authorization: <http://www.sca.org/docs/pdf/treatminor.pdf>

-Minor Medical Authorization: <http://www.sca.org/docs/pdf/treatminor-notary.pdf> - with space for notarization

## **Enrollment and Reporting**

Pages and their parent/guardian(s) must complete registration to be officially enrolled. All members of any preexisting Pages School or Guild within the Known World are welcome to join the School at their current status. Please contact [pageschool@midrealm.org](mailto:pageschool@midrealm.org) with any problems or special circumstances.

### Enrollment

Enrollment will be submitted electronically through the Page School website at:

[http://www.midrealm.org/mkyouth/pageschool/page\\_info.htm](http://www.midrealm.org/mkyouth/pageschool/page_info.htm)

If the website is down, please email the Dean at [pageschool@midrealm.org](mailto:pageschool@midrealm.org) with the following information:

Parent name, Parent SCA name, Parent email, Page name, Page SCA name, DOB, Street address, Parent phone, Local SCA group, and date of enrollment. If the student has been involved in a page or guild program – list details, tell about the youth's interests/projects/experiences, and questions/suggestions

### Belting Ceremony

Attend a belting ceremony to start your journey in page School. Each youth will be given a purple belt so they can be easily identified as a student of Midrealm's Page School. Belts are encouraged to be worn at all SCA functions.

A belting ceremony is not required (but highly encouraged) to be enrolled in or participate in the Page School. At the ceremony, the new Page will receive a purple belt and notebook, as well as receive information about the School. Both youth and parents should attend and both will have the opportunity to ask questions they may have concerning Page School.

Belting ceremonies will be held minimally four times per year (at both coronations and crown tournaments). Contact the Dean of Page School for additional ceremonies.

### Notebook

At the belting ceremony you will be given a notebook. Your notebook is a record of your words about the accomplishments within the Page School. Take good care of it. Bring it with you to write in when you participate in Page School activities. A copy of your pages must be turned into the Dean of Page School prior to awards or level completions. Either take a clear picture or scan in pages and send to [pageschool@midrealm.org](mailto:pageschool@midrealm.org)

### Reporting

Reporting will all be submitted electronically through the Page School website at

[http://www.midrealm.org/mkyouth/pageschool/page\\_info.htm](http://www.midrealm.org/mkyouth/pageschool/page_info.htm)

If the website is down, please email the Dean at [pageschool@midrealm.org](mailto:pageschool@midrealm.org) with the following information:

Name of Page, activity name and description, teacher, current level of Page, hours to be credited, category to be credited, location of activity, date of activity. If the Page is completing a level, please make sure to send a clear copy of their notebook.

## Rules and Guidelines

All youth of the Kingdom, under 18, are welcome to participate in Page School. You do not need to be a registered member of the SCA to participate.

There is no fee to enroll in Page School. It is expected that the parent/guardian will support their youth by providing the supplies, gear or garb needed to participate in the SCA. Contact a Youth Officer to see if loner items are available in your area.

While parent/guardian support is encouraged, a Page is expected to complete their own work. Younger Pages should get help from a parent/guardian for activities they wish to learn that might be dangerous for their age level.

Youth are expected to conduct themselves in a respectful manner. Any disruptive or inappropriate behavior will not be tolerated. No bullying, in any form, will be tolerated. If the parent is aware of any challenges that could arise with the child at youth activities, they should accompany the youth. It is not recommended to leave an unaccompanied youth, under 5, at youth activities. Youth officers may not physically discipline minors involved in Youth Activities. If a youth is disruptive, the minor should immediately return to their parent/guardian. Youth Officers have the right to remove a student from the activity and the youth will not earn credit hours.

Please remember that volunteers are not babysitters. It is the parent/guardian(s) responsibility to keep track of their youth throughout the day.

If a minor is sick, hurt or bleeding, the Youth Officer or another volunteer should get the parent/guardian. No medications or medical treatment should be administered by a Youth Officer. Immediately notify the Event Steward or Seneschal about the injury (depending if it was an event vs meeting). If an injury occurs, the Youth Officer must write up detailed documentation and send the report to Event Steward, Local Seneschal, Kingdom Minister of Youth (KMOY), and Kingdom Seneschal.

Not only are pages welcome in Page School but adults are welcome in many areas. Being a parent is not a requirement to assist with the Midrealm Page School.

