

From the Kingdom Equestrian Marshal

Greetings Fellow Equestrians!

Gulf Wars was a wonderful experience, and from there, I have old rules to reinforce, and new procedures to share.

Concerning Equestrian Marshals in Training. As per Mistress Isolde's direction, all EMITs must be advanced riders. For an EMIT to become a Marshal, they must follow the rules of the Society Equestrian Handbook, which are; ride as an advanced rider in 3 events; work as a marshal in at least 3 events under 4 marshals; have those marshals fill out the EMIT's paperwork; and pass a written test. EMITs will be responsible for their own paperwork. They must present it to the marshal for notations, and they must mail it to me. To that end, I will be revamping the paperwork, with many thanks to our Meridian cousins for the templates.

Concerning Marshals. A marshal must work as a marshal at least once in two years, or lose their marshal status. Said individual would then have to start over as an EMIT. See previous paragraph,... Also, Marshals, EMITs and Groundcrew need to be easily identified when working a field. The Equestrian Marshals' badge is "Sable, two tilting lances in saltire and in chief a chamfron Or." Please make either a tabard or baldric, black or yellow, your choice, with this badge, front and back, keeping in mind ease of visibility, and for the baldric, something that will easily break away.

Concerning authorizations. Authorizations will now consist of showing proficiency with both a short weapon, as has been the case, and a long weapon, such as a ring spear or javelin. The reeds course will take the place of the heads course for the short weapon, and for the long weapon, the rider can choose to spear a ring or a tent peg. Also, a simple equitation pattern will be introduced. The safety and etiquette class will also still be required.

Concerning Practices. We now have several really great practices within 2 hours of most parts of the Kingdom. If you are interested in becoming a horseman or horsewoman, it has never been easier! There are a number of horse owners who are looking for Dedicated students. Please avail yourselves of these resources. There is so much to learn! Horses can be not only a martial activity, but an all around learning experience. There are opportunities for riders and non-riders alike. These practices are the perfect place to, well, practice this!

Also, we will be conducting 2 or 3 Kingdom Equestrian practices a year, so keep an eye on the Talewinds for dates and places. In addition, we will be conducting one or two Marshals' Collegiums a year, where Marshals, Groundcrew and EMITs will refresh their knowledge, go over the rules and laws, and have roundtable discussions. Attendance to one a year will be mandatory to maintain a marshal's authorization.

Concerning Mounted Combat. Mounted Full Body Combat has been approved as an experimental game. Please be aware of the rules, and have fun. I would love input and suggestions. One suggestion that has been put forward is that all future combatants attend regular fighter practice or pell practice, even though the helms are 18 gauge and the weapons are boffer. Please let your Knight's Marshal know your intent so your training can be customized. (legal targets are from the waist up.) I fully intend to do this!

Concerning Equestrian Events! We now have several of these a year as well! Starting in January with the annual Emprise of the Azure Rose, held at The Wolf Moon. We had out of kingdom royalty visit, and everyone had a fantastic time! Next, the Shire of Amugorod hosted On The Road to War. It was a lot of fun, and the food fantastic! The Incipient Barony of Marcaster will host A Midsummer Knight's Mare Sept 29 to Oct 1; and once again, Starhaven is set to host their annual Fall Equestrian Event, with fun games that build skill and confidence, Nov 3-5. These are well rounded events, with something for everyone, and there are plans to have at least two more added to the calendar.

As always, please contact me if you have questions. E-mail is best!

In Service,

Lady Chiere wreic Maredudd

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