

Kingdom of Gleann Abhann

Rapier Marshal's Handbook



2008

Introduction

It is the responsibility of the Rapier Marshals of Gleann Abhann to oversee the safety and conduct of their brethren in arms. This task can be at times a rather thankless and oftentimes unglamorous job. Those who desire to become marshals should do so out of a genuine desire to implement safety first and foremost on the field. Those who desire to become marshals because they feel there is some advantage in respect or “power” are in for a rather sad surprise.

On the other hand, being a marshal can also be a rather rewarding calling as you mentor and usher new fencers into the sport, setup and run various lists and scenarios, and learn alongside your colleagues.

This handbook is designed to assist the Rapier Marshals of Gleann Abhann in understanding and performing their duties. As is often stated, no set of rules or suggestions can replace good judgment and common sense. Just because something is not specifically mentioned in the rules, does not mean that it should not be allowed. On the other hand, just because something is not specifically forbidden, does not make it safe or legal. The marshal will need to use their experience and knowledge to know the difference. Remember that safety for the fighters and spectators is our primary concern.

Types of Marshals

All combat activities and marshals are organized under the office of the Kingdom Earl Marshal. Falling under his supervision are the following levels of Marshal in Gleann Abhann.

Kingdom Rapier Marshal (KRM): the KRM is the Crown's representative concerning all rapier activities in the Kingdom of Gleann Abhann. The KRM is responsible for making sure that the Society and Kingdom rules and conventions for Rapier combat are followed. The KRM is in charge of warranting the Kingdom's rapier marshals and authorizing rapier fighters. The KRM may revoke these warrants or authorizations at will; or institute other appropriate disciplinary actions if necessary. The KRM may appoint Deputies over specific activities as needed. The KRM reports to the Deputy Society Rapier Marshal, The Kingdom Earl Marshal, and The Crown.

Kingdom Rapier Authorization Marshal (KRAM): This marshal is the Deputy of the KRM in charge of maintaining the records of Marshal Warrants and Fighter Authorizations. The KRAM will issue appropriate authorization cards to the individuals completing the authorization process. The KRAM will report to the KRM each quarter with accurate numbers of rapier fighters and rapier marshals in the Kingdom.

Kingdom Youth Rapier Marshal (KYRM): The KYRM Is the Deputy of the KRM in charge of all Youth Rapier activities. The KYRM must approve all Youth Rapier Marshals and Youth Rapier Sparring Marshals. (See Gleann Abhann Youth Rapier Rules for further information) The KYRM must report to the KRM quarterly with progress reports of the programs successes or problems.

Kingdom Cut and Thrust Rapier Marshal (KCTM): The KCTM is the Deputy of the KRM in charge of all Cut and Thrust Rapier activities. They may appoint special Cut and Thrust Marshals and authorize Cut and Thrust fighters. (See Gleann Abhann Cut and Thrust Rules for more information) They consult with the KRM concerning C&T Rapier rules and activities. The KCTM must report to the KRM quarterly with progress of the activity and numbers of fighters.

Group Rapier Marshal (GRM): The GRM is an officer in their group that is responsible for reporting all rapier activity for the group to the KRM. Reports outlining the group's rapier activities, any injuries, problems or suggestions shall be turned in Quarterly. A Roster of all authorized rapier fighters should be sent with each report. As a courtesy, the GRM should submit monthly reports to their group's Knight's Marshal (KM) as they are effectively deputies of the KM on a local level.

Marshal in Charge (MIC): The Marshal designated responsible for the rapier field for a particular event or activity is called the Marshal in Charge (MIC). The MIC is responsible for supervision of the rapier activity and that the appropriate safety procedures are followed. This includes securing a safe combat area, inspection of fighters, verifying authorizations, and supervising other marshals and ushers. The MIC will fill out the activity appropriate paperwork and complete the reporting requirements as needed. As the representative of the KRM, if there is a rapier related disciplinary problem at the event (whether a practice, demo, or published event) it should be brought directly to the attention of the MIC.

NOTE: If a group hosting a rapier activity does not have a Group Rapier Marshal, the marshal acting as MIC will serve as that group's GRM for that calendar quarter and report as that group's GRM for that quarter.

Rapier Marshal (RM): A fully warranted Marshal capable of inspecting arms and armor, running practices, marshaling bouts and melees, and serving as Marshal in Charge (MIC) of an Event. They are expected to know and enforce the Society and Kingdom rules and conventions for Rapier combat and, above all, ensure safety on

the field. They are expected to assist in rapier related activities at events and practices they attend within the Boundaries of Gleann Abhann. RM's report Quarterly to the KRM all of the activity they have overseen.

Rapier Authorization Marshal (RAM): In addition to the responsibilities of a RM, these individuals are warranted to authorize rapier fighters in the Kingdom. RAM's should keep an Authorization log of the authorizations they perform and submit these to the KAM quarterly.

