

THE LISTPERSON

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One of the Knight Marshal's responsibilities is to see to it that his group's tournaments are run in a timely and organized way, and that accurate records are kept. Since he has plenty of other things to do as well, this job is usually delegated to an assistant known generically as the listperson.

A. The way the position has evolved in Calontir, the responsibilities of the listperson generally include the following:

1. Seeing that the fighters' authorization cards and waivers are checked;
2. Pairing and drawing up the order of fighting according to the type of tourney being fought;
3. Working with the herald to see that the fighters are called to the field at the proper time;
4. Fully and accurately documenting the day's fighting, including recording authorizations;
5. Keeping the fighting progressing smoothly, without undue delays;
6. Conveying to the Marshal in charge, after the day's fighting is over, all records relating to the tournament.

B. Being a listperson is not an especially difficult job, but it must be done correctly. A fouled-up list table can not only be an irritation but a good way to lose records, causing problems that everyone is much better off without. The best way to avoid problems is, of course, to put someone in charge of the list table who can be relied upon to do it right.

FINDING A LISTPERSON

The listperson is chosen by and responsible to the Knight Marshal. A person who is suited for the job should do it well and cheerfully, making the event and the Knight Marshal's life run that much more smoothly. If they consistently do not do this, they should be promptly replaced with someone who will. Since the listperson is not a warranted officer in this Kingdom, this can be done at the Knight Marshal's discretion. The person who accepts the position of listperson thereby states that he/she is willing to be responsible for running all local group tourneys and should be expected to do so.

The ideal candidate for the job of listperson is reliable, organized, can keep cool under pressure, and can completely run a Calontir-style elimination tourney. If there is an applicant for the job who meets the first three criteria but not the fourth, it would be well to sit down and discuss with that person how he/she intends to rectify the lack of expertise. Someone who knows what they are doing would be far preferable to someone who does not, but if there is nobody in the group who knows how to run a list who will take the job,

then the novice can be appointed with the firm provision that he/she is responsible for either taking the appropriate RUSH class, or getting in touch with the Kingdom listperson for training,

BEFORE his/her services will be needed at your group's next event.

(By the way, whoever is appointed should immediately contact the Kingdom listperson anyway--even if they are experienced.) Your listperson should encourage others in the group to learn the necessary skills, so that back-up help is available. Groups who have no resident listperson should contact the Kingdom listperson for names of people who may be willing to run a tourney, if requested in advance. If a local listperson runs into a problem, such as how to set up an unusual tourney that the autocrat wants to do, they can always contact the Kingdom listperson for help, too.)

WORKING WITH YOUR LISTPERSON

Whether or not the listperson at an event is a resident of that group, he/she is responsible to the Marshal in charge, who is usually the local Knight Marshal. The running of the list table can be greatly simplified if the Marshal in charge will take a few minutes before the event and talk over some details with the listperson. Questions that frequently come up include:

1. When does the list open? Close?
2. Are byes to be fought?
3. Is there a three-minute rule in force?
4. If so, who will be responsible for keeping time?
5. Are there going to be authorizations?
6. If so, before, during or after the tourney?

And so on. Not all such questions can always be answered before the tourney begins, but settling those that can will speed things up a lot in getting things started. As the list table is generally the first line of information for fighters and the public, you can make your listperson's life immensely easier by seeing that he/she is informed of all tourney rules and conventions, whether or not they have any obvious connection to the list table. The listperson also needs some physical arrangements made, the bare minimum being a table to write on and something to sit on. If shade can be provided it is strongly recommended--a listperson can get a tremendous sunburn in the course of a six-hour tourney.

The list table also needs authorization report forms; the more copies the better (both of these forms should be in the Knight Marshal's files). If the tourney is an elimination one, a copy of the Calontir Book of Trees should be made available to the list table. Finally, the list table needs a clear and unobstructed view of the fighting, so roping off the area between the table and the list field is a good idea.

Before the event occurs, if possible, it is wise for the local pursuivant, marshal, and listperson to meet and discuss exactly what will happen during the tourney. The local pursuivant is responsible for providing field heraldry--this should not be your problem, or your listperson's. A meeting between the three of you will facilitate things during the tourney.

