



kingdom of  
**CALONTIR**

# Marshals Handbook



## **2014 Edition**

Revised: June 27<sup>th</sup>, 2014 – Sir Ostwald von Riesetoten

### **Calontir Marshals Handbook**

#### **INTRODUCTION**

All fighters in Calontir are expected to know the rules in the Society Marshal's Handbook and the Calontir Handbook. All fighters are equally responsible for their safety, the safety of their fellow fighters, and of the people around them. At all times, safety takes precedence and should be of primary concern.

To save space, the only sections included here are the ones in which Calontir has made a choice for reasons they deem good, to be more strict than Society standards. All the standards from the Society Marshal's Handbook will be enforced in addition to the differences listed below. If a section is unclear it is most likely due to the fact that the Society Handbook covers that area in some part. Please note that the organization and layout (lettering and numbering) of this document will differ from that of the Society's document.

#### **III. CONVENTIONS OF COMBAT**

##### **A. GENERAL INFORMATION**

It is traditional in Calontir that weapons be limited to 6' in length in tournament combat. This tradition may be waived by the Marshal-In-Charge in the case of specialized tournaments but this must be announced in advance.

It is traditional in Calontir that all Combatants fighting in Calontir Crown Tournament must be able to span the widest part of their shield with their extended arm. (i.e. Across the center of a round shield, or from the bottom corner to the top edge of a heater shield.) One corner/edge is placed in the armpit of the combatant and they must be able to grasp the other corner/edge of the shield. This tradition may be waived by the Crown.

1. The Kingdom of Calontir currently has the following separate authorizations:
  - a. **Weapon & Shield:** Weapon & Shield shall be the first authorization system for all fighters in Calontir. After this, additional authorizations and their order are up to the individual. This authorization also covers using a one handed thrust. Weapon & Shield authorization also grants the fighter Combat Archery authorization.
  - b. **Two-Weapons:** a.k.a. "Florentine". This is simply a weapon authorization category.  
Note: If you are using anything other than two one handed swords, you must have the additional authorization(s) to cover those weapons. Any weapon may be used in a two weapon fighting style, as long as the second weapon is a single-handed weapon. Fighting with two spears, two polearms, or a spear and a polearm is prohibited.
  - c. **Two Handed Sword:** Fighters who authorize in Two Handed Sword are granted authorization with any two handed sword. This authorization also covers using a two handed thrust.
  - d. **Pole Arm:** This authorization also covers using a two handed thrust. Fighters who authorize in Pole Arm may also fight with a 6 ft. spear.
  - e. **Spear:** This is in reference to 9 ft. spears. Fighters who are authorized in 9 ft. spear may also fight with a 6 ft. spear (But not polearm, without the proper authorization). The Spear authorization within the Kingdom of Calontir is fought using a fiberglass spear in a controlled (static) 1-on-1 melee situation. As with all thrusting weapons, the authorizing fighter needs to demonstrate an ability to safely thrust to his opponent's face and body. Due to the nature of pultruded fiberglass, the fighter should show that he can adequately throw killing blows without excessive force.
  - f. **Marshal:** This grants an individual a basic marshal's authorization. This is not the same as being a "warranted" marshal.

## B. BEHAVIOR ON THE FIELD

1. When fighting an opponent who has lost his legs, the standing fighter shall not circle his opponent to gain an advantage. A fighter should make every effort to not "corkscrew" his grounded opponent. This type of maneuvering for advantage is considered to be unchivalrous and is therefore prohibited.
2. If a fighter using two weapons loses an arm or drops one weapon during a fight, no hold is to be called as the fighter is still armed.
3. There is currently a "three times" rule that is sometimes used. It states that any person who deliberately falls down three times, runs off the list field while being pursued by their opponent three times, or loses their weapon three times, may be forced to forfeit the use of their legs or forfeit the fight itself. If used, a specific announcement stating this rule is in effect should be made.
4. Combatants are not permitted to fight while lying on the ground. You may not strike an opponent who is lying on the ground. Calontir also does not use a "dead on the ground" rule.
5. You shall not strike an opponent unless you are engaged with that opponent.
  - a. Engagement is defined as having achieved eye contact and not having left weapon range.
  - b. Or, as belonging to a unit that is engaged with your opponent or their unit.
    - i. To be considered part of a unit one should be within weapon reach of their unit.
    - ii. If not, they are considered an individual and should engage accordingly.
  - c. If you are not engaged with an opponent then you may only foul or snag that opponent's weapon and/or shield. You may not strike that opponent.
6. Calontir does not use a "dead from behind" rule.

## IV. THE USE OF WEAPONS AND SHIELDS

1. All one-handed weapons must be secured in such a fashion that they cannot leave the immediate area of combat. During melee, when a backup weapon is drawn, a lanyard need not be immediately affixed; HOWEVER, at the first possible moment (i.e. during a hold, etc.) time should be taken to do so.
2. Shields may not be used as weapons in Calontir. Shields may not strike any part of an opponent's body.
3. The grasping of an opponent's shield shall forfeit the use of the hand and arm that grasped the shield. Intentionally grasping the shield as a means of securing an advantage over an opponent may result in the forfeiture of the bout, and shall not result in the opponent's death.

## **V. ACKNOWLEDGMENT OF BLOWS**

1. Thrusts to the side, top, back of the head, are not allowed. However, if a fighter is seen continuously “turning” his head to the side, in order to take a thrust on the side of the helm, instead of on the face plate, this is deemed to be illegal target substitution and can result in the offender’s “death”.
2. The throat is to be considered an extension of the face for purposes of thrust calibration.
3. No blows may be dealt with the non-striking edges of any weapons. This includes basket hilts, quillions, hafts, and pommels.
4. Auxiliary weapons (backup weapons) are not meant to act as extra defense. A blow that strikes an auxiliary weapon should be dealt with as if the auxiliary weapon did not exist. If an auxiliary weapon is carried in such a manner that it interferes with the fighter's ability to feel blows, it must be removed.

