

Lesson Plan

ACM 101 – Introductory Marshalling Policy and Practice

April 6, 2012 -S

Purpose

The purpose of this lesson plan is to prepare the instructor to conduct a complete session of the *ACM 101 – Introductory Marshalling Policy and Practice* course. It is expected that all students who successfully complete this course will have the basic knowledge to be ready to assist as Marshals in Training for heavy combat in the Kingdom of Trimaris; as such, the instructor should make every effort to assure that all students are fully engaged in the instruction. It is assumed that all students taking this course will have a working knowledge of heavy combat in the SCA – the basic workings of SCA combat will not be covered.

The structure of this lesson plan mirrors the course syllabus, to make it easier for the instructor and students to stay in sync. Instructor notes are in *blue italic text*.

Course Materials

The following materials are required to successfully teach this class:

Student

- Course Syllabus
- Kingdom of Trimaris Marshal's Handbook, current edition
- Marshal's Key (optional)

Instructor

- Lesson Plan
- Course Sign-In Sheet
- Passing and failing Armor Examples
- Legal and Illegal laminated weapons (optional)
- Legal and illegal low profile thrusting tips
- Weapon examples
- Marshal's Key

Course Outline

General

Instructor Note: The instructor should greet the students, announce the title of course, and begin circulating the sign-in sheet. From there, the instructor should quickly review the topics to be covered in the syllabus. Make sure that students understand that this class is no substitute for reading and understanding the marshal's handbook and that additional experience and training under supervision of an authorized marshal is required to be fully authorized. Specific standards (i.e. rigid material) will not be covered. Instead, the purpose of this class is to prepare them for marshalling 'on the field'. Remind them also that marshals must maintain a paid membership in order to perform marshal duties.

- Understand the role of the marshal in SCA heavy combat

- Safety Officer
- Fair Witness

Instructors Note: Students should be cautioned against calling blows on the field, as this is not their function. Instead, elaborate with example using students or teaching assistants: (improvise as appropriate)

Fighter A: Was that blow good?

Marshal: I saw it strike you on the ribs.

Fighter B: Was it hard enough?

Marshal: It landed unimpeded, and it didn't slip. You were in the armor, so you'll have to decide if it was good.

- Ringmaster

Instructors Note: Make sure the winner of each bout is announced, and that the populace is kept informed of what's happening (rounds, etc.), either by the Marshal or the Herald.

