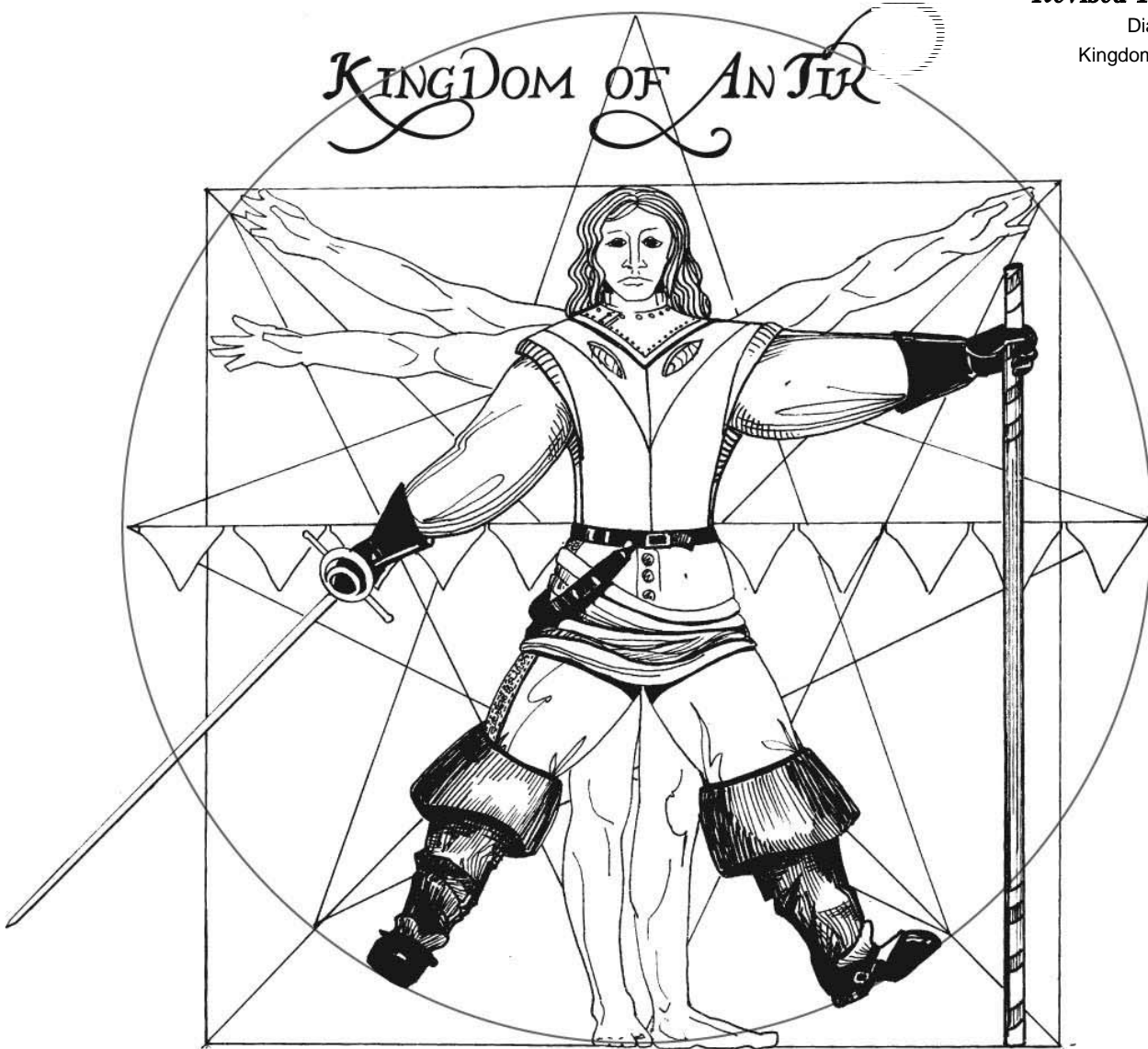


Rapier MARSHAL'S HANDBOOK

Revised 14 July 2004

Diarmuid de Rosas
Kingdom Rapier Marshal

KINGDOM OF AN TIR



[Signature]
 Skapi Torinson, Rex An Tir

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 Aaa Staradottir, Regina An Tir

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 Yngir Einarsson, Kingdom Seneschal

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 Dungedr Ravensfuri, Kingdom Earl Marshal



1. Introduction

1.1. Purpose

The Rapier Marshal's Handbook (RMH) defines the procedures, processes, and requirements for rapier marshals within the Kingdom of An Tir.

1.2. Scope

This handbook covers the authorization of marshals, marshal qualifications and responsibilities, grievance resolution, conduct of combat, and other processes necessary for the proper function of the marshallate.

The RMH applies to all participants of rapier combat within the Kingdom of An Tir. It must be used in conjunction with the An Tir Book of Rapier Combat (ABCs), and all rapier participants must abide by the rules contained in both.

1.3. Background

An Tir rapier combat recreates a style of sword combat that developed in Europe before 1600 AD.

2. Marshallate Structure, Responsibilities, and Authority

Overview

This section defines the structure, responsibilities, requirements for being a marshal, and reporting requirements.

2.1. Definitions

Term	Definition
Area Deputy	An assistant to the Kingdom Rapier Marshal with administrative responsibilities for a) a geographic region of the kingdom or b) special projects as assigned by the Kingdom Rapier Marshal. Examples of Area Deputies are Principality Marshals, the Kingdom Deputy Rapier Marshal, and the Deputy for Sidesword.
Fair Witness	Provide an objective and impartial account of events as they appeared to have occurred. This account is used as evidence to resolve disputes or apply sanctions.
Incident	A reportable event. Incidents typically involve safety issues, improper conduct, equipment failures, or combat related injuries.
Marshal in Charge (MiC)	The rapier marshal with the responsibility to coordinate all rapier combat at an official Society for Creative Anachronism, Inc. (SCA) event. The MiC is also responsible for maintaining and enforcing the rules and regulations of rapier combat.
Warrant, Warranting	The official process of recognizing an officer of the SCA. A warrant is necessary for signing official paper work (such as authorization forms) on behalf of the corporation. To be an officer of the corporation, an individual must be a member of the SCA. Senior marshals and branch rapier marshals are officers of the SCA. Therefore, they must have and maintain current SCA memberships in order to receive their warrants.

2.2. Responsibilities

THE...	IS responsible for...
Kingdom Rapier Marshal (KRM)	<ul style="list-style-type: none"> • Reporting to the Earl Marshal and the Society Marshal of Fence on the status of their office. • Issuing, verifying, approving, or rejecting warrants of all Senior Marshals, Area Deputies, and Branch Marshals. • Training and authorizing marshals and combatants. • Limiting, suspending, or revoking any of the warrants or authorizations of the aforementioned individuals for cause. • Regularly communicating safety and re-creative developments to the ADs and branch marshals. • Maintaining Branch and Marshal Rosters. • Convening and presiding over regular meetings of the associated Marshallate for the purpose of advice and counsel upon matters of concern. • Training a successor. • Acting as MiC at any event they attend that does not have this position of responsibility occupied. • Leading the development of Kingdom policy regarding all aspects of rapier combat. • Encouraging the development of Ithra classes and other workshops dealing with the history, tactics, construction and use of weapons, armor and combat. • Coordinating ABC and RMH workshops to ensure the marshallate is up-to-date on the rules and their application.
Area Deputy (AD)	<ul style="list-style-type: none"> • Reporting to the KRM on the status of their office. • Assisting with the verification, approval, or rejection of warrants for associated senior and junior rapier marshals and local Branch Marshals. • Approving Junior Rapier Marshal promotions and assigning them to a Senior Rapier Marshal for mentoring. • Training and authorizing combatants in the area. • After consultation with the KRM, limiting, suspending, or revoking any of the warrants or authorizations of the aforementioned individuals for cause. • Regularly communicating safety and re-creative developments to branch marshals. • Convening and presiding over regular meetings of the associated Marshallate for the purpose of advice and counsel upon matters of concern. • Training a successor. • Acting as MiC at any event they attend that does not have this position of responsibility occupied. • Assisting in the development of Kingdom policy regarding rapier combat. • Encouraging the development of Ithra classes and other workshops dealing with the history, tactics, construction and use of weapons, armor and combat.