A specific amount of class and instruction may be at home but the majority of the education should be completed at SCA functions (Events, demos, practices, meeting, etc.) See percentage requirements in the levels section. The percentage requirements are the amount of hours that may be completed at home versus at an official SCA activity.

Any adult or youth (ages 5 and up) may offer to teach a class at an event geared towards the learning of any aspect that falls within the SCA.

Activities used as credit hours are expected to have some substance and pertain to the Middle Ages or our Society. As the Page moves higher in levels, the class complexity should as well. If there is a question if an activity will be approved for credit hours, please contact the Dean in advance.

Credit for Page School hours can be gained at events, meetings, demos, etc.

## Divisions, Ranks and Requirements

Divisions follow the age ranges listed. However, an older Page may choose to do or finish a younger division. If a Page completes all the requirements for a level, they will earn coins as well as certificate of achievement. They then are eligible to repeat the level to earn more coins and an additional certificate of achievement. The Young Adult Division, however, can only be completed once.

The following age divisions are used in this Page School program: These titles carry no precedence.

- Child Division (0-6 years) is the Intro level.  
This level is meant to introduce youth to the SCA and all it can offer. We ask the youth to “try everything”. Whether it’s dancing, archery, helping on the list field, or assisting with a feast. The goal of this level is to give the youth a broad understanding of the SCA. This level is geared towards younger children and an adult should accompany the youth while they earn credits.
- Youth Division (7-9 years) is the Learner level.  
The focus for this age group is on learning more about what interests them. This group is similar to the Child Division but with less parental involvement\* and focused on the youth getting more involved. (\*Note: youth policies still apply)
- Junior Division (10-12 years) is the Journeyman level.  
The goal of this age group is to start learning about a path of interest in either A&S, Service or Chivalry. In this rank you will learn the basic fundamentals and skills of the Middle Ages and the SCA, including history, protocols, and behavior.
- Teen Division (13-15 years) is the Intermediate level.  
Now that you have picked an area of concentration in Page School, this age group will progress by building upon the fundamentals and expanding on skills and knowledge.
- Young Adult Division (16-17 years) is the Scholar level.  
This is the final chapter in Page School. This is the culmination of learning as a youth within the SCA. This goal of this group is readying themselves to become adults within the society and are expected to refine their skills to near-adult levels and to exercise leadership in their chosen area.

## Requirements and Percentages

In order to complete a level in the Page School, each youth is required to learn from three different areas – service, arts and science, and chivalry. A full list of suggest activities are available in Appendix B but two examples from each area are below:

	<b>Arts and Science</b>	<b>Service</b>	<b>Chivalry</b>
<b>Intro</b>	Learn how to card wool, or play a period game	Help set up feast chairs, or work at the refreshment area of a list	Try archery, or watch an armored battle and have an adult explain what is happening
<b>Learner</b>	Learn how to use a drop spindle, or make a pinch pot with clay	Do dishes in the kitchen, or guard duty	Learn about different period bows, participate in youth combat or rapier
<b>Journeyman</b>	Make yarn using a drop spindle, or make a piece of chainmail	Serve feast, or retain	Participate in shooting archery, or research period armor and weaponry
<b>Intermediate</b>	Teach a class on drop spindle, or perform a period musical piece	Assist in kitchen with feast prep, or help score an archery tournament	Participate in an archery tournament, or talk to three Knights about the Code of Chivalry
<b>Scholar</b>	Use yarn and knit together a hat, or display in the regional Faire	Assist cook with planning and plating, or herald at an event	Participate in a Royal Archery Shoot, or teach other youth about military tactics

Activities do not need to be completed at one time. The time can be broken up into increments. For example, to complete the required two hours of Chivalry hours on the archery field, you can shoot archery for 30 minutes at one event, 45 minutes at another, 15 at the next, and then finally 30 minutes at yet another event. That totals to the required two hours without forcing you to spend two hours straight on the archery list.