As the tourney progresses the list table tends to attract a lot of people who are mostly looking for a shady place to sit and talk to their friends. This gets very distracting for the listperson and his/her helpers, and also keeps them from hearing the heralds clearly. To prevent this it is a good practice for the Knight Marshal to come by occasionally to see if the listperson needs the area cleared out. Also, when the rare occasion arises that a fighter is being uncooperative with the list table, listpeople are instructed to send such individuals, politely, to the Marshal in charge to talk over their problem with him instead of with his deputy. You should be aware of this. Since the Knight Marshal obviously can't evaluate how his listperson is performing or offer any help if he knows nothing about how a list works, he ought to consider familiarizing himself with at least the basics of listing. This is easily done by offering to help at the list table at an out-of-town event and asking questions when things are slow, taking a RUSH class on the subject (there is a one-hour class on list table basics designed for fighters, marshals, and such), or just by talking with an experienced listperson.

PLANNING A TOURNAMENT

When an event is being planned the autocrat (who may or may not be a fighter) is often the one who decides what sort of tourney is to be fought. If the Knight Marshal knows some details of how certain kinds of tourneys work, and how long they are still in the planning stage.

A good, average afternoon's fighting is 55-60 fights, plus or minus 10 fights. When deciding what sort of tourney to have it is a good idea to consider your expected turnout of fighters and have contingency plans ready if the reality is much higher or lower than expected.

The most common tourney type in Calontir is still the double elimination. The time it takes to fight such a tourney depends greatly on whether the byes are to be fought, and how many of them there are. This cannot be calculated until the number of fighters is known, but is usually not a problem unless time is very limited. There is, however, no real advantage to fighting byes; if fighters wish to warm up, some alternatives such as a "play area" can be provided.

A round robin tourney, where everyone fights everyone else, is best for small events with low fighter turnouts. The number of fights in a round robin tourney can be calculated as follows: $\frac{1}{2} n \times (n-1)$, n = the number of fighters. So 20 fighters generates 190 fights, and unless it is a two-day event with two list fields a full round robin may not be a good idea. The top practical limit for round robins is 10-12 fighters.

The Swiss tourney, where every fighter gets a set number of fights, can be seen as a variant of the round robin. The Swiss number can be varied if necessary, depending on the turnout. The number of fights in a Swiss Five tourney with 20 fighters, as an example, is 50--using the formula $n/2 \times$ (Swiss number).

Single elimination tourneys and their popular variant, the warlord tourney, are good for handling large numbers of fighters in a reasonable time. Melee team tourneys are handled for the purposes of the list table as if each team were an individual. These can be single or double elimination, Swiss, round robin or anything else, depending on available time and number of fighters.

Warlord tourneys are a variant of the single elimination tourney in which all the fighters get a full day of fighting. The winner of the first round becomes the "warlord" or "captain" of his team, which consists of himself and the person he just defeated. In each successive round, if a warlord's team is victorious, it is joined by the team it just defeated. This continues until there are only two teams left, and they meet in a grand melee final.

Challenge tourneys have as many variations as there are autocrats and marshals to dream them up. In planning a challenge tourney, it is very important to determine who will challenge whom, and how many challenges will be allowed. Breaking it into rounds wherein each fighter is allowed one challenge per round, with a break between each round to rechallenge, is probably the most efficient and least insanity-producing way of handling a challenge tourney.

Making sure that the tournament is finished within any time limitations imposed by the site or autocrat is part of the listperson's job. Realistic planning beforehand helps make this job easier. The Kingdom listperson is available for consultation on tourney types and times, upon request.

Not all fighting events need a list table per se (quests are an example). However, they do still need a listperson, to keep a signup sheet of participants and to check their waivers or fighter cards, and to record authorizations so such events still form part of a group listperson's responsibility.

After all the fighting is over, the last authorization bout finished, the listperson should gather up all the list table records--trees, signup sheets, authorization reports--and hand these over to the Marshal in charge. It is recommended that these be sealed up in a clearly marked envelope to help reduce the chance of losing them. The listperson is not, by the way, required or expected to remain for purely pick-up fighting after the official fighting--tourney and authorizations--is over. The records are later sent on with the tourney report, and the listperson's job is finished until next time.