## **VI. ARMOR REQUIREMENTS**

### **A. GENERAL**

1. Fighters shall cover or disguise blatantly modern aspects of their equipment/armor to help maintain a period atmosphere on the field. Newly authorized fighters shall be given a grace period to meet this standard. The Marshal-In-Charge may ban blatantly modern items from the field at their discretion. This is to include modern athletic footwear (tennis shoes, sports sandals, aqua socks etc.) and unmodified ice hockey gloves.
2. In Calontir, elbow protection must be worn at all times, including behind a “side-strapped” shield.

### **B. SHIELDS**

1. Materials: Shields shall be constructed of heavy leather, wood, metal, or a combination of these materials. The use of plastic or similar types of material for the main body of the shield is prohibited. Shield edging, protective baskets, etc., are not included in this restriction.
2. Fasteners such as nails, tacks, brads, etc. are prohibited. Bolts or rivets are suggested (Nails clipped and hammered down are considered rivets). The use of bare metal wire is prohibited. The ends of no wire shall project out from the surface of the shield on either the inside or outside.
3. Documented evidence must be presented to the Earl Marshal for any non-standard shield for approval before it is used.

## **VII. WEAPON STANDARDS**

### **A. GENERAL**

1. Documented prototype evidence for any non-standard weapons or armor must be presented to the Kingdom Earl Marshal for evaluation and approval before it may be used.
2. Unusual or non-standard materials for use in weapons or armor must be submitted to the Kingdom Earl Marshal for approval. Documentation of equivalency testing should be submitted with the material.
3. Grip length requirements on weapons are intended to refer to the “useable” grip of the weapon – including the pommel but excluding the crossguard.
4. Weapon length requirements are intended to refer to the total length of a weapon from end to end, including thrusting tips, buttspikes, pommels, etc.
5. All weapons shall have their striking surfaces (including thrusting tips) marked with tape that is a contrasting color from the non-striking surface or “flat” of the weapon. It is recommended that the last 1 inch of the outer surface (side) of thrusting tips be marked as well. The intent of this rule is that thrusting tips should be easily visible to the fighters and marshals on the field.

### **B. SWORDS (SINGLE-HANDED)**

1. Must have a minimum overall length of 18”. All single-handed weapons less than 18” in total length are considered to be “thrust only” daggers.
2. Polypropylene swords are not allowed in Calontir.
3. Siloflex swords must be constructed so that the siloflex covering of the sword cannot slide off the end of the rattan core.

### **C. MASS WEAPONS (SINGLE-HANDED)**

1. Mass weapons have a maximum total length of 36"
2. Weapons must balance forward of the center point to be considered mass weapons.
3. Mass weapons shall not be equipped with basket hilts.
4. It falls upon the wielder of the weapon to deliver blows of sufficient force to account for the amount of padding in the weapon.

#### **D. POLEARMS**

1. Polearms must have a minimum total length greater than 36".
2. Polearms with a total length over 6' must have a striking surface of at least 18" in length.
3. Calontir does not allow unpadded polearms.
4. Only polearms with a total length equal to or greater than 48" may have a butt spike.
5. Polearms over 48" may not have a universal striking surface.

#### **E. TWO HANDED SWORDS**

1. Must have a minimum total length of 48" and a maximum length not to exceed 6'
2. Maximum grip length (including ricassos) shall be 24" (ricassos shall be defined as any grip forward of the quillions).

#### **F. SPEARS**

1. Pistol Grip or L Shaped "Buttcaps" that form a handle are not allowed in Calontir.
2. Running thrusts are prohibited.
3. Spears may not have butt spikes.
4. The minimum overall length for a fiberglass spear is 8'9".
5. The maximum overall length for any spear is 9'.
6. Mandrake style rubber 2" tips (black and red) will not be allowed for use on fiberglass spears.

#### **G. MADUS**

1. The madu is a double pointed thrusting weapon with a basket hilt or buckler attached in the center of the weapon. To use a madu requires an authorization in polearm. The requirements for madu construction are:
  - a. The madu shall be constructed of rattan of not less than 1.25" in diameter throughout the entire length of the shaft. The entire length of the weapon must be between 37" and 72".
  - b. If a buckler is used it must conform to those regulation as set forth in "Armor Requirements, Shields". The basket hilt or buckler must be securely attached to the shaft so that it will not come loose during use. If a buckler is used it may not have a diameter greater than 12" across.

### **VIII. MISSILE WEAPONS**

#### **A. GENERAL**

Missile weapons include bows, crossbows, their projectiles and javelins. To use missile weapons in Calontir a fighter need only be authorized in weapon and shield. All Calontir Combat Archers are full contact fighters.

#### **B. BOWS**

1. Bows: Includes all bows used with the exception of crossbows.
2. Bows used in combat archery shall have a maximum of 50 pounds pull at a 28 inch draw length. All combat bows shall be measured at 28 inch draw. There is no minimum poundage however the combat archer should not expect good blow acknowledgment when using a light poundage bow (i.e. under 30 - 35 pounds).
3. Only recurved and long bows are allowed.
4. Combat Archers using bows may safely discard their bow on the combat field and draw a backup weapon.

5. Combat archers using bows shall use half gauntlets with a leather glove on both hands. The use a full gauntlet for the bow hand is encouraged.

### **C. CROSSBOWS**

1. Crossbows shall have no more than 90 pounds of draw and no more than 840 inch\*pounds energy. The pull weight is measured at the nut, i.e. string position when the crossbow is cocked.
2. Inch\*pounds energy is the number obtained by multiplying the length of draw in inches by the pounds of pull at the drawn and locked position of the string.
3. There is no minimum poundage however the combat archer should not expect good blow acknowledgement when using a light poundage crossbow i.e. under 500 inch pounds. Combat archers attending foreign wars are commonly restricted to 840 inch pounds per war treaties.
4. Crossbows shall be constructed with a wood tiller (stock). Gunstock type stocks are not allowed.
5. The prod may be constructed of wood, fiberglass, aluminum or steel and use a non-metallic string. The prod shall be free of nicks, scratches or other damage that might cause it to fail. Holes shall not be drilled through the prod for any reason.
6. Crossbows may be fitted with a device (finger) that helps to hold the bolt in place while the crossbow is moved about.
7. Crossbows shall have courtesy tips on the ends of the prod that are at least 1.25" in diameter. These can be constructed of foam, tennis balls, tape, etc.,
8. Crossbows may use shortened bolts.
9. Combat archers using crossbows may use half gauntlets with a leather gloves on both hands.
10. Combat archers using crossbows may not discard a crossbow on the field and draw a backup weapon. The combat archer must carry the weapon off the field of combat to a safe place before returning to the field with a backup weapon.