- **Intro** - 50% of this level must be completed at an official SCA function
  - Arts and Sciences - Try 8 different activities for 1 hour each
  - Service - Try 8 different activities for 1 hour each
  - Chivalry - Try 4 different activities for 2 hours each

Total Hours: 24

- **Learner** - 50% of this level must be completed at an official SCA function
  - Arts and Sciences - Try 8 different activities for 1 hour each
  - Service - Try 8 different activities for 1 hour each
  - Chivalry - Try 4 different activities for 2 hours each
  - A quest to learn more about your place in the Society \*See Appendix C

Total Hours: 24

- **Journeyman** - 75% of this level must be completed at an official SCA function
  - Arts and Sciences – Participate in 4 different activities for 2 hour each
  - Service – Participate in 4 different activities for 2 hour each
  - Chivalry – Participate in 2 different activities for 4 hours each
  - Spend 2 additional hours in the field of your choice
  - Completion of a basic Final Project \*See Appendix D

Total Hours: 26

- **Intermediate** - 80% of this level must be completed at an official SCA function
  - Pick one area of specialization (A&S, Service or Chivalry) - complete 14 hours
    - At least 2 of these hours should be teaching and sharing with others
  - The remaining two areas – complete 7 hours in each
  - A formal fostering of 3 months to a Mentor \*see Mentor section for details
  - Completion of a Final Project\* See Appendix D

Total Hours: 28

- **Scholar** - 90% of this level must be completed at an official SCA function
  - Pick one area of specialization (A&S, Service or Chivalry) - complete 20 hours
    - At least 5 of these hours should be teaching or sharing with others
  - The remaining two areas – complete 5 hours each
  - A formal fostering of 6 months to a Mentor \*see Mentor section for details
  - Completion of Final Project \*See Appendix D
  - Completion of one Fundraising event \*See Appendix E
  - Create a belt, accurate for your persona, to replace your Page belt at Graduation

Total Hours: 30

## Mentoring Program

All SCA Youth Policies apply when mentoring. Mentors need to be warranted through the Kingdom Minister of Youth Office and background checked through SCA Corporate. Before proceeding with a mentor, please contact the Dean or KMOY with any questions.

A formal fostering is a requirement of Intermediate and Scholar Pages. With the support and approval of their parent/guardian, a Page should work with the parent/guardian to find a Mentor within the Kingdom. This is a personal decision between the Page, the parents/guardian and the Mentor. It is encouraged to be similar to the teacher-dependent relationship that Peers have within the Kingdom. This is a wonderful opportunity for a Page to grow within the Society and gain knowledge from other members. A Mentor should foster a Page's growth within their area of specialization, as well as personal development in areas of courtesy, fealty, generosity, prowess, honesty, etc. and moral support.

The Mentor does not have to be a Peer, however it should be an adult/s with some expertise in the area of fostering and knowledge of the Pages specialization. Parents cannot be a Mentor for their own children.

All meetings with a Mentor must follow Youth Policies. To allow mentors to follow Youth Policy requirements, the Page School Dean and/or the KMOY will run an open classroom with background checked adults four times a year – at both crown tourneys and coronations. Additional open classrooms at events can be requested by contacting the Dean. You are not required to meet at these times.

After the formal fostering period is complete, the Page and Mentor will each write essays about their experience and submit them to the Dean. The essay should be at least one page and should entail the details of your Mentor/Page relationship.

Topics for the Page:

- Tell about your Mentor – name, titles, what they do in the SCA
- What did you learn from your Mentor
- Was this relationship helpful in your development in Page School
- How have you changed from the beginning to the end of your relationship
- What would you change in the future
- Any additional information

Topic for the Mentor:

- Tell about your Page – name, general information
- What did you teach your Page
- Did you learn anything from your Page
- How has the Page developed from the beginning to the end of your relationship
- What would you change in the future
- Any additional information

## Information for Mentors

All SCA Youth Policies apply when mentoring. Mentors need to be warranted through the Kingdom Minister of Youth Office and background checked through SCA Corporate. Before proceeding with a mentor, please contact the Dean or KMOY with any questions.

### How to be warranted as a Mentor

1. Mentors will be picked with the support and approval of their parent/guardian. This is a personal decision between the Page, the parents/guardian and the Mentor.
2. After a Page's parent has approved a Mentor, the Mentor must complete mentor registration with the KMOY on the Page School website at

[http://www.midrealm.org/mkyouth/pageschool/page\\_info.htm](http://www.midrealm.org/mkyouth/pageschool/page_info.htm)

If the website is down, please email the KMOY at [youth@midrealm.org](mailto:youth@midrealm.org) with the following information:

Mentor modern name, Mentor SCA name, Mentor email address, Page modern name, Page SCA name (if applicable), Page parent/guardian name, Parent/Guardian email, current level of Page, date

3. An email confirming registration will be sent to the Mentor

-No meetings are permitted to take place until after warranting is completed.