THE...	IS responsible for...
Branch Marshal	<ul style="list-style-type: none"> • Submitting regular reports as described in these rules. • Ensuring that information is available to all fighters about armor and weapon standards, rules of combat, and any other information they are directed to distribute. • Ensuring that their branch has trained marshals present at events. • Ensuring that fighters and marshals in the branch receive proper training. • Supervising marshaling activities at local events. • Authorizing fighters. • Enforcing compliance with the ABCs and RMH. • Keeping authorization records on all fighters in the branch and records on all fighting events in branch. Originals of all authorization forms must be submitted to the Kingdom Lists Officer. • Training a successor • Ensuring that all participants at official local practices sign an SCA combat waiver.
Senior Marshal (SRM)	<ul style="list-style-type: none"> • Regular reporting to the AD on their activities and other reports as required by the AD or this Handbook. • Training other marshals. • Testing and recommending new marshal candidates for promotion. • Mentoring the junior marshals assigned to them. • Training fighters, if applicable. • Authorizing fighters. • Inspecting armor before the lists open. • Providing fair witness during combat. • Ensuring the safety of the fighters and spectators. • Fulfilling the duties of the MiC when requested. • Approving or disapproving any equipment, weapon, or combat style, so long as said decision is in keeping with the ABCs. • Assisting in settling disputes over armor, weapons or combat. • Enforcing compliance with the ABCs and RMH. • Reporting what they personally observed of any incident, during or related to combat, on which the MiC is required to report. • Conferring with and advising the KRM on matters concerning the rules. • Limiting or suspending an authorization of a fighter for cause and submitting an "Incident Report" immediately to the KRM. • Halting or disallowing any combat activity for cause. • Ensuring that all persons participating in combat are authorized in that particular combat style. • Maintaining a current SCA membership.

THE...	IS responsible for...
Junior Marshal (JRM)	<ul style="list-style-type: none"> • Assisting in the training of fighters. • Enforcing compliance with the ABCs and RMH. • Performing the duties of MiC when directed to do so by the branch marshal. • Providing fair witness during combat. • Ensuring the safety of the fighters and spectators. • Assisting in armor inspection. • Assisting in marshaling. • Reporting what they personally observed of any incident, during or related to combat, on which the MiC is required to report. • Maintaining periodic contact with their senior mentor.
Marshal-in-Charge (MiC)	<ul style="list-style-type: none"> • Overseeing combat at an event. • Checking the safety of the field. • Overseeing the inspection of all weapons and equipment for compliance with SCA and Kingdom standards. • Arranging for enough marshals for a particular type of combat. • Knowing the location and phone number of the nearest hospital. • Consulting with the event Chirurgeon to find out what trained medical personnel are attending the event, their names, location, and qualifications. • Suspending any rapier combatant or rapier marshal should the need arise. • Halting or disallowing any rapier combat should the need arise. • Reporting as required by these rules. • Other functions as described by the RMH and ABCs.

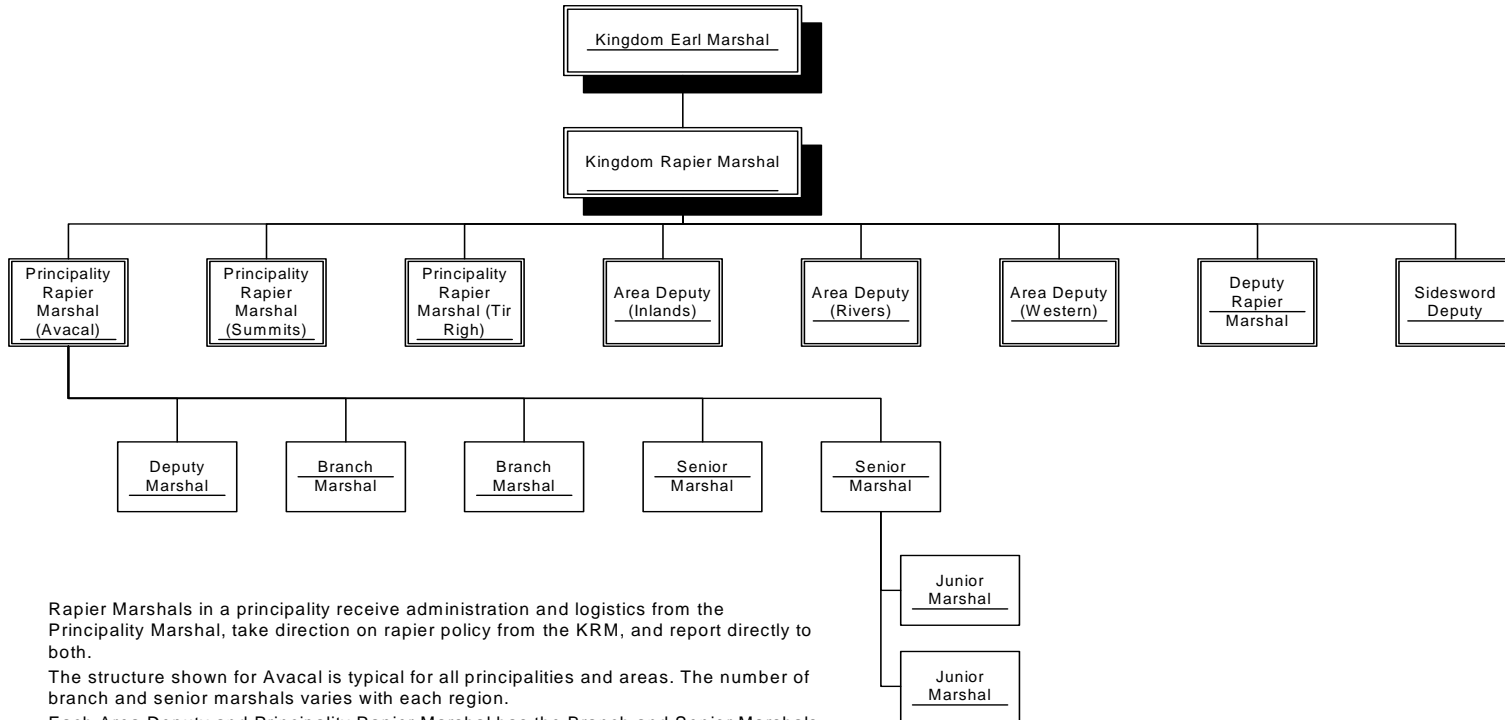
2.3. Requirements

1. The following table defines the minimum requirements for marshals.

THE...	IS Required to...
All Marshals	<ul style="list-style-type: none"> • Be at least 18 years old. • Possess a copy of the ABCs and the RMH. • Be willing to enforce the rules of the ABCs and the RMH. • Be able to conduct weapon and armor inspections. • Be able to control rapier combat safely, whether it is single combat, team combat, general melee, or a war environment. • Have weekly access to e-mail. • Attend periodic ABC and RMH workshops, as required.
Junior Marshal	<ul style="list-style-type: none"> • Possess a good knowledge of the ABCs and the RMH. • Have a working knowledge of the Society Armor and Weapon standards • Have good knowledge of the An Tir Armor and Weapon standards. • Work towards becoming a senior marshal.
Senior Marshal	<ul style="list-style-type: none"> • Be a Junior Marshal for at least one year. • Be a paid member of the SCA. • Possess and maintain an excellent knowledge of the ABCs and the RMH. • Have good knowledge of the Society armor and weapon standards • Have excellent knowledge of the An Tir Armor and Weapon standards.
MiC	<ul style="list-style-type: none"> • Be at least a junior marshal • Be the branch marshal OR have the approval of the sponsoring branch's seneschal, marshal, and event autocrat.
Branch Marshal	<p>Be a senior marshal.</p> <p>NOTE: If a potential branch marshal is not yet a senior marshal, then they MUST meet all of the qualifications required for senior marshals.</p>
Area Deputy	<ul style="list-style-type: none"> • Have been a senior marshal for at least two years. • Be acceptable to the KRM.
Principality Marshal	<ul style="list-style-type: none"> • Have been a senior marshal for at least two years. • Be acceptable to the Coronet and KRM.
KRM	<ul style="list-style-type: none"> • Have been a senior marshal for at least three years. • Be acceptable to the Crown and the Earl Marshal.

2.4. Marshallate Structure

The diagram below details the structure of the marshallate.



Rapier Marshals in a principality receive administration and logistics from the Principality Marshal, take direction on rapier policy from the KRM, and report directly to both.

The structure shown for Avacal is typical for all principalities and areas. The number of branch and senior marshals varies with each region.

Each Area Deputy and Principality Rapier Marshal has the Branch and Senior Marshals as direct reports.

Each Senior Marshal has junior marshals assigned as direct reports.