- Know what the marshal is NOT

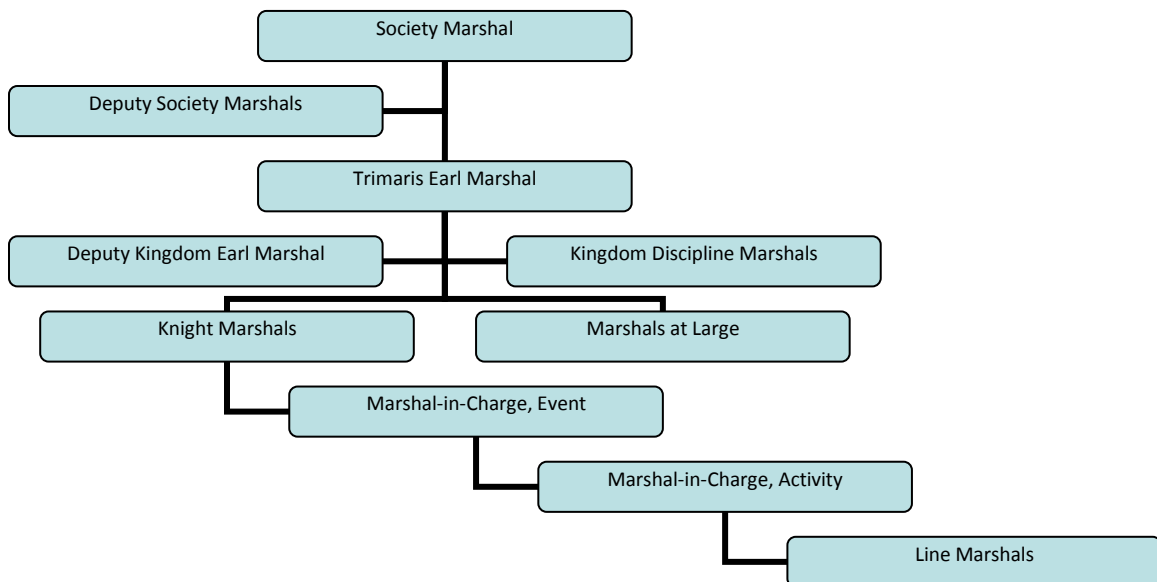
- Judge
- Score Keeper

- The Marshal's tools

- Key
- Staff
- Tabard
- Handbook

- Know the structure of the Marshallate of the Kingdom of Trimaris

- Know the chain of responsibility and appeal. When in doubt (don't guess) or when someone wants to challenge a decision (DON'T ARGUE), pass it up the chain.



Inspections – Armor

Instructors Note: Make sure students understand that the inspection process is the first opportunity of the marshal to confront potential safety issues.

- Know How to perform an inspection

Instructors Note: Demonstrate the inspection process for all required armor areas – an assistant is invaluable here. If available, have examples of non-compliant armor to show the class. Suggest starting from the top down so that nothing is overlooked. Specific inspection notes are listed below.

- Helms - Verify bar spacing and integrity. Try to check for internal protrusions or proximity to eyebrow. Verify sufficient padding. Verify helm has sufficient coverage to prevent reasonable shot from hitting chin/throat. Check helmet for cracked welds. *Instructors Note: Demonstrate use of marshal's key to check bar spacing.*
- Emphasize checking chin strap, it is critical to keeping the helm off the face. Have the fighter push forward into your hand with weight. Have the fighter tuck his chin down while you pull upwards on the bottom bar of the helmet.
- Check gorget and/or camail for coverage of neck and upper vertebrae *Instructors Note: Make sure to cover the required and non-required areas of the neck and which types require padding and additional stiffeners. Also demonstrate proper technique for checking gorget/helm coverage (sword across throat, fist under helm).*
- Verify that the points of the elbows are covered and that sufficient padding is present (1/4"). Check cops for stress fractures that risk total failure of cop. *Instructors Note: Stress that padding is required regardless of type of arm protection. Padded gambesons and thinner high-tech padding materials are allowed.*
- Verify that a properly constructed vambrace is in use. *Instructors Note: Inform class that only the ulna (outer bone) is required to be covered and padding is not required under rigid protection.*
- Half Gauntlets - Back of the hand, base of thumb, and wrist needs 'rigid' protection with Basket Hilt. Stress that protection that is not rigid or that doesn't cup to the weapon must have proper padding (1/4" to 1/2"). *Instructors Note: demonstrate proper technique for inspecting hand protection coverage (sword 90° to arm). Street Hockey Gloves not acceptable by themselves. If the hand is 4" or more from any edge of the shield it is considered to have sufficient coverage to meet this rule.*
- Gauntlets – check for coverage and padding and/or cupping to weapon.
- Behind shield - Needs sufficient protection. Either rigid gauntlet or shield basket that prevents penetration of a sword to reach the hand. Full elbow protection is still required, and vambrace for center-grip shields. *. If the hand is 4" or more*

from any edge of the shield it is considered to have sufficient coverage to meet the rule for hand protection.

- Verify body armor covers kidneys and short ribs
Instructors Note: demonstrate placement of kidneys (small of back under ribs) and coverage of short ribs (with arms hanging at sides, where the front of the arm is). Specifically cover kidney belts and required padding, allowable gap at spine, and that flexible armors such as lamellar count as rigid protection. Also note that Zoombang shirts are considered equivalent protection for kidneys and ribs, but must cover properly (one size may not fit all).
- ASK the fighter if they are wearing a cup/female groin protection.