### **D. COMBAT ARROWS AND BOLTS**

The general requirements for all arrows and bolts are:

1. Combat arrows and crossbow bolts shall be constructed to the Society Combat Archery standards for polyethylene tube tennis ball arrows and bolts. A common trade name for this tubing is Sil-O-Flex or ASTM 2239 polyethylene pipe rated for 100 PSI. The tubes shall not have slits cut in them to attach fletches.
2. The tennis ball shall be securely attached by a strong cord of 1/8" or less diameter. Strapping Tape shall then be applied to provide additional strength to the tennis ball attachment. Tape alone is not sufficient. Hot melt glue works well to keep the tennis ball in place while constructing the missile but is not to be used as the sole method of attachment.
3. Knots or other large masses of cord are not permitted on the tip of the arrow or bolt.
4. The cord must be securely attached to the tennis ball, such as with tape, so the tennis ball will not slip out from under the cord.
5. The tennis ball must be covered in red duct or cloth tape. The entire surface area of the tennis ball need not be covered as long as there is sufficient red showing from all angles that the arrow may be held in. A simple red "X" of tape is not sufficient.
6. Fletches, should they be used, must be constructed of a soft, flexible material, such as foam or duct tape, and rounded so as to not have sharp corners. The size and number of fletches, on each arrow, is left to the discretion of the archer.
7. Additional weight, beyond what is needed to construct the arrow or bolt is not allowed.
8. Nock notches may be placed at the end of the arrow or bolt as desired. Nock notches may not be cut deeper than one-half (0.500) inch to meet the Society's Anti Penetration Device (APD) requirements. No additional treatment of the polyethylene tubular shaft is required.
9. Combat arrows shall not exceed 28 inches from nock to base of the tennis ball. This assures that all gleanable arrows will not cause a bow to be over drawn.
10. Combat crossbow bolts shall not be longer than 16 inches nock to base of tennis ball.
11. All bolts and arrows shall be marked with the maker/owners name, Group or Kingdom and the date of construction in readable English.
12. Yellow tape, shafts or markings shall not be used on tubular shafts, since that color is restricted for Siege missiles. Arrows and bolts may have no more than two circular rings of 3/4 inch yellow electric tape in conjunction with any other colors for quick identification.
13. The use of Baldar and Asgard (rubber stopper) tips in place of tennis balls is allowed and may be used and gleaned at foreign wars and for target practice against suitable target butts. If either of these tipped

missiles are used within the kingdom of Calontir then all Society rules regarding safety barriers, safety zones and ASTM safety goggles shall be used.

## **E. JAVELINS**

1. Rattan javelins are not allowed in Calontir.
2. Overall length of the weapon shall not exceed 5 feet.
3. Javelins may only have a thrusting tip at one end.
4. Javelins shall not be filled with any material. Marshals may ask to remove the cap from the butt end to inspect the javelin and assure proper construction.
5. Javelins may have fins or trailers added to help stabilize the javelin in flight. Tail fins, if used, shall be made of soft, flexible material such as cloth, duct tape, or foam and rounded so as not to have sharp corners.
6. The top 12 inches of the tip of the javelin shall be covered with red duct or cloth tape. The entire area need not be covered so long as there is sufficient red showing from all angles. An "X" of red at the tip is not sufficient.
7. Yellow tape, shafts or markings shall not be used on javelin shafts since that color is restricted for Siege missiles.
8. Javelins may have no more than two circular rings of  $\frac{3}{4}$  inch yellow or red tape (other than the thrusting tip) in conjunction with any other colors for identification.

## **G. ACKNOWLEDGEMENT OF MISSILE WEAPON BLOWS**

1. Blows must be delivered with effective technique for the particular type of weapon used, and must strike properly oriented, to be considered an effective, or good blow. Due to the restrictions that have been placed on combat archery missiles (i.e. limited maximum draw weight, arrow construction and other safety considerations), missiles shall not be required to hit with a minimum sufficient force in order for the blow to be considered effective.
2. Any missile that hits head first, non-glancing that is seen, felt, or heard by the fighter hit by it shall be considered sufficient. As with any weapon, it is on the fighters honor to accept these shots. Reminder, since arrow shots are designed for someone in minimum Society Armor, those fighters in plate need to calibrate themselves for missile weapons.)
3. An effective blow to the head, neck or torso shall be judged fatal or totally disabling, rendering the fighter incapable of further combat.
4. An effective blow to the arm above the wrist will disable the arm. The arm shall then be considered useless to the fighter, and may not be used for either offense or defense.
5. An effective blow to the leg above the knee will disable the leg. The fighters must then fight kneeling or sitting.
6. If a wounded limb blocks an otherwise acceptable blow, the blow shall be counted as though the limb were not there.
7. A glance is defined as any blow, which skips across the fighter's body and continues in generally the same direction it was originally traveling.
8. Arrows striking the ground shall be considered dead, even if they bounce up and strike a fighter.
9. An arrow striking a shield, a weapon, a tree or some other object before striking the fighter is not a good shot. If the fighter wants to take the shot he may, but that is his choice.
10. Fighters should be aware that an effective blow from an arrow or bolt will feel lighter the greater the distance from the weapon discharging it (i.e. an arrow striking a fighter from 30 yards away will always have a substantially lighter impact than the same arrow striking from 10 feet away). Any blow from an arrow or bolt that the fighter is aware of striking him (even if he does not feel the blow and only saw the arrow impact on him) must be accepted.
11. All fighters are considered to be wearing the same armor, regardless of what they are actually wearing on the field. No special rules for missile acceptance (i.e. calling plate "proof" to missile fire) shall be allowed based on what armor is actually worn, as no changes are permitted to missile launchers to address effectiveness.
12. Any fighter seen or heard calling missile shots for another fighter should immediately be removed from the field. Waving at the fighter, if he/she is looking around obviously trying to spot what hit them, is acceptable. Calling the fighter "dead" or yelling that the shot was good is not allowed.
13. Archers are considered to have engaged all fighters in their missile range. Non-missile fighters attacking the archer must establish engagement as per SCA engagement rules. Touch and non-contact archers may be killed without establishing normal engagement in accordance with the special consideration for those combatants, as long as they are killed appropriately.