2.5. Warranting, Promoting, and Training Marshals

- 2.5.1. The Kingdom Rapier Marshal and the Crown issue all warrants. Marshals maintain their warrants at the discretion of, and are answerable to, both entities.
- 2.5.2. Unless revoked by the KRM or Crown, status as a marshal does not expire. However, a marshal may not function as such (for example, authorizing fighters or MiC'ing events) unless they meet the appropriate requirements.
- 2.5.3. A marshal is warranted after demonstrating ability in:
- Overseeing combat in practice, single combat, and melee situations.
 - Judging a fighter's ability during an authorization test.
 - Inspecting weapons and armor.
 - Understanding and applying the rules.
- 2.5.4. Promotion and Warranting Process – Senior Marshals

NOTE: Promotions are not valid until approved by the KRM.

Step	Action						
1	<p>Two senior marshals review a candidate's qualifications for the position. The review must determine if the candidate meets the appropriate requirements.</p> <table border="1"> <thead> <tr> <th>IF the candidate ...</th> <th>THEN the Senior Marshals...</th> </tr> </thead> <tbody> <tr> <td>Meets the requirements</td> <td> <ul style="list-style-type: none"> • Complete the Marshal Promotion form, detailing the qualifications of the candidate. • Forward the completed form and any attachments, such as proof of membership, to the appropriate AD. </td> </tr> <tr> <td>DOES NOT meet the requirements</td> <td> <ul style="list-style-type: none"> • Inform the candidate of their decision. • Provide details on areas for improvement. • Informs the AD of the decision. </td> </tr> </tbody> </table>	IF the candidate ...	THEN the Senior Marshals...	Meets the requirements	<ul style="list-style-type: none"> • Complete the Marshal Promotion form, detailing the qualifications of the candidate. • Forward the completed form and any attachments, such as proof of membership, to the appropriate AD. 	DOES NOT meet the requirements	<ul style="list-style-type: none"> • Inform the candidate of their decision. • Provide details on areas for improvement. • Informs the AD of the decision.
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2.5.6. Mentoring of Junior Marshals

1. The KRM assigns Junior Marshals to a senior marshal for mentoring. The KRM may delegate this responsibility to the AD.
2. The purpose is to provide juniors with an easily accessible point-of-contact to answer questions, provide guidance, or clarify application of the ABCs.
3. The Junior Marshal should keep in periodic contact with their mentor, but is not required to submit an official report to their mentor.

2.5.7. Marshal Training

1. The KRM will organize periodic ABC and RMH training workshops for the marshallate. The purpose of the workshops is to ensure that the marshallate is current on the rules and their application. This training is mandatory for all marshals. Failure of a marshal to attend may result in suspension of their warrant.
2. The training workshops are held on a regional level to ensure that every marshal has access to the training.
3. Training make up dates can be held at the discretion of the KRM.

2.6. Reporting

1. Reports are a necessary function of the marshallate and required for all levels of marshals. Not filing a report is grounds for disciplinary action, up to and including suspension of a marshal's warrant.
2. Quarterly Reports

Function	Report Contents
Kingdom Rapier Marshal	<ul style="list-style-type: none"> • A summary of the reports from their ADs. • Any rule changes. • Follow up on any disciplinary actions. • Any experiments in progress.

Function	Report Contents
Area Deputy	<ul style="list-style-type: none"> • A summary of the reports from the branch and senior marshals. • Follow up on any incidents. • Any experiments in progress.
Branch Marshal	<ul style="list-style-type: none"> • Details of the activities of the branch. • Follow up on any incidents.
Senior Marshal	<ul style="list-style-type: none"> • A summary of activities. • A summary of the activities of assigned junior marshals. • Follow up on any incidents.
Junior Marshal	<ul style="list-style-type: none"> • Follow up on any incidents, otherwise nothing.

3. Event Reports

After each event, the MiC is required to file an Event Report. The report must contain the following details, as a minimum:

- Name of the event.
- Dates of the event.
- Types of combat held.
- Incidents, if any.

The MiC must submit the Event Report to the Area Deputy within 30 days of the end of the event.

4. Incident Reports

An Incident Report is required when:

- A combat-related injury occurs (where a fighter required first aid or was examined by a surgeon).
- A disciplinary action is taken.
- A dispute occurs between fighters.
- An equipment failure occurs (for example, broken blades or armor failures).

Other unusual events may be reported at the marshal's discretion.

5. Combat-related injuries of any kind must be reported to the KRM and AD within 24 hours of the incident. Any applicable follow-up information must be reported as it becomes available. If medical attention was required (meaning an injured person had to see a physician), the KRM must immediately notify the Society Marshal of Fence.

6. Non-injury Incident Reports are filed with the KRM and Area Deputy within one week of the incident. Any applicable follow up information is reported as it becomes available.

7. Quarterly Reports

The following table shows the reporting.

Reporting Officer	Reports to	Reporting Quarter	Report Due Date
Branch and Senior Marshals	Area Deputies	4th (Oct., Nov., and Dec.)	15 January
		1st (Jan., Feb., Mar.)	15 April
		2nd (Apr., May, Jun.)	15 July
		3rd (Jul., Aug., Sep.)	15 October
Area Deputies	KRM	4th (Oct., Nov., and Dec.)	15 February
		1st (Jan., Feb., Mar.)	15 May
		2nd (Apr., May, Jun.)	15 August
		3rd (Jul., Aug., Sep.)	15 November
KRM	Earl Marshal and SMOF	4th (Oct., Nov., and Dec.)	15 March
		1st (Jan., Feb., Mar.)	15 June
		2nd (Apr., May, Jun.)	15 September
		3rd (Jul., Aug., Sep.)	15 December

3. Authorizing Fighters

Overview

This section explains how to apply the authorization process and contains guidelines for assessing a potential fighter's skill level.

3.1. The Authorization Process

1. The authorization process determines if a potential fighter will be safe during combat. There are two parts to the process – Rules Knowledge and Weapons Safety. A fighter must demonstrate adequate knowledge of the rules before taking the Weapons Safety test.
2. The marshal's responsibility during authorization is to assess a fighter's qualifications. The marshal must be objective when conducting authorizations. The worst thing a marshal can do is let an unqualified person onto the field. A fighter should typically be observed over at least eight practices before an authorizing bout is arranged. However, some fighters may be ready before eight practices, and others may take longer. Marshals should use their discretion in arranging authorization bouts.

Marshals are encouraged to perform authorizations only at practices. Marshals should not conduct authorization tests at events unless (a) it is previously arranged by the fighter, or (b) the fighter does not have any warranted marshals in their own area. If an authorization is performed at an event, do not rush in order to "get the fighter out there."

3.2. The Initial Authorization Card and Renewals

1. The authorization card is proof that a fighter has demonstrated knowledge of the rules, safe use of weapons, safe conduct on the field, and has a current waiver on file.
2. Ownership of fighting equipment is not required. Fighters only need access to equipment that meets the requirements of the rules. However, the fighter must still demonstrate that they understand all the requirements for armor and weapons as defined by the ABCs.
3. Renewing an authorization card does not automatically mean re-examination of the fighter. However, the marshal must be satisfied that the fighter meets the current requirements for authorization. If necessary, a re-examination may be required.
4. A Branch Marshal without senior marshal status is permitted to authorize only those fighters from their local area. Once issued, these authorizations are valid kingdom wide.

3.3. Rules Knowledge

1. Section 2 of the ABCs outlines the minimum level of rules knowledge a fighter must have before they may take the Weapons Safety Test. The authorizing marshal tests a fighter's knowledge by asking questions from all sections of the ABCs. The test may be oral or written at the discretion of the marshal. The marshal must ask enough questions to ensure that a fighter understands the rules. A word-for-word answer is not necessary. However, the fighter's answer must demonstrate understanding of a given rule.
2. Marshals must give fighters comprehensive training on the ABCs before the fighters attempt to authorize. The training must cover all of the ABCs, page by page, to ensure that the rule set is explained to each fighter. A suggested way to do this is to have an "ABC Night" at practice. This could be a monthly routine where the marshal explains the ABCs to any new fighters.

3.4. Weapons Safety

1. Basic Rapier Combinations

The Weapons Safety Test assesses a fighter's ability to safely use the weapons and defensive secondaries of rapier combat. The assessment must be thorough. A quick 15 minutes of fighting is not enough time for a fighter to demonstrate safe use of the weapon combinations. The length of time to qualify a fighter will vary, but be prepared to spend at least 30 to 60 minutes for the test.