### Contact Rules

Mentors are not authorized to contact a Page directly through any social media, email or phone. The Mentor may contact the Page's parent/guardian to relay/receive messages. Mentors are not authorized to ever meet with a Page in private. Mentors are not authorized to ever meet with a Page outside of an SCA function. All meetings will follow the rules laid out below.

### Meetings

All meetings with a Mentor must follow Youth Policies. To allow mentors to follow Youth Policy requirements, the Page School Dean and/or the KMOY will run an open classroom with background checked adults four times a year – at both crown tourneys and coronations. Additional open classrooms at SCA functions can be requested by contacting the Dean. You are not required to meet at these times.

### Reporting meetings

After a meeting between Mentor and Page, the Mentor needs to report it at

[http://www.midrealm.org/mkyouth/pageschool/page\\_info.htm](http://www.midrealm.org/mkyouth/pageschool/page_info.htm)

If the website is down, please email the Dean at [pageschool@midrealm.org](mailto:pageschool@midrealm.org) with the following information:

Mentor modern name, Mentor SCA name, Mentor email address, Page modern name, Page SCA name (if applicable), Page parent/guardian name, Parent/Guardian email, current level of Page, Meeting date, SCA function where meeting was held, Background checked adult present, Other adults present to fulfill the two deep rule, Overview of what was discussed

\*Failure to report a meeting could result in removal of a Mentor's warrant.

## **Recognition of Achievement**

### Belt

All Pages will be given a purple belt to wear. These should be worn at SCA events so that you can be easily identified as a Page in Page School.

### Coins of Achievement

Each time you complete a section (A&S/ Service/ Chivalry) in each level, you will earn a coin. Coins can be worn immediately. Coins should be sewed onto the belts, so that it looks similar to plaque belts. Coins will be given by Page School staff. Pages are encouraged to help with coin production.

### Scroll

When a Page has completed all requirements of a level, they will receive a scroll to commemorate this achievement. The scroll will be presented, at an event where Court is to be held, when completing a level. The Page will be called into Court and recognized for their achievements. Pages are encouraged to help with scroll production.

### Final Graduation from Page School for Young Scholars

When a Page has completed the Scholar Division, they will have a final Graduation from Page School as a culmination of their studies. The Young Adult will be called forward during Court, at an event, and any previous Graduates should be asked to join. They will be presented with a scroll to commemorate this achievement. They will return the Page School belt (coins should be removed beforehand for them to keep) and the belt they made will be placed on them.

## Appendix A

### Youth Policies and Forms

Society Seneschal's Handbook, 2014, Section X:

<http://socsen.sca.org/wp-content/uploads/2014/04/Seneschals-Handbook-041214.pdf>

#### **X. DEALING WITH MINOR/YOUTH-RELATED POLICIES**

1. Minors are defined as anyone who has not reached the age of legal majority. This varies between countries, states and other jurisdictions. Be sure of the age(s) of majority in your area.
2. SCA is a member, family, and youth friendly social organization. SCA children, youth, and teen activities and classes are offered as a positive means of encouraging the participation of minors in the SCA with their families while encouraging fun-focused learning about history and the SCA. Those specifically dedicated and/or published youth-oriented activities (SCA Youth Activities) are overseen by warranted youth coordinators at any and all events and activities.
3. Parents or guardians of minors shall have ultimate responsibility for the welfare and behavior of their children at all times. It is the responsibility of the adult who brings a minor to an event to ensure that the minor is safe and not in danger. At events and activities in which youth participate in any way, participating minors must either have a parent or legal guardian present at the event/activity, or a temporary guardian present in possession of a properly executed "Medical Authorization Form for Minors." This Medical Authorization Form must designate an adult present at the event or activity as able to authorize medical treatment in the case of emergency (a form of temporary guardianship).
4. All warranted Youth Officers (deputies who ultimately report up to the Kingdom Seneschal) must have a current SCA membership and an approved, current, and valid background check. Warranted means you are an official deputy to the Kingdom Youth Coordinator or to the Kingdom Seneschal or one of their deputies.
5. All official or "published" SCA Youth Activities must have one background checked adult member who acts as the official "coordinator" for the SCA Youth Activity. For example if there are 10 youth A&S classes each in their own separate classroom, each classroom needs to follow the "2 Deep Rule" but there only needs to be one overall youth "coordinator" responsible for the all activity in all classrooms. There are many activities of the SCA where informal instruction (mentoring) occurs that are open to attendance by minors, but do not constitute dedicated and/or published SCA Youth Activities. They are known by many names (i.e. Practices, Meetings, and Guilds & Workshops). A Minor's attendance of an adult A&S class it does not mean that class becomes an SCA Youth Activity simply because a youth is in attendance.
6. The "2-deep" rule specifies that for all SCA Youth Activities, a minimum of 2 adults (at or above the age of legal majority in the state, province or country in which the activity