14. Combat missiles, including arrows and bolts that strike a fighters shield or weapon are considered blocked and are not "good".



# Calontir Marshals Handbook

## Section 2

### I. THE CALONTIR MARSHALLATE

#### A. GENERAL INFORMATION

The Marshallate of this Kingdom and the Society as a whole exists to serve the fighters of the SCA. The Marshals are on the field to help the fighters safely engage in mock medieval combat and any Marshal should keep in mind that all our rules and regulations are designed toward that purpose. The general safety of every person attending an SCA event is also a responsibility of the Marshallate. Anyone interested in becoming a Marshal needs to understand the responsibilities and differences of the various types of Marshals. To this end, below are brief descriptions of the different types of marshals, their powers and duties.

#### B. THE KINGDOM EARL MARSHAL

The Kingdom Earl Marshal (KEM) is one of the Great Officers of the Kingdom and is directly responsible to the Society Marshal and the Crown for all martial matters within this kingdom. He is responsible for enforcing all the Society's fighting standards and conventions. He must also see that all the waivers filled out at events are collected and that authorization cards are issued to everyone going onto the combat field. He also sees to it that a record of all authorizations is maintained, follow the trends of fighting and the problems that might arise, as well as routinely report on the state of the Marshallate to both the Crown and the Society Marshal.

The Earl Marshal must also select, train and warrant all Group Knight Marshals and Marshals of the Field. He then receives reports quarterly from these people which provides the information for his reports to the Society Marshal and the Crown. Included in these reports are the number of fighters in the kingdom, injury reports from all events, written comments from Marshals, reports from all Marshals Courts held, and any other information he feels is important or has been requested to provide.

The Earl Marshal has the responsibility of overseeing the standards for both armor and weapons and is the source for any changes or alterations in these rules, except those that are required by the Society. He is the court of appeal for all fighters in matters related to armor and weapons standards or fighting conventions. Should a fighter feel that a local Marshal is wrong in not allowing some weapon on the field or in failing a piece of armor, then the case may be appealed to the Earl Marshal.

The running of Crown Tournament is the responsibility of the Earl Marshal. He may ask for the assistance of the Chivalry and his various Deputy Earl Marshals in performing this duty. The Earl Marshal is not always excluded from fighting in Crown Tournaments, but he must ensure that a qualified and suitable marshal will be in charge of marshalling the tournament. If entering the tournament, he must also have a deputy trained and ready to take the job of Earl Marshal should he be victorious.

#### C. DEPUTIES OF THE EARL MARSHAL

The Earl Marshal may select one or more Deputies to help with the duties of the office. They may have specific functions in helping the Earl Marshal's office function, such as overseeing and organizing the issuing of fighter cards, combat archery or publications. They may also be preparing for eventual succession to the Earl Marshal's job.

Deputy Earl Marshals report directly to the Earl Marshal's office, at least quarterly, and more often if requested by the Earl Marshal.

Deputy Earl Marshals are often designated to "stand-in" for the Earl Marshal at any events where he is not in attendance, to handle nonstandard weapons or armor (notifying the Earl Marshal at their earliest convenience), or to answer questions. Deputy Earl Marshals provide fighters and marshals with another channel of communication for any problems that arise on the local level.

It should be noted that the offices of the Archer General, Equestrian Activities Marshal, Calontir Steel Marshal, Combat Archery Deputy and Kingdom List Mistress are actually Deputies of the Earl Marshal, specifically for the oversight and promotion of those activities in Calontir. These deputies serve at the pleasure of the Earl Marshal and the Crown, and report as any other Deputy to the Earl Marshal. These deputies may also be responsible for reporting to a Society superior.

#### **D. GROUP KNIGHTS MARSHALS**

The Group Knights Marshals, usually referred to as Knights Marshals, are the real workhorses of the Marshallate. They are the individuals with whom most people come in contact. Every group with martial activities must have a warranted Knights Marshal or a Knights Marshal-in-Training (Marshallate representative) who is responsible for all such activities within that group. The Knights Marshal is responsible for conducting local fighting practice, demonstrations of fighting, etc. The Knights Marshal should help in the finding of a site, training of fighters, enforcing armor and weapon standards and instructing the fighters in the fighting conventions of Calontir. The Knights Marshal must make every effort to ensure the safety of everyone participating or watching. The Knights Marshal is also responsible for keeping of records on all fighters of the local group.

The Group Knights Marshal must report Quarterly to the Earl Marshal.

#### **E. MARSHALS OF THE FIELD**

Though not a requirement, Marshals of the Field are usually individuals who have previously served as Warranted Group Knights Marshals and are interested in continuing their work in the Marshallate after leaving local office. Most Marshals of the Field have considerable experience and are active in fighting throughout the kingdom.

Marshals of the Field report directly to the Earl Marshal on a Quarterly basis to become warranted.

#### **F. RESERVE MARSHALS**

The knowledge and experience of the members of the Order of Chivalry are a valuable resource to the fighters and marshallate of the kingdom, and as such, the Earl Marshal hereby designates all members of the Order of Chivalry as Reserve Marshals.

Reserve Marshals are for all intents and purposes the same as Authorized Marshals but they may also help run Authorizations. However, the Marshal in Charge of the event will still need to sign off on all Authorization forms.

Reserve Marshals are not required to send Quarterly Reports to the Earl Marshal.

A Member of the Order of Chivalry must also become a Warranted Marshal if they desire to be the Marshal in Charge of an event.