Have the fighter demonstrate the different valid attacks. Ensure that the fighter knows how to perform each attack.

Determine if the fighter knows how to respond to following situations:

- Being pressed.
- Their opponent falling down.
- Receiving an invalid blow.

- Having an opponent ignore a blow.
- "Hold!" being called.
- Any other unusual situations that might occur on the field.

The goal is to see if the fighter remains in control during these situations. Do not attempt to make the fighter fail, but do not make it too easy.

2. Case

Case is a separate authorization because most people do not have the same degree of hand-eye coordination and fine motor skills with their off-hand as they do with their primary hand. A fighter is required to wait at least six months after their rapier authorization before attempting to authorize with case. This waiting period lets the fighter get more comfortable with their newly acquired skills.

The authorization test for case is on Weapons Safety only.

3. Rubber Band Guns (RBGs)

The marshal must ensure that a fighter knows when they may use an RBG. The fighter must also demonstrate loading, aiming, and firing the RBG.

3.5. Blow Calling

1. The SCA standard for blow calling is as follows:

"In rapier combat, blows will be counted as though they were struck with a real blade, extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a good blow. Any blow that strikes a mask, helm, or gorget shall be counted as though it struck flesh. Kingdoms shall not alter this standard."

Application of this standard is straightforward – if a blow is felt AND was delivered using a valid attack, then it had sufficient force to penetrate the skin. Therefore, the blow must be called as good. Blows to rigid areas, such as masks and gorgets, are judged the same way, even though they might not be felt. See the ABCs for the details on blow calling.

2. Femoral and Brachial Arteries

Blows to either of these areas are kills. The descriptions provide clarification to the target diagrams of the ABCs. Please use the diagrams in conjunction with the descriptions.

The femoral artery (also called "inner thigh") is in a triangular shaped area high on the inner thigh. The location can be determined by drawing a line from the hips to the groin. At a point 2/3 of the way towards the groin, draw another line to the edge of the thigh. The second line intersects the edge of the thigh one hand's-breadth down from the groin.

The brachial artery (also called "armpit") is located on the underside of the arm. The artery runs down the centerline of the arm for one hand's-breadth. The location is roughly the same area covered by the armpit gusset.

3.6. Out-of-Kingdom Guests and Transfers

1. Guests

A guest is any person who is not a permanent resident of An Tir. Residency is determined in one of two ways:

- The mailing address where they receive their copy of Tournaments Illuminated or The Crier, if an SCA member.
- State or province where their drivers license (or ID card) was issued, if a non-member.

Authorized out-of-kingdom fighters must demonstrate adequate safety with the weapons of An Tir and a working knowledge of the differences in the two kingdoms' rule sets before being permitted to fight. A WRM must oversee this demonstration.

2. Transfers

A transfer is any person who does not meet the definition of a guest. Authorized out-of-kingdom fighters must demonstrate knowledge of the ABCs and weapons safety to a WRM before receiving an authorization card. A full authorization bout is not required, but the fighter must be observed and their competency determined before the card is issued.

4. Armor and Weapons Inspection

Overview

This section explains how to how to inspect weapons and armor.

4.1. Armor and Weapons Inspection

Armor and weapons must be tested whenever there is a question about their compliance with the ABCs. When testing armor or weapons, use only approved test methods.

4.2 Types of Inspections

There are two types of inspections: practice and pre-tourney. The difference between the two is the level of scrutiny. Inspections at practice should be more severe and serve as a tool to get a fighter used to inspecting their own armor and weapons.

If an item fails inspection, the marshal returns it to the owner, explains why it failed, and files an Incident Report on the failure.

1. At Practice

The marshal and fighter should take advantage of practice inspections to test any new armor or weapons. This ensures that the fighter knows the new equipment meets the minimum standards before taking it onto the field.

The marshal and the fighter perform the inspection together. The marshal explains each step and explains why it is necessary. The process for the inspection is detailed in the ABCs.

2. Before the Tourney

Armor and weapons inspection at a tourney ensures that a fighter remembered all required gear and it is in good condition. In most cases, only a visual examination of weapons or armor is needed. The process for the tourney inspection is detailed in the ABCs.

4.3 Weapon Inspections

1. Weapons are inspected to ensure that they comply with the ABCs.

2. For bladed weapons, the inspection criteria are:

- Proper stiffness (flexibility or bend force).
- No sharp edges, burrs, or other projections.
- No excessive curves.
- A firmly attached rigid cap.
- Proper length of hilt and blade.
- Proper edge width.
- Proper quillon length.

3. Blade edges may be rough so long as there are no sharp projections.

4. A steel blade may be shortened or the tang modified to fit in a hilt. Be aware that the modifications may render the blade unsafe for combat use. Any modification that affects the temper, durability, or flexibility is not permitted. Flexibility must meet the requirements of the ABCs.

A marshal may request that a weapon be disassembled into component pieces for inspection purposes.

5. Rubber Band Guns (RBGs)

RBGs and shot are inspected to confirm compliance with the ABCs. The inspection criteria are:

- Shot must not have any parts made of metal or other dense materials that might cause injury (NOTE: The metal tab used in some wire ties is not cause for failure.)
- No sharp edges or sharp projections.
- The RBG barrel must not permit entry of a sword's rigid cap.

6. Defensive secondaries are inspected to confirm compliance with the ABCs. The Inspection Criteria are:

- No sharp edges or sharp projections.
- No uncovered wooden.
- Rolled metal edge, if required.

- No dense materials or metal as weights for cloaks.
- No metal pipes.
- Proper material thickness and size for bucklers.
- Durable construction – no splintering, cracks, or other signs of damage.

4.4 Armor Inspections

1. Commercial garments rated to at least 550N do not require testing. However, if a commercial garment appears worn or substandard, the garment must be tested before it can be used.
2. Female fighters are encouraged to wear breast protection. The protection should cover the front and sides of the breasts. Examples of acceptable forms of protection are padding or rigid breast protectors.
3. Female fighters are encouraged to wear genital protection. An example of acceptable protection is padding.
4. Armor testing is required in order for a fighter to renew their authorization card. Please see the ABCs for details.

5. Fighter Practice

Overview

This section explains how to prepare and run practices and Phoenix tourneys.

5.1. General Requirements for Practices

1. Practices announced in an official SCA publication, such as a branch newsletter, are official events. As such, the rules in the ABCs and RMH apply.
2. Participant waivers are required for all practices. If a fighter does not have an SCA membership card, they must sign a waiver before they can participate. This is SCA corporate policy and must be followed. A suggested way of collecting waivers is to use a roster. A copy of the roster waiver can be obtained from www.sca.org/docs/rosterwaiver.pdf. It is not included here as the SCA website will have the most current version.
3. Practices held at events do not require waivers as participants will have signed waivers at the gate.
4. The marshal responsible for the practice will provide the waiver forms, if they are needed.

5.2. Practices at Events

1. Arrangements must be made with the event MiC before holding a practice.
2. The MiC will designate the time and place for the practice. The MiC will also arrange the announcement of the practice in the event copy.
3. It is the responsibility of the person arranging the practice to provide an adequate number of marshals. The MiC will designate the most experienced of these marshals to oversee the practice. If marshals are not available, the MiC will cancel the practice.
4. Waivers must be signed as described above.
5. Practices that occur when the fighting field is open for pick-up bouts do not need prior arrangement. However, the rules concerning marshals and waivers still apply.

5.3. Phoenix Tourneys

1. A Phoenix tourney is a training tool marshals use to teach proper list behavior to new fighters. As such, the marshal will demonstrate such things as:
 - How to make the proper salutes.
 - How to arm and stand ready.
 - Correct blow acknowledgement.
 - How to call back an invalid attack.

2. Marshals should intervene anytime the fighters appeared confused and not quite sure what to do. Be prepared to explain why they should do things a certain way. Since this is not true tourney fighting, emphasis is placed on learning and not on the flow of fighting.
3. If a Phoenix tourney is to occur at an event, it must be approved by the MiC. The starting time and location must be announced in the event copy or by a camp herald.
4. All rules governing practices apply to Phoenix tourneys.
5. Using a Phoenix tourney to circumvent the rules of the ABCs and RMH is forbidden.

6. Running a Field – Single and Melee Combat

Overview

This section explains how to prepare for and run combat.

