

# Course Outline

---

## ACM 201 – Advanced Marshalling Policy and Practice

April 6, 2012 -S

## General Class Description

The purpose of this class is to provide the student with advanced skills and practical knowledge expected of an authorizing marshal within the Kingdom of Trimaris. At the completion of this class, it is expected that students will be able to preside over and perform authorizations and appropriately execute the duties of a marshal in charge of heavy combat activities at an event under supervision.

## Prerequisites

It is assumed that the student is familiar with the heavy combat in the SCA, and that the student has a working knowledge of basic tournament and melee marshalling. Students should have some practical experience in these areas; spectatorship is not sufficient. As well, students should be familiar with the SCA Conventions of Combat, the Society Marshal's Handbook, and the Trimaris Marshal's Handbook.

## Course Materials

The student should have ready access to the following materials to successfully take this class:

- Course Syllabus
- Kingdom of Trimaris Marshal's Handbook, current edition
- Society Marshal's Handbook, current edition
- Marshal's Key (optional)
- Tournament Forms (optional)
- Tournament Report (optional)
- Incident Report (optional)
- Injury Report (optional)
- Authorization Form (optional)
- Combat Waiver (optional)
- Minor Waiver (optional)

## Learning Outcomes

On successful completion of this class, the student should:

### General

- Understand responsibilities of the Marshal-in-charge at an SCA heavy combat fighting event
  - Chief Safety Officer
  - Authorizations
  - Tournament/Melee Director
  - Reporting
  - Marshal Disciplinarian
- Understand the general responsibilities of the marshallate

- Answerable for every action taken
- Responsible for the actions of designated subordinates
- Experiments
- Exceptional Situations

## Authorizations

- Restrictions
  - Authorizations must take place at sanctioned SCA events, including established branch sponsored practices.
  - First time authorizations may only be performed at events, not practices, unless specifically sanctioned by the Kingdom Earl Marshal. [Usual exceptions will be made for specialty authorizations not always planned for at events or where limited marshal are available, such as siege and equestrian authorizations.](#)
- Prerequisites to performing an authorization
  - Necessary personnel - [keep in mind that authorizations other than heavy weapons will require marshals from that discipline. An ACM cannot perform authorizations for Rapier unless he is an authorizing marshal for both. Also, marshals cannot authorize for styles that they themselves are not authorized in.](#)
    - A knight, plus either another knight or an authorizing Marshal
    - Authorizing Fighter [preferably an experienced fighter who can give feedback](#)
  - Authorization form – [we currently have a single authorization form for all disciplines](#)
  - Waiver(s) – [Youth and equestrian authorizations have additional waivers](#)
- Authorization Guidelines
  - Candidate must:
    - Demonstrate safety, to himself and his opponents.
    - Display competent knowledge of the rules of the list, and marshalling standards.
- Authorization Procedures ([see Handout “Heavy Weapons Authorizations”](#))
  - Armor Inspection, as per established procedures
  - Oral Examination
    - Candidate should be asked a series of questions, demonstrating knowledge of:
      - The Rules of the Lists of the SCA.
      - Armor and Weapons Standards of the SCA and the Kingdom of Trimaris.
      - Conventions of Combat of the SCA and the Kingdom of Trimaris.
  - Fighting 1 – Candidate Aggressive
    - Candidate should demonstrate basic proficiency with a weapon.
      - The preponderance of blows thrown should be at a legal target.
      - The preponderance of blows should be of at least minimal lethal force.
    - Candidate should be safe towards their opponent.
  - Fighting 2 – Authorizing Fighter Aggressive
    - Candidate should demonstrate basic defense.

- Candidate should be able to distinguish good blows from not, including light and illegally targeted blows.
  - Candidate should be safe with themselves.
  - Candidate should not panic if pressed.
- Fighting 3 – Tournament Bout
  - This phase should be conducted in the same manner as a standard tournament bout.
  - Both the candidate and the authorizing fighter should take all blows.
  - At the conclusion of the bout, the candidate should demonstrate dying defensively.
- Evaluation
  - The authorization officials, in consultation with the authorizing fighter, should withdraw to the side to discuss the performance of the candidate, including any particular areas that should be brought to the candidate’s attention.
- Decision
  - The authorizing marshals should inform the candidate of their decision.
  - The authorizing marshals should inform the candidate of any noted deficiencies that need to be addressed.
  - No authorization is complete until the paperwork has been signed or rejected. Paperwork should be delivered to the Paperwork Deputy listed in Talewinds or Trimarism.org. It is the fighter’s responsibility to turn in this paperwork and follow up if the card is not received in a timely manner. Stress making multiple copies and that scans are acceptable.
  - Failed authorizations should be included in the marshal’s report so that the Earl Marshal can be informed of and track areas that regularly show deficiency.