#### **G. AUTHORIZED MARSHALS**

For mundane legal reasons, anyone who is within the boundaries of the list ropes or on the battlefield while combat is occurring must be authorized to do whatever they are doing on the field, whether that be fighting or marshalling. For that reason all marshals must go through an authorization process during which they demonstrate an ability and willingness to enforce the rules of SCA combat. Any one who is an authorized fighter may become an Authorized Marshal. You do not need to be a member of the Society (Warranted Marshals must be SCA members). Currently, this requires that the authorization be overseen by the Earl Marshal or one of the Deputy Earl Marshals of the kingdom.

Authorized Marshals are not required to send Quarterly Reports to the Earl Marshal.

\*It is important to note that an Authorized Marshal can do inspections and help marshal fighting, but they cannot run Authorizations or be the Marshal in Charge of an event. Please refer to other sections of this handbook for more information.

\*\* It is up to the Earl Marshal to make exceptions for existing marshals who are not authorized fighters.

#### **H. WARRANTED MARSHALS**

Warranted Marshals are marshals who have completed the marshal's authorization process and who have also met the reporting requirements set forth by the Earl Marshal. The Earl Marshal then approves or "warrants" these marshals and adds their name to the roster of warranted marshals in the kingdom. Only a fully warranted marshal can be the Marshal in Charge of an event, run Authorizations, and give final approval for inspected equipment. A copy of the marshallate roster may be viewed on the Calontir marshal's website or may be obtained from the Earl Marshal.

#### **I. MARSHALS IN TRAINING**

Marshals in Training (MITs) are people who are working on getting a Marshals Authorization. They are not actually marshals yet but may assist the Marshal in Charge at events to further their training.

MITs report on their activities directly to their chosen Deputy Earl Marshal who tracks their progress towards receiving their Marshals Authorization.

#### **J. MARSHAL IN CHARGE**

The Marshal in Charge (MIC) is not a type of marshal, but instead is actually a role that a warranted marshal assumes during an event. Every event that involves SCA combat related activity must have a (warranted) MIC to oversee these activities and ensure that all safety concerns are addressed. They are also responsible for running and signing off on Authorizations, holding a Marshals Court, and for completing the required paperwork for these activities. The MIC must file an event report with the Earl Marshal within two weeks of an event.

## **II. PROCEDURE FOR AUTHORIZING MARSHALS**

### **A. GENERAL INFORMATION**

Deputy Earl Marshals (as well as former Kingdom Earl Marshals) have been authorized by the Earl Marshal to perform Marshal's Authorizations in Calontir. Anyone wishing to get a marshal's authorization should follow the steps outlined below.

1. The Person who wishes to authorize contacts a Deputy Earl Marshal close to them. That deputy will either:
  - a. take on the MIT to train or
  - b. Find another deputy who can train the MIT.
2. The deputy is responsible for ensuring the MIT meets the Society regulations for a marshal. The deputy should stress courteous behavior in marshaling. The MIT doesn't have to get all his training from said deputy, but said deputy is the person the MIT reports to about his marshaling training.
3. When the deputy feels the MIT has completed these things in a satisfactory manner, he grants the authorization. If the MIT fails to complete the training, he fails the authorization.
4. The MIT may contact the Earl Marshal or another deputy if they feel they have grievance or cause against the training deputy.
5. An Authorization form is filled out and the authorized marshal's card is marked and signed by the deputy. The paperwork is filed with KEM and deputy of cards.
6. The authorized marshal is then free to become a warranted marshal after fulfilling those obligations. To become warranted you must contact the Earl Marshal.

## **III. PROCEDURE FOR WARRANTING MARSHALS**

### **A. STEPS TO BECOME WARRANTED**

As with the warranting of any officer, warranted marshals must have the approval of their kingdom superior, the Earl Marshal. The process by which one becomes warranted is not short. This allows the Earl Marshal time to decide whether the individual should be warranted. \*It is important to note that only a Warranted Marshal can be Marshal in Charge of an event and sign off on Authorizations. Please refer to other sections of this handbook for more information.

The steps are as follows:

1. Become a Member! You can not become an officer of the SCA if you are not a member. Should your membership lapse at sometime during your warrant, your warrant will expire. Contact the Earl Marshal when your membership is reinstated. Depending on the length of time your membership has lapsed, you may have to begin the entire warranting process all over. People who have lapsed for one (1) year or more must restart the process. Those whose membership has lapsed less than one year may have to restart the process at the discretion of the Earl Marshal.
2. Become an Authorized Marshal! In order to be on the field in the capacity of marshal, you must be authorized as a marshal. This will require the passing of a marshal's authorization. Currently, this requires that the authorization be overseen by the Earl Marshal, or one of the Deputy Earl Marshals of the kingdom.
3. Report to the Earl Marshal for a Minimum of Two Quarters! Reporting might have to occur for more than two quarters if the activity level is low in the first two quarterly reports. This reporting allows the Earl Marshal to test your ability to fill out paperwork (a necessity in the Marshallate), to check on your willingness to do the things that must be done, and to check up on what activities you have participated in toward your training as a marshal. Everything that has been done to help prepare for becoming a marshal should be written down, as well as any comments or questions you might have concerning the Marshallate.  
The Earl Marshal is also requiring that all marshals wishing to be warranted complete an Agreement to Serve form (available on the Calontir marshals website or from the Earl Marshal).

4. Have the Approval of the Earl Marshal! If an individual meets the above three requirements, approval by the Earl Marshal is usually given. The Earl Marshal may, however, require additional time or material before reaching a decision. Currently, anyone satisfying the above requirements and of at least eighteen (18) years of age may become a warranted marshal. It is not necessary for a person to be a fighter before becoming a marshal; however, there are some insights that can only be gained by having gone through the fighting experience.

## **B. REPORTING REQUIREMENTS**

All Group Marshals and Marshals of the Field are required to submit Quarterly reports to the Kingdom Earl Marshal. Failure to do so will result in loss of Marshalling privileges.

All Group Marshals and Marshals of the Field need to complete an Agreement to Serve Form.

The Earl Marshal will specify how they wish to receive reports and any additional information they may require. Typically, reports are done using the FALCON system on-line.

**Event Reports:** If you were Marshal-in-Charge of an event, you need to file a separate Event Report. This needs to be done within two weeks of the event.

All of the above mentioned forms available on the Calontir marshal's website or from the Earl Marshal.