- Verify that the points of knees are covered and that sufficient padding is present (1/4"). Check cops for stress fractures that risk total failure of cop *Instructors Note: Stress that padding is required regardless of type of leg protection. Thinner high-tech padding materials are allowed. Note that padding might not be in the cop, but at the first lame where some articulated armors make contact.*
- Do a general check for wear and damage that may fail or hinder proper articulation or cause injury to the fighter and/or opponent.
- Medieval Appearance Law - *applies to fighters as well as warranted marshals*
 - Foot Gear – Allowed: combat boots, hiking boots, etc. that are solid natural colors (brown, black, beige); any modern footwear covered so as to look period. NO uncovered sneakers, cleats, brightly-colored/obvious plastic..
 - Reasonable Example Rule - Emphasize looking for reasonable appearance at 10ft. - cover obvious plastic, modern logos, street signs, etc.
 - Prior Damage Rule – Unrepaired damage at inspection that exposes modern logos, etc. Suggest for on-the-field repairs instead of silver duct tape or cable ties, use brown or black duct tape, cord, or leather thong. Emphasize having their own repair kit.
 - Be polite in enforcement. Try to be helpful if possible, suggest simple improvements. Intention is to improve appearance of field, not prevent folks from playing.

Inspections – Weapons & Shields

Instructors Note: Make sure students are aware of the rules with respect to laminated weaponry, namely that they are legal. If possible, have legal- and illegally constructed laminated weapons available to show the class. Suggest use of a tape measure or knotted string for checking lengths. If available, have examples of passing and failing weapons to show class, especially failing thrusting tips.

- Swords
 - Check minimum rattan diameter (1.25")

- Check low profile thrusting tip construction and diameter- minimum thickness and progressive give, contrasting color tape $\frac{3}{4}$ " thick, $\frac{3}{8}$ " progressive give.
- Check foldover of thrusting tips. Make sure can't excessively penetrate a 1" opening. Show how to inspect commercially made thrusting tips.
- Check tape condition and for exposed splinters
Instructors Note: tape should not be neon colors or modern patterns
- Verify lanyard or trigger is present and likely to hold (primary weapons only)
- Verify maximum length (≤ 48 ")
- Single-handed mass weapons
 - Check minimum rattan diameter (1.25") of parts reasonably expected to contact an opponent
 - Check compression of edge and that head is securely attached
 - Check low profile thrusting tip construction and diameter- minimum thickness and progressive give, contrasting color tape.
 - Allowed to use shaped ultra-lightweight foam without additional padding
 - Verify not excessively heavy (≤ 5 lbs)
 - Verify lanyard is present and likely to hold
- Great Weapons
 - Verify maximum length (7.5')
 - Verify not excessively heavy (≤ 6 lbs)
 - Check low profile thrusting tip construction and diameter- minimum thickness and progressive give, contrasting color tape 1.5 " thick, $\frac{1}{2}$ " progressive give. Show how to inspect commercially made thrusting tips.
 - Check foldover of thrusting tips
 - Check compression of edge, and securely attached if it has a head
 - Allowed to use shaped ultra-lightweight foam without additional padding
 - Verify vaguely period in shape
 - Discuss laminated and split rattan constructions ([see separate examples](#))
- Spears
 - Verify maximum length (9')
 - Verify compression and width of thrusting tip. Discuss 3" tip, 2" tip on rattan, and 2" Mandrake tips.
 - For fiberglass spear, check for damage to integrity of shaft, end must be covered with cap or tape.
- Shields
 - Verify integrity of shield edging
 - Check for protrusions and sharp edges
 - No unpainted street sign, neon colors, modern decals, etc.
- Javelins; throwing axes, hammers, and daggers
 - Verify less than maximum weight (< 2 lbs.)
 - Verify 1.25" rattan or Siloflex
 - Check compression of edge, and securely attached if it has a head