Rapier Marshal in Training (RMiT): These individuals must have authorization in all five forms of rapier in Gleann Abhann and express interest in becoming a Marshal. A fully warranted Marshal must sponsor the RMiT and oversee their progress. RMiTs are encouraged to work with Marshals other than their sponsor in order to gain a wide variety of experience. They should marshal at least one large melee activity such as a war event. The sponsoring marshal submits a request to the KRM when they feel the training period is over. An RMiT may inspect arms and armor, hold practices, marshal individual bouts and melees, and assist other marshals. They may not serve as MIC for any event or tourney. RMiTs must report to the KRM quarterly and to their sponsoring marshal as often as needed. Failure to report in a timely fashion will serve as immediate disqualification to assume full marshal status.

Speciality Marshals: Marshals in special activities such as Cut and Thrust or Youth Rapier are separate from the Adult Rapier Program. Marshaling these activities requires special permission from the KRM or Deputy Marshal in charge of the activity. See the specific rules for the activity for the descriptions and duties of the specialty marshals.

Warrants: All Marshals are required to be current members of the S.C.A.. Warrants will immediately expire if membership expires. Otherwise, Marshal warrants are for periods of four years. Marshals must renew their warrants with the KRM prior to their expiration date.

Ushers: Ushers are persons who may be enlisted to assist a marshal in their duties. They should be familiar with the SCA Rules of the List and safety procedures, such as when to call "Hold". They must have a warranted marshal present at all times. Ushers may not marshal any bout unassisted. In Accordance with the SCA Rules of the Lists : *Other participants shall likewise recognize the risks involved in their presence on or near the field of combat and shall assume unto themselves the liabilities thereof.* Ushers assume all risks and liabilities in performing their duties.

Reporting

All Marshals and RMiTs must report to the KRM at least once a Quarter with the Field Report. The Field Report should include all activity that Marshal engaged in as a Marshal during the Quarter. The form itself notes the dates of when each report is due.

All Group Rapier Marshals should report once a month to their Knight's Marshal as well as turn in a Group report to the KRM Quarterly. That report should also include a Roster of all authorized fencers in their group.

The KRM reports to the Deputy Society Rapier Marshal, with a copy to the Kingdom Earl Marshal, according to the Society reporting schedule.

Event reports should be filed with the KRM, Marshal in Charge, Autocrat of the Event, and/or Seneschal of the Hosting Group no later than 10 days after the event.

Qualifications & Expectations

First : Know the Rules!

The process of becoming a Rapier Marshal is rather simple. Before a candidate can begin training as a marshal, they must have completed authorizations in all areas of Rapier Combat in Gleann Abhann (except Cut and Thrust). This ensures that you are familiar with and acceptable in your usage of those styles.

The next step is finding a fully warranted Marshal (RM or RAM) to sponsor you as a Rapier Marshal in Training. This marshal will keep track of your progress and encourage you in developing your skills as a marshal. Most often that will be sending you out to help run lists, melees, work practices and events. Attention to safety is a primary concern for a marshal. The sponsoring marshal will want to see that you, as an RMiT, understand that and are willing to dedicate to that principle.

After some time has passed, and you have gained enough experience as an RMiT, your sponsoring marshal will petition the KRM for your status to be upgraded to a fully warranted Rapier Marshal. There are no actual minimum guidelines, but it is expected that you will have helped marshal large melees at a War, several tournaments, and several practices as a RMiT before this will happen. And you **MUST** know the rules.

The process of becoming a Rapier Authorization Marshal is not fixed. Nor should it be misconceived as a “superior rank” of marshal. The duty of a RAM is to oversee the authorization procedure for new fighters. The main requirement for a RAM is attention to safety in rapier and the ability to judge whether others are to be able to perform safely during rapier combat. The RAM must be completely familiar with the rules and conventions of all forms of rapier combat according to SCA and **GLEANN ABHANN** rules. They must be able to tell the difference in styles that are variances of what is allowed, as opposed to what is unsafe and against the rules. If necessary, a RAM must be able to tell the new eager fencer trying to get into his first list or The Crown that, in his opinion, they are not ready for rapier authorization.

The ability to do this usually comes after a great deal of experience and maturity as a rapier fighter and RM in Gleann Abhann. This is the **ONLY** reason most RAMs are usually the older, more experienced fencers. To be considered to be a RAM, two current RAMs need to petition the KRM for your status to be changed. In general, this will reflect discovering a need for more Rapier Authorization Marshals in your particular area, rather than seeking a “promotion” for you.

Congratulations! You’re a RAM! Your reward is more work and more paperwork.

GUIDELINES FOR MARSHALING ON THE FIELD

The guidelines outlined in this section are not rigid requirements, but are placed here in an attempt to help clarify and to provide examples of acceptable methods and procedures.

As Marshal in Charge, you are responsible for organizing the marshaling. This does not mean that you have to do it all yourself.