Quarterly Reports are due:

- 1st Quarter - April 15th
- 2nd Quarter - July 15th
- 3rd Quarter - October 15th
- 4th Quarter - January 15th

## **IV. GUIDELINES FOR BEING A MARSHAL IN CHARGE**

### **A. GENERAL INFORMATION**

At all SCA events involving SCA Combat Related Activities, there must be a Marshal-in-Charge. This can be any warranted member of the marshallate present although it is usually the local Knight Marshal. Because the Marshal-in-Charge is representing the Society in matters of safety and enforcement of Society fighting standards, he must be a warranted officer (a warranted Marshal). The Marshal-in-Charge is the Marshal with the final word on all armor and weapons inspections, as well as everything that takes place on the list field. Any disagreement with his decisions should be taken through proper appeal procedures. The Marshal-in-Charge should make himself known to all participants of the event, to answer questions and solve combat-related problems.

The Marshal-in-Charge is responsible for organizing the marshalling, not necessarily doing all of it alone. This includes checking the field to decide if it can be fought upon safely, arranging for inspections, lining up the marshals for all the combat and authorizations that take place during the event, and writing a report on the event within two weeks.

### **B. MARSHAL IN CHARGE DUTIES**

While not a complete list of all the things that a MIC does, this is a summary of the typical things you will need to do:

**Fighting Area:** Work with the Autocrat of the event to insure that there is adequate space for the fighting. If the fighting is to occur outdoors, some key things to keep in mind are any issues with the terrain (potholes, gullies, and other hazards) that may be unsafe, as well as proximity to shade, parking/unloading areas, and the events other activities. If possible, it is a good idea to setup a boundary around fighting area using list poles.

If the fighting is to occur indoors, keep in mind the possibility of crowding and the safety of any spectators. Also, depending on the floor surface it may be slippery or prone to damage from armored fighters falling on it, requiring the some kind protective surface (such as carpet) to be laid down in advance of the fighting. Site owners are likely to frown on gouges in their nice hardwood floors.

If the Crown is attending your event, you should make sure there is an area directly adjacent to the list field for the Crown to be able to view the fighting if they wish.

The Kingdom of Calontir is granted a dispensation from Society Combat Archery Standards for eye protection as long as Calontir ONLY ALLOWS the use of tube and tennis ball missiles.

**List Table:** Arrange for a List Person to run the List Table. The person running the List Table is responsible for checking fighter's authorization cards and keeping the sign up list for the days fighting activities. They also setup and track the winners/losers of the list tree for any tournaments held. It is strongly recommended that you have an experienced person in charge of your list table!

**Waivers:** Any fighters who do not have a waiver on file (SCA paid Member) will need to fill out a waiver at each event or fighter practice they attend. Please see the Society Waiver Treatise for more info. The waivers need to be sent to the waiver secretary. The contact info is listed in the Mews under the Seneschal.

**Heralds:** Arrange for at least one Herald to announce the days fighting. Typically the Herald works with the List Person to announce the name of the fighters in the upcoming bouts as well as the victors of each fight.

**Water Bearers:** It is a good idea to arrange for water bearers to be present to bring water to the day's participants, especially during warm weather. At the very least, try to arrange for a large water cooler or other source of water to be near the list field.

**Equipment Inspection:** Follow the inspection guidelines as outlined in the Society Marshal Handbook. You will need to arrange for equipment inspection before the fighting begins. You may do this yourself but it also common to have several marshals assisting this process. If there are Marshals-In-Training present, this is a good time for them to learn. The MIC has the final say on whether or not any equipment passes inspection unless it is appealed to the Earl Marshal or the Crown.

**Out of Kingdom Fighters:** When inspecting fighters visiting from outside Calontir, use general Society standards. Visiting fighters must have a valid authorization card from their home kingdom. Authorization cards shall not be issued to persons residing in other kingdoms unless such persons are defined as subjects of the issuing kingdom by specific royal treaty. Calontir may revoke the authorization card of any other kingdom for just and stated cause.

**Authorizations:** (Be sure to have lots of photocopies of this form handy). Follow the Authorization guidelines as outlined in the Society Marshal Handbook. In Calontir, running an Authorization requires the presence of the MIC and two other Authorized Marshals or Reserve Marshals (Member of the Chivalry). At least two of these marshals shall be from outside the authorizing fighter's home group. It is typical for Authorizations to take place prior to the start of the official tournaments for the day. This gives the opportunity for any new fighters to get authorized and then fight during the tournaments that day.

**Assisting Marshals:** You should try to have two or three marshals on the field for single combat tournaments. You will want more marshals for Warlord style tournaments or melees. It is a good idea to place the marshals around the edges of the field during melees to keep the fighters from running into spectators, traffic, etc. Follow the single combat/melee combat marshalling guidelines as outlined in the Society Marshal Handbook.

**Injuries:** Follow the Combat Injury Procedures as outlined in the Society Marshal Handbook. Be sure to include all relevant details in your report to the Earl Marshal.

**Marshals Court:** A Marshals Court should be held at the end of the days fighting. Anyone interested may attend, especially all assisting marshals should attend as well as any fighters with issues that were unable to be resolved earlier in the day. A general discussion of the days events should be held and any unresolved issues investigated. If needed, further marshallate actions can be taken at this point such as sanctions. Any issues or incidents requiring marshallate action or sanctions should be noted for your event report. This is a good chance to make sure that all of the authorization forms, etc., are properly completed and signed by the assisting marshals.

**Event Report:** You will need to file an event report with the Kingdom Earl Marshal within two weeks of your event. An Event Report Form is available on the Calontir Marshals website or from the KEM.

Your report should include a summary of the event's fighting activities, such as:

- The type of tourney(s) and the victor of the lists(s).
- The type and number of authorizations that occurred.
- The names of any assisting marshals that day.
- Details involving the Marshals Court or any incidents or injuries that occurred.

## **V. Combat AUTHORIZATION PROCEDURES**

### **A. GENERAL INFORMATION**

All persons who wish to participate in SCA combat activities must authorize under the Society and Kingdom of residence authorization procedures. Calontir combat activities are defined as armored combat, Calontir Steel, combat archery and marshalling. Other activities clearly falling within the scope above are also considered combat-related activities.