occurs) unrelated to one another by blood, marriage or personal relationship must be present. This policy does not relieve parents of their primary responsibility for the welfare and behavior of their children. One of these two adults may also be acting as the official coordinator for the youth activities going on.

7. Persons who have been convicted of crimes against minors are not eligible to participate in SCA Youth programs.
8. In the case of minor-related crimes it is appropriate for the Seneschallate to call the modern authorities. If a minor appears to have been the victim of a violent crime, modern authorities **MUST** be contacted. Inform the Kingdom Seneschal immediately.
9. Branch and regional Seneschals, Marshals, Marshals-in-Charge, and Exchequers must be at least the age of majority for their jurisdiction. Be aware that the age of majority does vary between jurisdictions; these officers must be old enough to serve in each area that they serve.
10. Minors 15 years of age or older may serve as officers, except for the offices of: Event Steward, Marshal, Exchequer, and Seneschal. Minors may serve in the allowed capacities only with the express written approval of the parent or legal guardian and their Kingdom superior, after they are notified of the age of the minor. In this and all cases involving minor participation at SCA Youth Activities, parental/guardian accompaniment and the “2-deep” rules still apply.
11. Minors less than age 15 may not serve as Head Gatekeeper, Reservationist, etc., for an event. Such minors may assist at the gate collecting funds, making change, etc., under the oversight of an individual permitted by SCA Corporate Policies to serve as an officer, who will be ultimately responsible for the accounting of the funds passing through the gate. Such minors serving in this capacity may not work unattended at an event gate at any time.
12. Medical treatment of minors is subject to the appropriate laws of the state, territory, province, and/or country where the event is held. In the case of a medical emergency involving a minor, the parent/legal guardian or, in the case of a minor attending with a non-parent/legal guardian, the temporary guardian with the Medical Authorization Treatment Form for Minors be located. See XII.D.

## **XII. D. Minor Waivers**

1. Minors (persons under the age of legal majority in the state, province, or country in which the SCA function occurs) are welcome to participate in the activities of the SCA, subject to the following rules:
  - a. Any minor attending an SCA event must have a Minor Waiver completed and signed by their parent or legal guardian. (Minors with blue cards indicating a waiver at the Corporate Office that is signed by a parent are treated the same as adult blue-card attendees with regard to waivers.) The parent/legal guardian needs to be on site with the minor at all times or an adult who is responsible for the minor as long as the parent/legal guardian completes and provides the appropriate paperwork, such an adult is termed a —temporary guardian. Roster waivers are not acceptable for use with minors.
  - b. The parents or guardians of the minor must witness SCA combat, discuss with a witnessing marshal how it relates to the participation of their child, and execute a “Minor’s Waiver and Informed Consent to Participate in SCA Combat-Related Activities.” The witnessing Marshal must countersign the waiver. A Minor waiver must be signed if the minor is participating in fighting activities. Fighting activities include armored combat (heavy weapons), fencing, combat archery, marshalling, scouting, youth combat, or banner bearing in combat. In this case, parents should be carefully informed of what is going on. Corpora (Rules of the Lists) requires that parents “witness the activity, discuss it with a witnessing marshal, and execute a waiver for the minor.” Witnessing marshals must be explicitly authorized to perform this function by the Kingdom Earl Marshal.
  - c. Authorization for combat in any of the forms listed above by minors can be performed only by the Kingdom Earl Marshal or those explicitly authorized to the task, with the exception of rapier combat, which must be authorized by the Kingdom Rapier Marshal or those explicitly authorized to the task.
  - d. In order to be authorized for armored combat or the marshalling of armored combat, a participant must be at least 16 years of age. The eligible age for authorization in all other adult combat-related activities is 14.
  - e. From the Marshal’s Handbook: “At any event in which the minor is involved in SCA combat-related activities, the minor must either have a parent or guardian present, or must be in possession of a properly executed “Medical Authorization Form for Minors.” Said Medical Authorization Form must designate an adult present at the event as able to authorize medical treatment in the case of an emergency.” This document should stay with the parent, legal guardian or temporary guardian during the event in case of an emergency. See the appropriate sections of the Marshall’s Handbook for details regarding all aspects of minor related combat activities.