6.1. Definitions

Term	Definition
“Arm and Stand Ready”	Being prepared to enter the field and fight when called. This means fighter has done the following: <ul style="list-style-type: none"> • Put on hand protection. • Put on head protection. • Selected the appropriate weapons. • Moved to the designated field.
Lead Marshal	An unofficial title for the marshal running a specific field. Generally, if there is more than one marshal for a field, the most experienced one assumes the role of “Lead Marshal.” The MiC may also specifically assign the role of lead marshal. The other marshals on the field take their direction from the lead marshal.
Tactical Rules and Parameters (TRPs)	Rule enhancements used to clarify application of the ABCs to a particular tourney or melee scenario. TRPs explain how to resolve simultaneous kills, proper blow acknowledgement, objective of a melee scenario, use of RBGs, or other situations that the ABCs leave to the MiC’s discretion.

6.2. Being Marshal-in-Charge

1. Preparation – Before the Event

Adequate preparation is essential for good fighting. The MiC is responsible for organizing the fighting at a particular event. The MiC should include the following items as part of their Before-Event Preparation:

- Arrange for enough marshals for the type of fighting.
- Select the tourney or melee format (see Appendix for examples)
- Develop any TRPs needed for the fighting.
- Arrange for lists, heralds, surgeons, and water-bearers, if needed. If water-bearing is not available, ensure that fighters bring their own water.
- Inspect the fighting area, if possible.
- Coordinate times for pre-fight inspections, opening of the lists, and the actual fighting with the event autocrat.
- Arrange with the autocrat for the announcement and/or publication of fighting details before the event

MiCs must remember the fighters are here to fight. They should avoid formats or melee scenarios where the fighters spend a significant amount of time waiting to fight. Additionally, the outcome of any fighting should be decided by swordplay. Avoid formats that rely heavily on gimmicks or RBGs.

2. Preparation – Day of the Event

On the day of the event, the MiC has several more tasks to complete. Before the start of fighting, the MiC should do the following:

- Arrange to have heralds announce the times of armor inspection, opening of the lists, and start of fighting.
- Re-inspect the fighting field, noting the size of the area, condition of the ground, any hazards that might be present, or other conditions that might make fighting less safe. Hazards that cannot be removed from the field should be clearly marked, if possible, and the fighters advised of their presence (For example, “The ground is soft and wet. Watch your footing”; “There is a hole near the west edge of the field. It is marked with pink surveyor’s tape.”)
- Mark the boundaries of the fighting field.
- Confirm arrangements with list, heralds, surgeons and water-bearers.
- Confer with the assisting marshals, explaining the formats and assigning tasks, such as who will perform inspections and who will run specific fields.

The number of marshals required for a given format varies with the size of the fighting field and format. As a general rule, there should be at least one marshal per single combat (two or three is best) and enough marshals for melee combat to surround the fighting, keep an eye on the boundaries, and watch the fighting for things like armor falling off, broken weapons, etc..

3. The Onset of Fighting

With the tourney or melee ready to start, do the following:

- Call all the fighters and marshals together.
- Explain the format of the tourney or the melee scenario. Be sure to explain any TRPs and answer any questions.
- Direct the marshals to their assigned places.

Tasks, such as tourney pairings or melee starting positions, are performed after the MiC has positioned the marshals. Actual fighting begins after the MiC is satisfied that the fighters and supporting staff are ready.

Marshals are encouraged to use whistles or similar devices to control melee fighting. The sound of the device must be loud and distinct in order not to be confused with any background noises.

4. During the Fighting

For tourneys, the MiC circulates between the different fields, if appropriate. They observe the fighting, the conduct of the marshals, and the behavior of the fighters. During melees, the MiC moves with the flow of the fighting.

5. After the Fighting

Upon conclusion of the tourney or melee, the MiC confers with the attendant marshals. This de-briefing allows the marshals to pass along any information to the MiC. Disputes, disciplinary problems, and other such incidents are reported at this time.

If another tourney or melee is to follow, the MiC passes along to the fighters any general concerns (for example, hard or sloppy shots, rule clarifications, etc.)

Once fighting has concluded for the day, the MiC reports the outcomes as required.

6. Due to the possible need to provide fair witness, no marshal can participate as both a fighter and the MiC in the same formal competition (whether tournament or melee). If an Event MiC chooses to fight, they must delegate their ALL of their MiC responsibilities and authority (this lasts for the duration of the competition) to another marshal. This second marshal must all requirements of an MiC.

6.3. Marshalling a Field

The marshal on a field has three primary concerns:

- Safety of the fighters and spectators.
- Smooth conduct of the fighting on the field.
- Observation of the fighting.

Observation of the fight is critical. The marshals must be able to stop the fighting due to equipment failures, injuries, or the fight leaving the field. The marshal must also be aware of the area surrounding the field in case an object, animal, or spectator enters the fighting area. In any of these cases, the

marshal calls "Hold!" loudly until the fighting stops. Additionally, observing the fight allows the marshals to provide fair witness in case of a dispute.

The fighters are the focal point and the marshals must be as unobtrusive as possible.

1. The Typical Tourney Bout

The Lead Marshal does the following:

- If a herald is not available, call the fighters to the field, (for example, "Fighter A and Fighter B take the field.")
- Ensure that the second pairing is ready to fight (for example, "Fighter C and Fighter D arm and stand ready.")

After the fighters take the field, the marshal does the following:

- If a herald is not available, the marshal may call for the appropriate salutes.
- Ask the fighters if they are ready. This question requires a verbal response from each fighter.
- After hearing each fighter make a positive reply, call "Lay On."
- Observe the fighting.

2. The Typical Melee Scenario

For a melee, the marshal's responsibilities begin after the fighters are called to the field and the MiC has explained the scenario to the fighters. The marshal needs to ensure that all fighters are properly armored and ready to fight.

After the two sides take their positions on the field, the MiC does the following:

- Ensure that the other marshals are ready.
- Ask the captains if their respective sides are ready. This question requires a positive verbal response from each captain.
- After hearing each side make a positive reply, call "Lay On."
- Observe the fighting.

The MiC attends the site of a hold call and assists the initiating marshal in resolving the problem. When the situation is resolved, the MiC ensures that the fighters and marshals are ready to continue fighting. To resume combat, the MiC calls "Rise if you are able," followed by "Lay on."

3. At the Conclusion of a Single Combat or Melee

At the apparent conclusion of fighting, the marshal must ask the fighters if they are satisfied with the conduct of the fighting. For single combat, the Lead Marshal must ask each of the combatants. For melee combat, the MiC must ask each of the captains. If there is a dispute, it is resolved as described in these rules.

If all parties are satisfied, the victory is confirmed by pointing to the winner(s) and announcing the victory.

4. Marshal Intervention

There are occasions where the marshal must stop the fighting in order to correct a problem. A marshal should intervene under the following circumstances:

- It appears that blows are being ignored.
- The fighting gets sloppier as the bout progresses.
- An unsafe condition exists.
- It appears that tempers are flaring or going to flare.

There are other times when intervention may be necessary. The marshal needs to use their judgment and respond accordingly. Please be aware that intervention is not used to call blows. Use it to make fighters aware of a situation and help work out a solution.

7. Disputes

Overview

This section explains the process for resolving disputes between fighters.

7.1. Disputes

Disputes are settled before the fighters leave the field of combat. Once the fighters leave, the outcome of a fight or melee stands. If possible, fighters should work things out between themselves. The marshal steps in if asked or if it becomes apparent that the fighters cannot reach a resolution.

The marshal uses the following process as a guide:

- Call the fighters and any assisting marshals together on the field.
- Have the aggrieved fighter explain the reason for their dissatisfaction (for example, "I thought I landed a good blow to their leg. It was a solid thrust near the middle of the thigh.")
- Have the other fighter provide an explanation for their actions (for example, "I felt a tug on the cloth, but didn't actually feel a hit on my leg, so I didn't acknowledge the blow.")
- Have the assisting marshals provide their observations.
- Add their own observations.
- Decide how to best resolve the dispute (for example, re-fight the bout or scenario).

In all cases, it is important to quickly reach a resolution that is acceptable to all parties.

Be sure to involve the MiC in situations where the dispute occurs during a melee scenario or involves a reportable incident.

8. Discipline and Sanctions

Overview

This section explains how the process works, provides guidelines for application, lists various types of sanctions, and explains the appeals process.