- All points must be padded, including handles
- Verify properly taped and owner identified (Name & kingdom)
Instructors Note: Stress -don't hesitate to ask for help if you are not familiar with inspecting these weapons.
- Combat archery
Instructors Note: ONLY a combat archery marshal can inspect weapons and ammunition. Stress that if you are MIC and not a CA marshal, you must arrange for one if there is to be CA at the event.
- Experimental weapons
 - MUST be clearly marked with 6" of red and green spiral tape
Instructors Note: Stress that if you are not familiar with the proper construction/regs of the experimental weapon, get help.
- Siege weapons
Instructors Note: ONLY a siege weapons marshal can inspect weapons and ammunition. Stress that if you are MIC and not a siege marshal, you must arrange for one if there are to be siege weapons used at the event.

Basic Field Marshalling Procedures

- Understand the procedures for marshalling a single bout.
Instructors Note: Emphasize to students that most problems can be avoided by approaching the fight with a confident attitude and good field presence, as the participants will perceive that the marshal is in control of the fight.
 - Where to stand.
 - What to look for.
Instructors Note: Remind students that they will be occasionally called upon as a fair witness of where a blow landed, or when, and remind them to pay attention to the details of the fight, and not just to watch. NEVER say a blow was 'good', the fighter must always judge the blow himself.
 - How to exert control of the fight.
Instructors Note: Remind the students to try and keep the fight centered in the list area to minimize the possibility of spectator injury. Discuss the circumstances under which a warning needs to be issued to one of the combatants (i.e. low blows).
 - When to call a hold.
 - When NOT to call a hold.
 - When to escalate situations to the marshal in charge. (Don't argue – pass it up!)

Line-marshalling Melee

Instructors Note: Discuss briefly how line-marshalling emphasizes maintaining the safety of the spectators, and to keeping an eye out for immediate safety issues.

- Changes in the role of the marshal on the open field.
- Maintaining field integrity.
- Additional equipment.

Instructors Note: Recommend to students that they acquire goggles for scenarios with combat archery, and the advisability of full gauntlets in certain melee scenarios.

Engagement Guidelines

- Understand Line engagement.
- Know when a passing shot is allowed.

Exceptional Situations

Instructors Note: Emphasize to students that they must become comfortable with making decisions on the field quickly, and with good judgment, as an issue on the field can develop rapidly into one beyond the control of the marshal, while excessive holds are just as bad.

- Safety Issues

Instructors Note: Discuss briefly some concrete examples of common safety issues that occur on the field, i.e. required protective gear that has obviously been rendered ineffective, acknowledgement levels that present safety issues, activities that are within the bounds of policy and convention that are carried out in an unsafe manner, dropped weapons, etc. Don't let the discussion get out of hand, as there are more possible safety issues than time to discuss them.

- Argumentative combatants
- Disputes on the field
- Non-combatants on the field
- Injuries

Marshal Duties

Instructors Note: Stress that timely reporting is important. A marshal may fall into more than one category of responsibility, such as the Knights Marshal being the MIC of an event. All marshals should submit supplementary reports for incidents they witnessed. Combat waivers for unauthorized fighters must be sent to the Waiver Deputy monthly.

- Territorial Knights Marshals - WARRANTED marshal (must be paid members)

- Promotion of all combat activities of the branch
- Communicate information within the local group
- Hold regular practices and train new combatants
- Oversee local marshals of other combat activities (rapier, youth, etc.)
- Distribute, collect, and send combat waivers to the Waiver Deputy
- Quarterly/Annual Reports
- Incident/Injury Reports
- Experimental Weapon Feedback
- Marshal-In-Charge
 - Oversee all combat activities at an event, including arranging for armor inspections, authorizations, appropriate marshals to supervise other combat activities (rapier, equestrian, etc.), scheduling such activities with the autocrat, and reporting results.
 - Tourney Reports
 - Incident/Injury Reports
 - Experimental Weapon Feedback
- Marshals-At-Large – ROSTERED marshal
 - Assist with armor inspections, authorizations, melees, and tourneys
 - Supplemental Incident/Injury Reports
 - Must be paid member to be MIC or perform authorizations