# The Society for Creative Anachronism, Inc.

P.O. Box 360789 ĺ Milpitas, California 95036-0789 ĺ Tel (408) 263-9305 ĺ 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 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 parent(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 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 on myself, the said minor and any person suing on behalf of said minor.

Minor's Name (PRINT): \_\_\_\_\_

Birthdate of minor: \_\_\_\_\_ Home State of minor: \_\_\_\_\_

Legal Name (PRINT): \_\_\_\_\_  
Parent/Guardian

Legal Name (SIGN): \_\_\_\_\_ Date: \_\_\_\_\_  
Parent/Guardian

**The Society for Creative Anachronism, Inc.**

# **Medical Authorization for Minors**

I, \_\_\_\_\_, the parent 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 judgement 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.**

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 judgement 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.**

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STATE OF

COUNTY OF

SUBSCRIBED AND SWORN TO before me this \_\_\_\_\_ day of \_\_\_\_\_, 20

\_\_\_\_\_ (notary seal)

Notary Public

My Commission Expires:

## Appendix B

### Credit Hour Suggestions

This is a general list. Complexity and depth should grow with the age of the Page. This list is not all inclusive. If you need more ideas for your level, please contact a youth officer or the Dean. Classes should be age appropriate.

#### Arts and Sciences

- Classes - take a youth class, teach a class, take an adult class with a parent, or on your own if you are old enough
- Gaming - learn and play period games, make your own game board, teach others
- Dance - learn a dance, perform a dance, teach a dance
- Performance - learn and recite a poem, write a poem, perform in a play, juggle
- Music – research period music from many cultures, learn a song and perform it, make a period musical instrument, play a piece from period, attend a live performance of period music
- Pottery – make a pinch, slab, coil, thrown pieces, learn about glaze, kilns
- Costuming – research period clothing from different times and places
- Glasswork – lampwork, glassblowing, stained glass
- Sewing – learn how to use a sewing machine, hand sew, make fabric buttons,
- Fiber – card weaving, tablet weaving, drop spinning, spinning wheel
- Learn ranks, titles and forms of address for those in the SCA
- Read - a book about knights/castles/medieval life and share the information
- Museum - attend a museum exhibit about Medieval Ages, pick your favorite medieval piece of art and try to recreate it, study the medieval artists
- TV - watch a documentary about the medieval ages
- Languages - find words you do not know from a period source and define them, learn parts of a period language
- Draw or paint - a picture about medieval life
- A&S display/faire/competition - attend and ask artisans questions about their displays, enter into the display
- Chainmail – make a piece of chainmail, research different chainmail patterns
- More - metalwork and jewelry, heraldry, persona, calligraphy & illumination, bardic, coining, carving, headwear, papermaking, leatherworking, cooking

#### Service

- Working in a kitchen – dishes, prep, cleaning, plating
- Work A&S competition – be a runner, hydrate the entrants
- Serving feast
- Set-up or clean-up crew for an event, for feast, for a specific area of an event
- Working at heralds table – help with research, coloring
- Herald – make announcements at events, carry messages, run errands, fetch items
- Helping at the list table
- Service to a person (for example Royalty, the event steward, troll) at an event
- Work a shift at guard duty
- Retain for Royalty or Territorial Baron or Baroness

- Help with a class
- Work refreshment area at an event
- Assist a royal Peer, help clean up after event/feast
- Meet another youth your age and discuss the SCA
- Pack all your own supplies for an event from a checklist from an adult
- Assist a rider with equestrian
- Score on the equestrian list
- Score an archery tournament
- Herald or be ground crew on the equestrian list