\*Kingdom Law XV-300 States: An unbelted fighter who has not participated in Society combat for more than six (6) months may be required to re-authorize at the discretion of the Sovereign or the Marshallate.

### **B. AUTHORIZATION REQUIREMENTS**

In Accordance with Society rules: Each kingdom shall establish a procedure for authorizing combatants for participation in SCA combat-related activities. These procedures shall verify the candidate is familiar with the following:

1. Rules of the Lists of the SCA.
2. The Armor and Weapon standards of the SCA and of Calontir.
3. The Conventions of Combat of Calontir.

In addition to the above requirements, the candidate must demonstrate that he is able to function on the field in a manner that is safe both to himself and his opponent.

### **C. CONDUCTING AUTHORIZATIONS**

1. Authorizations will be conducted using the Society Combat Authorization Procedures.
2. Calontir requires a separate authorization for each of the following: weapon and shield, two weapon, two handed sword, polearm, spear, and marshal.
3. Only a warranted Marshal may perform an Authorization. In Calontir, an Authorization requires the presence of the (warranted) MIC and two other Authorized Marshals or Reserve Marshals (Members of the Chivalry). At least two of these marshals shall be from outside the authorizing fighter's home group. Each Marshal must witness the Authorization and must execute the appropriate paperwork for the registration of the Authorization. The MIC may issue a 30 Day Temporary Authorization card (these may be obtained from the Deputy for Cards) or update the fighters Authorization Card as needed.
4. The authorizing fighter is responsible for sending copies of the properly completed Authorization Form to his local Knights Marshal and to the Earl Marshal's Deputy for Cards as listed in the Kingdom newsletter and on the Calontir marshal website.
5. Authorizations shall be registered with and kept on file by the Earl Marshal's Deputy for Cards. This office shall be responsible for issuing combat authorization cards and shall provide the Earl Marshal with a list of all current Authorization Cards upon request.
6. No authorization card may be issued unless the authorizing fighter possesses a properly completed waiver on file with his local marshal.

### **D. TRANSFER AUTHORIZATION PROCEDURE**

Transferring Authorizations from another Kingdom:

1. Once a person has taken up residence in Calontir and wishes to participate in fighting as a Calontir fighter, the person will need to acquire a valid Calontir fighter's authorization card. Residence is defined as having lived in Calontir for 6 months.
2. All fighters are expected to make every effort to familiarize themselves with Calontir weapon/armor requirements and fighting conventions. This puts the burden of compliance on the fighter's shoulders.
3. Members of the Order of Chivalry, with a valid fighters authorization card from another kingdom, are automatically granted all Calontir weapon authorizations but will still need to contact the Earl Marshal for a Calontir Fighter's Authorization Card. Members of the Order of Chivalry, without a valid fighters authorization card from another kingdom, will need to go through the "transfer authorization" process.

4. All other Fighters with a valid fighter's authorization card from another kingdom, will be given a basic "transfer authorization" to be sure they meet Calontir standards. The fighter should be observed fighting with each of the weapons they are authorized in and wish to transfer.
5. At the Marshal in Charge's discretion, this can be done either a by watching the fighter fight one-on-one with an opponent in each weapons style, or it can be a provisional authorization for the day where the MIC can observe the fighter in question as they fight during the day.  
Note: The intent here is not to make a fighter completely reauthorize in every weapon style but merely to observe a short demonstration of their fighting to be sure they are safe and that their blow calibration meets current kingdom standards.
6. The MIC will grant or decline these authorizations as they see fit including only granting some weapon authorizations or not granting the authorization at all. A fighter who fails the transfer authorization process or who does not possess a valid fighter's authorization card from another kingdom, must go through the standard authorization process from scratch.
7. Once any authorizations are granted, the MIC may issue a 30 Day Temporary Authorization card (these may be obtained from the Deputy for Cards) and complete the standard authorization form, making note of the transfer authorization status, and any authorizations granted. The form will then be given back to the fighter. The fighter should be sure to keep a copy for their records and also give a copy to their local group's Knights Marshal. The fighter must send a copy of the form to the Deputy for Cards as listed in the Kingdom newsletter and on the Calontir marshal website. A new Calontir authorization card will be issued and sent to the fighter.

#### **E. MINOR AUTHORIZATIONS**

Minors (16 to 18) may authorize with these additional requirements:

1. 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.
2. The Earl Marshal or designated Deputy(s) must be the one to authorize the minor for SCA Combat-related Activities.
3. 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" designating some adult present at the event as able to provide medical treatment in the case of an emergency.

## **VI. GRIEVANCE PROCESS**

### **A. GENERAL INFORMATION**

The 'Marshal's Court', the 'Report System', and the 'Quarter Court' have been created as a grievance procedure should they ever be required. It is not necessary that these grievance procedures be written as a legal document, but rather to provide a fair, common-sense hearing of the complaints and a means for resolving the conflict. They are not intended to supplant the more traditional and generally informal mechanisms for handling complaints (i.e.: discussion among the involved parties; peer pressure; and intervention of the Crown or the Crown's representative). Nor are these procedures intended to weaken or limit any of those traditional and common-sense methods for resolving complaints. Specifically, the power of the Crown is presumed not to be affected by the Courts, except in that the Crown would be included in the formulation of the Court system. The Court system as established is expected to be necessary only when all other mechanisms have failed to satisfy the parties involved. This, hopefully, will be fairly rare.

### **B. MARSHALS COURT**

In Calontir, A Marshals Court may be held at each event where SCA Combat Related Activities occur. The Marshal In Charge of the event should convene the court at the end of the days martial activities. In the case of an event that spans several days (such as a war), a Marshals Court should be held each day. The Marshal In Charge may also choose to convene a Marshal Court at any time during the day's activities to deal with a situation as it occurs, as needed.

A Marshals Court provides for the resolution of grievances between SCA Combat Related Activities Participants and/or the marshallate.