8.1. Introduction

1. Investigating complaints and enforcing sanctions is an unfortunate, but necessary, part of a marshal's function. Without discipline, it is easy for a few people to spoil the fun for everyone. Therefore, complaints and incidents need to be reported properly in order to provide grounds for action, if it becomes necessary.
2. Discipline is applied privately. The marshal takes the individual aside and objectively explains what is happening, the reasons behind the action, and what conditions must be met in order for the action to be lifted. For example, "Fighter A, I'm placing you on report for failing to correct poor blow calling after being warned by myself and one other marshal. Additionally, it was observed that you failed to call back three invalid blows during the last bout. For the next six months, you may not have any complaints or warnings given to you. If you do, your authorization will be suspended." Alternatively, "Marshal B, it has been noted that you've been consistently permitting fighters to use illegal armor and weapons. Given the severity of this problem, your warrant is suspended for six months. You can petition for the suspension to be lifted if two other senior marshals will sign a recommendation."

8.2. Complaints

Any person may file a complaint. The complaint must be in writing and contain the following information:

- Modern and SCA names of the person making the complaint.
- Modern and SCA names of any witnesses.
- Contact information for the complainant and witnesses.
- Details of the incident – the "when, what, where, how, and who."

The complaint is sent to the Area Deputy and a courtesy copy to the KRM for verification.

8.3. The Investigation Process

1. The marshallate will review the behavior of an individual for any of the following reasons:
 - Several (2 or more) unsolicited complaints are received in a 12 month period
 - Several marshal's reports containing complaints regarding the individual are received in a 12 month period

2. The marshallate must be able to verify complaints. If no witnesses are willing to include their names in a complaint, then the investigation ends.
3. Upon completing the investigation, the KRM determines the action needed to resolve the complaint. The severity of the action is based on the circumstances of the complaint and any other relevant information. Section 7.4 describes the different actions (sanctions) available.

8.4. Sanctions

1. The marshallate can impose the following sanctions:
 - Verbal Warning
 - Placing an individual On Report
 - Time Out (day suspension)
 - Temporary suspension of a warrant or authorization
 - Permanent suspension of a warrant or authorization
2. The following table shows how sanctions are applied.

Sanction	Description	Suggested Applications
Verbal Warning	An informal notification to an individual to correct an instance of undesirable behavior. Any marshal may give a verbal warning.	<ul style="list-style-type: none"> • One instance of Improper Conduct during a tourney • Not calling back an invalid blow • Any single infraction of the rules • Improper application of the rules
Time Out (“Day Suspension”)	Removal of an individual from fighting activities for the length of a tourney or event. A person given a Time Out is automatically placed on report. Time Outs are issued by a Senior Marshal or the MiC.	<ul style="list-style-type: none"> • Failure to correct behavior after being given a Verbal Warning • Multiple instances of Improper Conduct during a tourney or during a tourney season. • Biased marshalling
On Report (Watch List)	An official warning issued to an individual to correct undesirable behavior. Only the KRM or AD may place an individual on the Watch List.	
Temporary Suspension	Revocation of a warrant or authorization for a specified period, as determined by the KRM. The KRM also determines what actions a person must take for reinstatement. Only the KRM may issue a temporary suspension.	<ul style="list-style-type: none"> • Consistently permitting unsafe conditions to exist on a fighting field • Consistent pattern of improper conduct spanning several events or tourneys • Improper conduct while on report • Consistently biased marshalling
Permanent Suspension	Revocation of an individual’s warrant or authorization forever. Only the KRM may issue a permanent suspension.	<ul style="list-style-type: none"> • Deliberately causing an injury • Failure to abide by a temporary suspension • Repeated temporary suspensions

3. Except for the Verbal Warning, all sanctions are incidents and must be reported appropriately (refer to Section 2.6 of this handbook.)
4. Suspensions must be reported to the Kingdom Earl Marshal and the Society Marshal of Fence. Additionally, neighboring Kingdom Marshals must be notified, if appropriate.

8.5. Appeals

- Any official action by the marshallate can be appealed to the next higher level. The table below details how the process works:





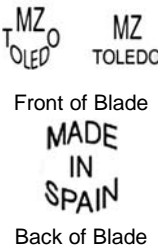
Sanction	Appeal to	How to Make the Appeal
Verbal Warning	MiC of the event	Discuss the situation with the MiC and the marshal who issued the warning. This discussion takes place at the event.
Time Out	MiC of the event, if issued by a marshal; AD, if issued by the MiC	Discuss the situation with the MiC and the marshal who made the action. This discussion typically takes place during the event. Written statement addressed to the AD, with a courtesy copy sent to the marshal who issued the sanction. If the AD is in attendance, then it can be discussed at the event.
Watch Listing	KRM, if the sanction was performed by the AD; Earl Marshal, if the sanction was performed by the KRM	Written statement addressed to the appropriate office, with a courtesy copy sent to the marshal who issued the sanction.
Temporary and Permanent Suspensions	Earl Marshal	Written statement addressed to the Earl Marshal, with a courtesy copy sent to the KRM.

- To appeal a marshallate decision, a person must provide evidence to support the appeal. Simply saying "Did not!" (however eloquently) will not initiate an appeal.
- Theoretically, an appeal can flow all the way to the BoD, which re-emphasizes the importance of collecting the facts and not acting on hearsay or rumors.
- The Chain of Command for appeals is as follows:
 - MiC
 - Branch Marshal, if different from MiC
 - Area Deputy
 - Kingdom Rapier Marshal
 - Earl Marshal
 - Crown of An Tir
 - Deputy Society Marshal of Fence
 - Society Earl Marshal
 - BoD

Appendix A – Tourney Formats and Approved Steel Simulators

A1. Approved Steel Simulators

The table below lists the only simulators approved for general use in An Tir. Blades not listed may not be used at official events (that is, published practices and events.)

Manufacturer	Manufacturer's Mark	Rapiers (Schlägers, Del Tins, and Del Tin Clones)	Daggers
Alchem, Inc.	None Available	SafeFlex Rapier Blade	Model 15/6 (1 1/8" wide at ricasso)
Angus Trim	"AT"	Model D DPR01	Model AT1691
Black Tulip	"Black Tulip"	None Available	Flexi
Darkwood Armory		None Available	DiamondFlex, WideFlex
Del Tin	"DELTIN"	Practice Rapier Blade Bated Rapier Blade	None Available
France-Lames		Schläger	Flexi
Hanwei	 Made in Dalian China	Rapier Blade	None Available
Prieur	"Prieur"	None Available	Flexi
Scottie Armory	"SA"	Rapier Blades	Dagger Blades
Triplette	"Triplette"	Schläger, Model T03	Flexi, Model T05
Weyersberg, Kirschbaum, and C ^{ie} (WKC Solingen)	 WKC SOLINGEN GERMANY "WKC" or "West Germany"	Schläger	None Available
Zamorano	 Front of Blade MADE IN SPAIN Back of Blade	Rapier Blade	None Available

A2. Tourney Formats

The table below lists several suggestions for tourneys. This list is only intended to act as a guide to help provide variety for fighting at events.

Format	Description	Comments
Accolade	<p>Accolade format is one that is both easy to organize and fun for the fighters.</p> <p>The 'winner' is determined by selections made by the fighters, choosing the opponent who was the most enjoyable fight.</p> <p>All fighters should try to fight all other fighters at least once. After completing all of their fights, the fighters report to Lists who they felt was their most enjoyable fight. Upon conclusion of the tourney, Lists tallies the accolades to determine the winner.</p> <p>This is a perfect format to run over the course of an event and can run in conjunction with other formats.</p>	<p>List format is each name, with room beside each to acquire the accolade selection.</p> <p>Be aware that if you have many fighters it can take a long time - 20 fighters means 20 times 19 fights, or 380 fights!</p> <p>The less time you have, the more space you will need.</p>
Bear Pit or Endurance	<p>Two fighters enter the field and fight. The winner stays, while the loser reports their loss to lists.</p> <p>Injuries may or may not carry forward as determined by the MiC.</p> <p>Winner is the fighter who acquires the most wins after a given time period.</p> <p>This format works well with multiple fields or a smaller number of fighters in one field.</p>	<p>List format is each name with space to record wins.</p>
Single Elimination	<p>Each fighter has one "death." In order to advance to the next round, a fighter must win a fight. A loss results in elimination of the fighter.</p> <p>Fighting continues until there is a single winner.</p> <p>Works best with an even number of fighters, and multiple fields.</p> <p>This style of tourney runs very quickly as half the field is eliminated each round.</p>	<p>Each fight is determined by a random drawing of names or by challenge.</p> <p>Have the fighters write their names on index cards, using one card per fighter. Place the cards in a container. Mix the cards and then draw two cards. Repeat until all fighters are paired.</p> <p>At the end of each round, the winners' cards are returned to the container and the process repeated.</p>
Double Elimination	<p>Similar to single elimination except you have two "deaths," or chances, before elimination.</p> <p>As long as a fighter has at least one "death" remaining, they stay in the tourney. Fighting continues until there is a single victor</p> <p>Another way to match fighters is to match winners versus winners and losers versus losers. This ensures that after the first round, 25 percent of the field is dropped each round. Typically, this is done to meet time constraints.</p>	<p>Lists are index cards with each fighter's name.</p> <p>Pairings for each round can be generated randomly or by challenge.</p> <p>Pairings are drawn and then recorded as W or L and the name of the opponent.</p> <p>The cards remaining after each round are returned to the draw.</p>