### Chivalry

- Armor – research armor and weapons in Medieval Ages, assist a fighter in putting on armor
- Combat – participate in youth combat
- Rapier – participate in youth rapier
- Equestrian – participate in, research horses – what are famous horses in history/what do they eat/ how to care for them, safety on the list, groom a horse, research spurs/stirrups, what are the parts of horses, how to use weapons safely around horses, ride a horse
- Archery – participate in, learn the parts of an arrow and bow, different types of bows, safety on the list, participate in a tournament, research famous archers
- Siege weaponry – research different types of siege weapons
- Thrown weapons
- Research and/or attend classes about military history, tactics, and other related martial/military subjects
- Watch an armored battle and have an adult explain what is happening
- Talk to and learn from three different Knights about the Code of Chivalry

## Appendix C

### Learner SCA Quest

Please turn in completed Quest to Page Dean at [pageschool@midrealm.org](mailto:pageschool@midrealm.org) There are many things to learn about the SCA and the goal of this quest is to help you discover and learn about the Society. Seek out the answers from talking to other SCA members. Include their name in your response.

What is the SCA/ how and when did it start?

What is the history of your Kingdom and Barony?

What is there to do in the SCA, and what are you interested in?

Who is the King/Queen, Prince/Princess, and how are they chosen?

What are the youth awards for your Kingdom and Barony?

What is a Laurel and Apprentice?

What is a Pelican and Protégé?

What is a Knight and Squire?

What is a MOD and Provost?

What is a Persona and Heraldry?

## Appendix D

### Final Projects

#### **All Youth Policies apply.**

Do one final project that falls into your area of specialization. All project ideas should be submitted in advance to the Page School Dean for approval.

These experiences should be actual service of the Page, and not in name only. After the experience, the Page shall write an essay describing the experience, what s/he learned, etc. This should be age-appropriate. The accompanying adult (if applicable) should also write a letter to the Dean with feedback on the experience.

Turn in the letters and any supplemental information to the Page School Dean at [pageschool@midrealm.org](mailto:pageschool@midrealm.org)

See some ideas below (list is not all inclusive):

#### Journeyman Projects

- A&S
  - Enter craftsperson faire or set items out for a display – documentation not needed, but suggested
  - A research project about anything medieval. (at least 2 pages)
  - Make a scroll blank for your local group. This should be for a youth award.
  - Make an accessory for loner garb for gold key
  - Help to hand out scroll cases to scroll recipients at court
  - Write an article for local group newsletter
  - Create a flyer for your local group to hang and attract interest
- Service
  - Be a runner for an area at an event
  - Retain for Royalty
  - Retain for Baronial
  - Be a voice herald at an event
  - Kitchen help – chopping/ cutting/dishes
  - Serve feast
  - Unloading help at door for an event
  - Assist in helping to set up an area (list field, targets, chairs/tables for feast, etc)
  - Write an award recommendation for another youth
- Chivalry
  - Help to setup and teardown the list: youth combat, youth rapier, archery, equestrian, or thrown weapons
  - Make a piece of loner armor/sword
  - Research equipment used in period – what do we use different in the SCA – why?
  - Research period fighting styles

## Intermediate Projects

- A&S
  - Enter A&S Competition – documentation required. A copy of the documentation and judges' comments should be sent to the Dean.
  - A research project about anything medieval. (4 pages)
  - Make a scroll blank for your Kingdom Page School.
  - Make a piece of loner garb for gold key
  - Organize, plan and teach a class for youth
  - Write an article for the Kingdom newsletter
  - Work with the Webminister to develop a youth section on your local website
- Service
  - Assist an area at an event (lunch, parking, heralds, youth, A&S, etc.)
  - In charge of setup/teardown for event
  - Organize all voice Heralds for an entire event
  - Teach and assist other youth to write award recommendations
- Chivalry
  - Help a Knight for the day
  - Clean equipment. Is there a proper way? Is this how it was done in period?
  - Use period fighting styles and analyze (to do this you need to have researched them first)