1. Complaints about a participant related to SCA Combat-Related Activities must be made to the Marshal-in-Charge of the event.
  - A. Complaints may be either written or verbal.
  - B. If written they must be signed by the complainant.
  - C. If verbal, the Marshal-in-Charge should make a written record of the gist of the complaint, and note who made it.
  - D. Complaints should be made in a timely manner, as soon after the originating incident as possible
2. The Marshal-in-Charge shall present the complaint to the individual against whom the complaint has been filed (the defendant), and discuss it with that individual.
3. The Marshal-in-Charge may make any additional inquiries he/she deems necessary concerning the complaint, to discover if the complaint has merit.
  - A. If the Marshal-in-Charge finds that the complaint has merit, the defendant and the complainant shall be informed that a Marshal's Court will be convened at the event, and when it will be held.
  - B. The Marshal-in-Charge shall then make the arrangements to hold the Marshal's Court. The Court shall be composed of at least:
    - i. The Marshal-in-Charge, who shall be the Head of the Court. If the Marshal-in-Charge feels that he/she has a conflict of interest, he/she shall choose another Authorized Marshal who is currently warranted to be the Head of the Court.
    - ii. A member of the Chivalry, chosen by the Head of the Court or the Chivalry present. Should there be no member of the Chivalry present, or if they feel that they all have a conflict of interest, the Head of the Court shall select an experienced fighter as a replacement.
    - iii. An individual chosen by the defendant.
  - C. The Court shall review the complaint, and may seek additional information from witnesses or involved parties.
  - D. The defendant shall be given an opportunity to present his/her side of the story, and may call witnesses or involved parties to speak on his/her behalf.
  - E. The Court shall reach a decision regarding the complaint by majority vote of its members. The Court may decide:
    - i. To remove the defendant from the List for that Event and to confiscate the defendant's Authorization Card.
    - ii. To remove the defendant from the List for that Event.
    - iii. To warn the defendant that he/she may face disciplinary action should the problems which led to the complaint continue.
    - iv. That there were mitigating circumstances which led to the complaint and that disciplinary action is not necessary.
    - v. That the defendant was not guilty of any action which requires disciplinary action.
  - F. The Head of the Court shall see that a 'Marshal Court Report' (with the Authorization Card, if it has been confiscated) is forwarded to the Earl Marshal, with a copy being given to the defendant.
  - G. Appeals of any decisions of the Court by the complainant or the defendant shall be made to the Crown or the Quarter Court. Any decision of the Marshal Court shall remain in effect until reviewed by the Crown or the Quarter Court.

### **C. REPORT SYSTEM**

This system provides for the resolution of grievances through the Earl Marshal. It requires the Earl Marshal to take an active role in the enforcement of the rules and supervision of the Marshallate.

1. Complaints about a participant related to SCA Combat-related Activities may be made directly to the Earl Marshal.
  - A. Complaints may be either written or verbal.
  - B. If written they must be signed by the complainant.



- C. If verbal, the Earl Marshal should make a written record of the gist of the complaint, and note who made it.
  - D. Complaints should be made in a timely manner, as soon after the originating incident as possible.
2. The Earl Marshal shall present the complaint to the individual against whom the complaint has been filed (the defendant), and discuss it with that individual.
  3. The Earl Marshal may make any additional inquiries he/she deems necessary concerning the complaint, to discover if the complaint has merit.
  4. If the Earl Marshal finds that the complaint has merit, the defendant shall be put 'on report', for a specified period of time (usually three to six months), and shall inform the defendant of this fact.
  5. While the defendant is "on report", no further disciplinary action will be taken unless additional complaints are received.
  6. If the defendant returns to acceptable levels of conduct during the report period, no further action shall be taken, and the individual shall be given a 'clean slate'.
  7. If additional complaints are received and found to have merit, further disciplinary action (such as the revocation of authorizations) by the Earl Marshal is recommended. This decision may be appealed to the Crown or the Quarter Court.

#### **D. QUARTER COURT**

The Quarter Court primarily serves the function of an appeals court, handling appeals made by either the complainant or the defendant, or reviewing those cases in which a participant was removed from the Lists or had an authorization revoked. Secondly, the Quarter Court may serve as an investigative body, to consider any matter brought before its members.

1. The Quarter Court shall be composed of:
  - A. The Earl Marshal, who shall be the Head of the Court.
    - i. If the Earl Marshal feels that he/she has a conflict of interest, he/she shall choose one of his/her deputies as a replacement
  - B. A member of the Chivalry, chosen by the members of the Chivalry.
    - i. Should the member of the Chivalry have a conflict of interest, he/she shall be replaced by another member of the Chivalry chosen by the Chivalry.
  - C. An individual chosen by the Crown.
    - i. Should the individual chosen by the Crown have a conflict of interest, the Crown shall select a replacement.
2. The Earl Marshal shall convene the Quarter Court as required to hear appeals, review cases, or to consider any matter brought by one of its members.
  - A. If convened, the Court shall review the matter before it and may seek additional information from witnesses or involved parties.
  - B. The defendant shall be given an opportunity to present his/her side of the story, and may call witnesses or involved parties to speak on his/her behalf.
3. The Court shall reach a decision regarding the complaint by majority vote of its members. The Court may decide:
  - A. To partially or totally clear a defendant of any charges or penalty given by the Marshal's Court or Report System.
  - B. To affirm the charges or penalty given by the Marshal's Court or Report System.
  - C. To augment the charges or penalty given by the Marshal's Court or Report System.
  - D. To recommend that a Kingdom Court (Court of Chivalry) be convened.
4. The Quarter Court may also consider issues such as interpretations of the rules, fighting conventions, etc., brought before it by any of its members.
5. When acting as an investigative body, the Quarter Court's power is limited to making recommendations and remanding the decision to the appropriate Society office or body.

6. The Head of the Court shall see that the minutes of all court proceedings are taken and forwarded to the Crown and the Society Marshal. All decisions of the Quarter Court are considered final, but may be appealed to the Crown or a Kingdom Court (Court of Chivalry), subject to the provisions governing such courts in Corpora. Any decision by the Quarter Court shall remain in effect permanently, unless reviewed and overturned, augmented, or otherwise altered by the Crown, a Kingdom Court (Court of Chivalry) or Board of Directors of the SCA, Inc.