Format	Description	Comments
Round Robin	<p>A tourney format where each fighter has a certain number of fights. The number of fights is based on the number of fighters in the tourney. For example, if ten fighters are in the tourney, then each fighter has nine fights. The fighter with the most wins is the victor.</p> <p>Round robins can be used with a large number of fighters, but the field must be divided into pools (for example, split a field of 20 fighters into two or more groups.) Use multiple fields as well.</p> <p>When using pools, take the top fighter(s) from each pool and have them fight another round. This second round can be single or double elimination or another round robin. Select an even number of fighters if using an elimination round.</p>	<p>Lists are index cards or a grid matrix. See Appendix B.1</p> <p>Like Accolade Tourneys, round robins can take a long time.</p> <p>For an elimination round, be sure to select 2, 4, or 8 fighters to ensure even pairing.</p>
London Masters	<p>This format is based on each fighter having five fights - one with each of the five basic rapier combinations. The fighter is free to select any of the weapon combos, but must use all five before repeating a combination.</p> <p>The pairings can be made by random draws or challenges.</p> <p>When everyone has had five fights, use a selection criteria to determine who moves to the next round, which can be finished as single (or double) elimination, with winners moving to the final rounds. Weapons in the final round are up to the individual</p>	<p>Lists are easiest as a spreadsheet on an index card. Names with 5 columns, one with each combo, indicated by W or L. See Appendix B.2</p> <p>Examples of the selection criteria can be the fighters with at least 4 wins or the 8 top finishers.</p>
Open style	<p>The time allotted for the tourney is divided into sections. For example, if the tourney is supposed to last for one hour, then the time can be divided into two 20-minute segments, with a ten-minute break in between. During each fighting segment, the fighters choose their opponents. The winner stays on the field, while the loser reports the results to Lists. The loser then returns to the field and selects another opponent. Fighting continues until the end of the segment.</p> <p>The victor, if desired, is determined by highest winning percentage, based on a minimum number of fights. For example, the MiC might determine that a fighter needs at least 40 fights in order to be considered for winning percentage.</p> <p>This format requires a large space and multiple lists staff.</p>	<p>Make a list of the fighters, leaving space beside each name to record wins and losses.</p>
War Lord (Snowball)	<p>This format starts with traditional pairing of fighters. After the first round, the losing fighter is paired with the winning fighter to form a team. The first round is single combat; the second round is two-on-two; the third round is four-on-four and so on, depending on the number of fighters in the field. For the final round, each side selects a captain and fights until one side is unable to continue. The victor is the captain of the winning side.</p>	<p>Make sure to note the captains of each side.</p>

A3. Melee Scenarios

The table below lists several suggestions for melees. This list is only intended to act as a guide to help provide variety for fighting at events.

Format	Description	Comments
Resurrection Battle	<p>This is a battle where each side returns "slain" fighters to the field. The number of times a side may resurrect may be unlimited or limited (each side has a certain number of lives, and once they are used, no more resurrections are available.)</p> <p>These battles are fought for a specified period or until one side is unable to continue fighting.</p>	<p>This is a great format to use as it allows the fighter a maximum amount of fighting.</p> <p>Be sure to have plenty of water available.</p> <p>The length of a battle is a specific length of time or until certain conditions are met.</p>
Capture the Flag	<p>This is a resurrection battle where flags or other markers are placed on the field. Each side must then try to capture and hold the markers. The side with the most flags when time expires is the victor.</p>	
Town Battles	<p>In this format, the fighting takes place in and around a village. The village can be constructed from hay bales or similar materials.</p> <p>The objective may vary from capturing certain buildings to driving the opposing force from the town.</p>	<p>Walls cannot be fought over unless specified in the TRPs.</p> <p>Watch for fighters trying to throw shots around corners.</p>
Broken Field Battles	<p>Fighting takes place in areas, such as woods, where vision and the ability to keep battle lines intact are hindered.</p> <p>Broken field battles emphasize maneuver and command of troops.</p>	<p>Due to the nature of the fighting field, hazards exist. Be sure to warn fighters about tripping hazards, etc.</p>
Combination Battles	<p>A linked set of scenarios where the outcome of one battle has direct influence on the following battle. For example, an invasion combination might start with a boat landing, where the invading force must land against light opposition. The invaders must land before the main body of the enemy can form and engage them. If the invaders are successful, then the fighting flows into an open field battle. If they are not, the landing was not successful and the next set of fighting is a ford, where the invaders can only cross by knee-walking.</p>	<p>There should be a logical flow to the battles.</p> <p>Try not to make each scenario too complex.</p>

Appendix B.1 - Round Robin Grid

	Name	Fighter1	Fighter 2	Fighter 3	Fighter 4	Fighter 5	Fighter 6	Fighter 7	Fighter 8	Fighter 9	Fighter 10	Wins	Losses
Fighter 1													
Fighter 2													
Fighter 3													
Fighter 4													
Fighter 5													
Fighter 6													
Fighter 7													
Fighter 8													
Fighter 9													
Fighter 10													

Appendix B.2 - Sample of a London Masters Index Card

	SS	SBk	SD	SC	SBtn
Joseph of the Sword	W	L	W	W	W
<i>Advance</i>					
Carl	W				
Joan	L				
Philip	W				
Nessa	W				
Maria	W				

Appendix C – Sample Authorization and Warrant Tests

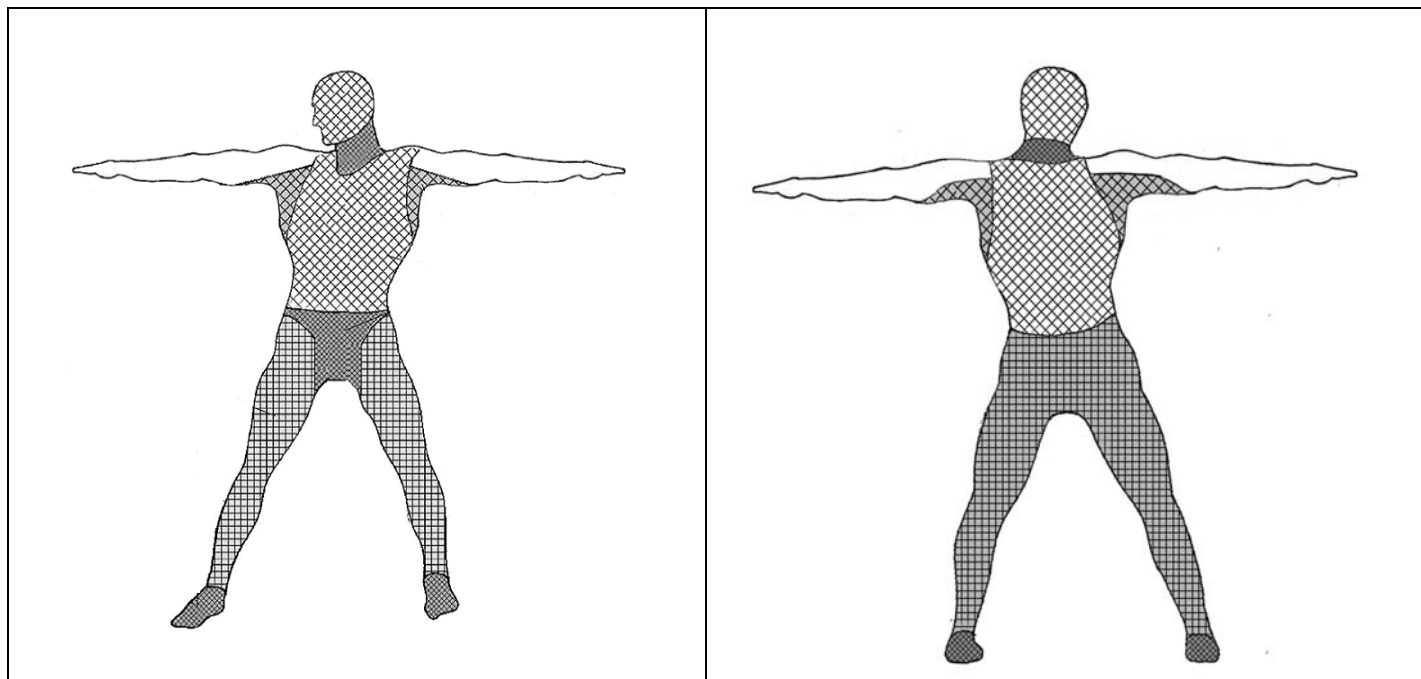
C.1. Sample - Authorization Test

Rapier Fighter Authorization Test

Name of Fighter Taking Test: _____

Date: _____

1. Identify what level of armor is required to protect the fighter pictured below.



- A. Head _____
- B. Neck _____
- C. Arms _____
- D. Underarms _____
- E. Torso _____
- F. Groin (Male) _____
- J. Groin (Female) _____
- H. Legs _____
- I. Feet _____
- J. Back of Head _____