## Scholar Projects

- A&S
  - Enter A&S Regional Competition – documentation and comments copy required
  - A research project about anything medieval. (at least 6 pages)
  - Make 5 scrolls or scroll blanks for Kingdom.
  - Make 3 pieces of loner garb for gold key.
  - Organize, Plan and Teach a class for adults
  - Write an article series for the Kingdom newsletter
  - Create and write a Youth Page for your Barony (with permission of Webminister)
- Service
  - A Service project such (junior event steward, or a as a deputy to an officer)
  - Assist the Youth Officer in charge with planning and organizing classes, as well as running youth area for the entire day
  - Assist an adult in charge of an area for an event with the planning/organizing and running of the area. This should be actual work and not just an explanation of what to do.
- Chivalry
  - Assist on the youth combat or rapier field all day. Both Page and Marshal should write up about the day.
  - Make a full set of youth loaner gear and give to a Canton, Shire or Barony. Write a paper on the process. Whomever it is given to would also write up on the quality of the work.
  - Build a piece of equipment that is used
  - Teach fighting styles from period to other fighters (to do this you need to have researched and used yourself first)

## Appendix E

### Fundraising Event

The Young Adult division should participate in one fundraising event. The two options for fundraising include: Assisting with an SCA Fundraiser, or a Youth Office Fundraiser. We are part of a community that exists within the SCA that contains Kingdoms, Baronies, Shires and Cantons. The purpose of fundraising is to connect with that community, help others in need and gain an understanding of generosity. The Page must find a Youth Officer to head the actual fundraising event. Youth are not permitted to collect or be in charge of a cash box. The adults involved are in charge of all cash handlings.

#### Assisting with an SCA Fundraiser

The SCA populace hold multiple fundraisers throughout the year to benefit different areas within our Local groups, Kingdom or Society. A Page can choose to assist an adult who is already organizing an SCA fundraiser. The fundraiser steps below should still be followed.

#### Youth Office Fundraiser

The Youth Office of the Midrealm provides youth with items for Page School including coins, belts, notebooks, as well as items for teaching classes, etc. The money raised from this fundraiser will go directly back to the youth of the Kingdom so that more youth can participate within the SCA.

\*Multiple Pages may work together on one Fundraiser and it will count as a credit for each youth. Each Page is responsible for following the steps below and should submit their information individually. \*

Fundraising Ideas: This list is not all inclusive. If you have other ideas, please check with the Dean at [pageschool@midrealm.org](mailto:pageschool@midrealm.org) before proceeding.

- Run a donation or pay Lunch Tavern
- Donation Coffee/Tea/Breakfast Bar
- Silent auction
- Bake Sale
- Ice Cream Social
- Pie in Face
- Book Sale
- Art Sale

## Fundraiser Steps

1. Select which type of fundraiser you will be doing.
2. With your parent's assistance, find a Youth Officer to head the fundraiser and at least one additional adult to assist. (two adults must be present at all times to fulfill the 2 deep rule of the Society)
3. With parent's assistance, contact the event you would like to hold the fundraiser to get it approved through the Event Coordinator.

4. Submit your fundraiser information electronically through the Page School website at:

[http://www.midrealm.org/mkyouth/pageschool/page\\_info.htm](http://www.midrealm.org/mkyouth/pageschool/page_info.htm)

If the website is down, please email the Dean at [pageschool@midrealm.org](mailto:pageschool@midrealm.org) with the following: Page Name, Fundraiser selected, Event name, Event Date, Youth Officer name, other assisting adults (there must be at least two adults present at all times to fulfill the 2 deep rule)

5. The Page should work with the adult head to coordinate volunteers, facilitate materials and run marketing for the event. Please direct questions to the Dean at [pageschool@midrealm.org](mailto:pageschool@midrealm.org). All meetings with the Page need to have 2 adults present with a background checked Youth Officer. The Youth officer must report the meetings using the Mentor Meeting reporting system found at [http://www.midrealm.org/mkyouth/pageschool/page\\_info.htm](http://www.midrealm.org/mkyouth/pageschool/page_info.htm).

6. Participate in/run the Fundraiser. The adult head should turn in all funds directly to the Exchequer before the event ends so it can be recorded.

7. After the fundraising event is complete, the Page will each write a one page essay about their experience and submit it to the Dean at [pageschool@midrealm.org](mailto:pageschool@midrealm.org). See topics for the essay:

- Tell about the Fundraiser – who was involved, what event was it at, what marketing did you do
- Give details about the steps you took to run this drive - from start to finish
- What did you learn
- What would you change in the future
- Any additional information