## Tournament Marshalling Procedures

- Sign-in - *It is best to have additional personnel to help with this task. Don’t forget sign-in sheets, pens, tourney forms, index cards, and a table and chair.*
  - Check Authorization cards
  - Delegation of duties, including to non-marshals – *such as heralds, scorekeepers, water bearers, etc.*
  - Waivers – *some events require additional waivers, like equestrian activities*
- Armor/equipment Inspection
  - Only warranted or rostered marshals, or supervised student marshals, may perform inspections.
  - No inspections should be performed once the tournament has started.
- Pre-Tournament Announcements
  - Format of the tournament
  - Special Rules
- Tournament Marshalling
  - Recognition of the Crown of Trimarism, and other honoraries as appropriate.

- Depending on time and format, the presiding marshal may elect to forgo this recognition in subsequent rounds – [such as bear pits and speed tourneys](#)
- Intervene in bouts only when :
  - Asked to by a combatant.
  - A safety concern has been identified.
  - Repeated and major rules violations are occurring.
- Reporting Results
  - Report results to the Marshal-in-charge, and to the presiding nobility, or their designee, if present. [Be prepared to put in a court card and appear in court to announce results if requested.](#)
  - As appropriate, file any injury or incident reports originating from the tournament with the Marshal-in-charge.
  - The Marshal-in-charge is responsible for filing an event report within 10 days of the event. In the case of serious injury or grievous violations, a quick overview with pertinent information should be sent to the Earl Marshal as soon as possible, followed by the official report.

## Melee Marshalling Procedures

- Inspect the Field
  - Verify its suitability for combat, including safety concerns, and boundaries. [Have sufficient room or safety features for combat archery and siege weapons.](#)
  - Choose a marshal's point from which to base operations.
- Marshalling Staff
  - Verify sufficient marshalling staff
    - 3 junior marshals for the first 20 combatants.
    - 1 additional junior marshal per 15 combatants, to 500 combatants.
    - Above 500 combatants, additional senior marshals will be necessary, as determined by the presiding marshal.
  - Meet with the marshalling staff prior to inspections, noting the format, any special rules, and victory conditions.
  - Specialty marshals – [Arrange for combat and siege marshals to be on hand as needed](#)
- Combatant Inspections
- Pre-melee announcements
  - Boundaries
  - Victory Conditions
  - Holds (general, local, time impact) – [also note when whistles, horns, or other means may be used to signal.](#)
  - Allowed fields of fire for combat archery and siege weapons
- Conclusion
  - Announce the victor(s)
  - Report an injury or incident to the Marshal-in-charge

## Event Reporting Procedures

- Incident Report
  - Disciplinary Actions
  - Noteworthy Situations
  - Ongoing safety, sportsmanship, or rules concerns
- Injury Report (form)
  - ALL injuries resulting from heavy combat activities
  - Other injuries, as appropriate
  - Make sure to record circumstances leading to injury if known
- Tournament Report (form)
  - Format
  - Participants (sign-in sheet)
  - Victor
- Event Report (form)
  - Tournaments
  - Injuries
  - Incidents
  - Authorizations, including failures
  - Waivers

## Exceptional Situations

- Minor Combatants
  - Age Restriction – 16 for heavy weapons, 14 for rapier
  - Parent or legal guardian must be present
  - And must have “Minor’s Consent to Participate and Hold Harmless Agreement”
  - Only the Earl Marshal or a designated deputy may conduct a minor authorization
  - Marking – Yellow diamond between ½” and 1”, on the front hemisphere of the helmet for heavy, on the dominant weapon hand cuff for rapier
- Experimental Weapons
  - Identified by 6” of spiral red and green tape
  - Contact Earl Marshal to request participation
  - Anyone may refuse to fight with or against an experimental weapon, for any (or no) reason, at any time, without consequence
- Disciplinary Actions – always best to consult with the senior-most marshal present! Stress avoiding confrontation, passing up the chain of command, documentation, esp. witness statements and injury reports.
  - Removal from tournament
  - Suspension of authorization - will follow fighter after the event, as long as proper notification is made – documentation in writing is always best
    - Notification
    - In writing, within 10 business days

- Combatant, as well as Earl Marshal
  - Review and Appeal- [see Chain of Command](#)
- Removing Sanction from an SCA Sanctioned Event or Practice
  - Only in extreme circumstances where the Seneschal may be unwilling or unable
  - Practices where marshal cannot keep control of the field or an unsafe condition occurs, such as lightning.