2. Offensive Weapons are defined as those that you can use to attack your opponent. There are three permitted types of offensive weapons. What are they?
3. Defensive weapons are defined as those that can only be used to parry. An example is the open hand. There are three other purely defensive weapons. What are they?
4. Blades can be constructed from two different types of materials. What are those materials?
5. During a rapier bout, who may call hold?
6. What is the valid target area on your opponent?
7. Describe how Death From Behind works in An Tir rapier combat
8. If you are struck a blow with the flat of your opponent's blade, what should you do?

9. How, and when, should a dispute stemming from a bout be resolved?
10. What should happen when you hear someone call "Hold"?

When you are finished answering questions 1 to 10, hand in your exam to your testing Marshal. He will then score your exam. Upon successful completion of the written exam, the marshal will have you perform the following practical exercises.

Practical Component

1. Perform an armor inspection. Explain to the marshal what you are inspecting and why.
2. Perform a weapons inspection. Explain to the marshal what you are inspecting and why.

C2. Sample - Senior Marshal Test

Senior Marshals Examination

The Marshal must be able to fulfill their duties, acting with neither fear nor favor, to ensure that the Rules of the Lists are obeyed, that field safety is maintained, that proper armor is worn, and that combats are in all ways fairly and properly conducted.

Name of Candidate:		Date of Exam:	
Name of Examiner(s):		Place of Exam:	
Membership Number:		Expiration Date:	

Preliminary Matters:

1. Are you or have you been a Junior Marshal? How long?
2. Do you have a copy of:

An Tir Book of Rapier Combat	Revision Date
Rapier Marshal's Handbook	Revision Date

3. Have you previously performed, and are you comfortable with:
 - Overseeing tourney and melee combat
 - Inspecting weapons and armor
 - Enforcing the rules
 - Judging a fighter's ability during authorization

Instructions:

This examination consists of a written component and several practical components. This is a closed book examination. Material for this examination is drawn from the An Tir Book of Rapier Combat and the Rapier Marshal's Handbook. Each question is Pass/Fail. There may be more than one correct answer for each question. Passing grade is 100%.

Knowledge Testing Section:

1. Define or give examples of:
 - Incident -
 - MiC -
 - Warrant -
2. What are the responsibilities of:
 - MiC -
 - Senior Marshal -
 - Junior Marshal -
3. Describe the grievance procedure.
4. Describe the rules and procedures for experimental weapons and styles.
5. What do you do if someone fails:
 - Weapon inspection?
 - Armor inspection?
6. At an interkingdom event, whose armor and weapon standards do combatants have to meet?
7. Someone from a different kingdom attends your small local event. Whose weapon and armor standards do they have to meet?
8. At practice, a new person wants to try fighting and you cannot get all the gear together for them. What do you do?
9. A very experienced fighter forgets some of their gear, but still wants to fight. What do you do?
10. You suspect a fighter is angry or upset on the field. What do you do?
11. A fighter appears to be ignoring valid hits. What do you do?
12. Someone asks you a question and you are not SURE of the answer. What do you do?
13. For fiberglass blades, describe the following:
 - Maximum blade length
 - Maximum handle length
 - Construction methods allowed
14. Can you block a "Death from Behind"?
15. Is a "Death from Behind" allowed in single combat?
16. During single combat, can you strike a fighter in the back?
17. A fighter comes to you a couple minutes after their fight and says they think their opponent did not take their shots. What do you do?
18. What do you ask both fighters at the end of every bout?
19. Who can do armor and weapon inspections at an event?
20. What are your two concerns when running field?
21. What do you do when you see:
 - An injury
 - A hazard to anyone
 - Dangerous techniques
 - Failure to acknowledge blows
22. Do you have to be on the field to take action?

23. What is the minimum number of Marshals that must be present to Marshal a tournament single combat fight?
24. Why do you want to be a Senior Marshal?

Theoretical Questions:

25. You are the Marshal in Charge of a tournament. Your plan is to hold the tournament outside, but you have a gymnasium available in case of rain. Describe the safety precautions you will take in setting up the field outside and the field inside.
26. One of the duties of a Marshal is to provide fair witness. Describe what this means. You may use examples.
27. Your group is holding its regular fighter practice. A newcomer who has never been to an SCA event shows up and says that they want to try it. You have some spare equipment, so you equip them and take them through some basics. Does the newcomer have to sign an SCA waiver?
28. True or False - It is the duty of the Senior Marshal in charge of a practice or tournament to ensure that participants either have access to water or know where they can get it.
29. You are the Senior Marshal at a Tournament. You notice that one of the competitors is repeatedly using saber-style "chops" that have no characteristic of either a push or pull cut. What do you do?
30. You are a Senior Marshal at a Tournament. You are marshaling the final round of competition. You believe that you see Competitor A get hit twice with valid fatal shots. Later in the bout, Competitor B is hit with a valid shot. He acknowledges it and falls down. What do you do?
31. During a practice, fighter A is hit very hard by fighter B. Fighter B acknowledges that he has hit too hard, and tries to apologize to fighter A. Fighter A loses their temper, and starts yelling at fighter B. This goes on loudly and in a very animated fashion for well over a minute. What do you as a Senior Marshal do?
32. Does a Senior Marshal have to be a member of the SCA in order to hold office? Are there other pre-requisites that must be satisfied prior to being appointed a Senior Marshal? Is there an age requirement?
33. Marshals must be familiar with paperwork. Identify how often or when each of the following reports must be filed:
- Branch Reporting Forms
 - Marshal in Charge Form
 - Accident/Incident Investigation Form
 - Fighter Authorization Form
34. You know an individual who is interested in stick fighting. The individual does not use armor in accordance with Society standards. He publicly announces that this is a new form of "sidesword", and that he intends to demonstrate and recruit fighters at the next SCA practice. He also states that he believes that sidesword is an approved experimental form of combat within the Society. What do you do?
35. During a weekend camping event, you notice a fighter drinking heavily during the day. The same fighter shows up for an evening torchlight tournament. You smell beer on the fighter's breath. What do you do?
36. During an armor inspection, a fighter presents a new Zamorano blade for inspection. The blade flexes, but you feel it is stiff, possibly not meeting the Society minimums. However, you do not have any testing equipment to determine whether it passes or fails. What would you do?
37. During an armor inspection at a tournament, a fighter presents a blade to you that you have not seen before. When asked, the fighter states that it is Experimental, and that the blade has been submitted to the Kingdom Marshal for experimental status. What do you do?
38. At a tournament, a weapon is produced and is declared an experimental weapon. One of the fighters present states that they will not fight against the experimental weapon. What do you as Senior Marshal do at that time?
39. Can minors be authorized as rapier fighters? If so, how young can a rapier fighter be and still become authorized? Is there any additional paperwork that must be completed regarding the authorization of a minor?
40. During a tournament fight, a fighter states that he has bad knees. However, he has no doctor's certificate regarding his bad knees. He requests to post throughout the tournament. What do you do?

41. A fighter is hit in the legs, and sits down. During the rest of the bout, the fighter leans back to avoid blows, but never moves their buttocks off the floor (that is, he rocks back and forth). Is this move legal?

Practical Component:

42. Perform an armor inspection. Explain to the marshal what you are inspecting and why.
43. Perform a weapons inspection. Explain to the marshal what you are inspecting and why.
44. Conduct an authorization on a fighter. Explain the intent of the bout.