Things that need to be done prior to all combat activities:

1. Check that the field can be safely fought upon, preferably before the site is reserved for the event. Can someone in armor, with restricted vision, cross it safely (i.e., without injury; simple tripping is an inherent hazard of combat in rough terrain)? At minimum, check at the beginning of the day to see if there are holes, soft spots, rocks, etc. If they are serious and cannot be worked around, move the fighting somewhere else.
2. Arrange for fighter sign in and verification of Authorization Cards. No card... Not fighting.
3. Arrange for equipment inspection. (See Equipment Inspection Guidelines below.)
4. Arrange for marshals for all of the combat. That means an absolute minimum of one marshal per single combat (preferably two or three). Enough marshals for group combat (melees and war battles) to both surround the fighting (to keep an eye on the boundaries) and keep most of the fights under general surveillance (for detached armor, broken weapons, etc.). If volunteers are in short supply, point out to the fighters that they do not get to start until sufficient marshals are available.
5. When it is all over, write up a report on the event.

EQUIPMENT INSPECTION GUIDELINES

A. General Information

At each event, the Marshal in Charge must arrange for the inspection of all equipment to be used in combat (e.g., armor and weapons). This in no way relieves the individual combatants of their responsibility for following the equipment standards. Ultimately, the fighter is responsible for the condition and safety of their armor and weapons. However, the marshal's inspection is intended to provide a second pair of experienced eyes and an outside point of view. A reminder: Equipment that was perfectly serviceable at the beginning of the previous event could have broken since, and even the most experienced fighter can occasionally forget some piece of armor. The inspection outlined below is merely an example. For purposes of illustration, the inspection described is for regular SCA rapier combat

Armor inspection must be done with all of the armor on the body of the fighter who is going to wear it. It is not otherwise possible to get an accurate idea of what is covered and what is not, nor of where gaps may occur as the combatant moves. In weapon inspections, the primary test is safety. If you, as a marshal, do not believe that the weapon is safe (i.e., if you would not be willing to face it), do not let it be used on the field. When in doubt, ask the prospective user if he or she would be willing to fight against the weapon. If not, it should not be used regardless of whether it meets all other requirements. Before you start, remind yourself that armor is hot. If the weather is hot, try to find some shade in which to hold the inspection or, at least, for the fighters to stand in while waiting to be inspected. (Similar reasoning applies in case of rain, freezing cold, or other inclement weather. Just because it is possible to fight does not mean that it is pleasant or desirable to stand around in armor.)

A checklist might be helpful as you do the inspection, until you have done so many that it becomes second nature. (A quick visual check of the combatants just before the start of a bout or battle is also a good idea.) All of this is based on the equipment standards given in the Gleann Abhann Adult Rapier Rules. You should be familiar with them, as well as with any other requirements that Kingdom may have instituted since the last revision of the rules. Marshals of the opposite gender to the fighter they are inspecting should keep that fact in mind when doing inspections and avoid inappropriate body contact.

B. Sample Armor Inspection – See Armor Requirements for minimum standards.

1. Neck and Head:
 - a. Check that the neck, larynx, and cervical vertebrae are covered.
 - b. Check to see if the gorget is in place; properly secured, padded, and covering the neck.
 - c. Check the face of the mask or helm both for the size of openings and to be sure that it is firmly secured. Press on the face of the mask to check for areas of weakness or possible failure. Check the back of the head for complete coverage.
 - d. Have the fighter tilt their chin up as far as possible and check the neck again. If you can reach directly in and touch bare throat, the problem should be corrected before the fighting starts. This does not mean that the marshal should “snake” the fingers in and around the gorget or hood to try to touch skin.
 - e. Have the fighter move their chin down as far as possible and repeat for the back of the neck.
2. Body Armor: Check that the front and sides of the main torso and armpit are covered with puncture resistant material. Look for holes, tears, or gaps in coverage.
3. Arms and legs: Check for complete coverage with abrasion resistant material. Look for holes, tears, or gaps in coverage. Pull on pants or leggings tucked in boots to make sure they are secure.
4. Hands and Wrists: Check that sleeves are securely covered by the gloves and will not pull out during normal combat. The gloves should be checked for cuts or holes.
5. Groin: ASK the fighter if they remembered their cup or groin protection. Do NOT attempt to check for it physically.

C. Sample Weapon Inspection -

1. Swords/daggers:
 - a. Check that they are SCA approved weapons and meet the minimum flexibility.
 - b. Check that the tips are securely covered by rubber, plastic or leather; glued or taped with contrasting colored tape.
 - c. Check the blades for sharp nicks, rust, or unusual bends that may indicate danger or weakness.
 - d. Check the quillions and guard for sharp edges, broken or missing rivets, or other signs that they are coming apart.
2. Bucklers/Rigid parry devices: Check for sharp edges, holes, handle looseness or other signs of failure. Look for cracks or splintering of wood that may cause injury.
3. Cloaks: Check the overall weight and movement. Look for holes or tears that may trap a sword. If the ends are weighted check that no hard or unusually heavy weights are used. Consider the total mass of the cloak.
4. Non Standard Parry Devices: Mugs, padded foam bottles, hats, rodents of unusual size, etc. Check the padding for give. Consider the total mass of the weapon. Check that the weapon meets the relevant length restrictions. Look for holes or design that may cause dangerous entrapment of the blade.

Tournaments

One of the primary tasks performed by the marshal is helping to organize and run the tournament.

Just as in the past, tournaments are an opportunity for combatants to test their skills against others as well as demonstrate their abilities for spectators. It should be remembered that the entertainment of the spectators is as important, if not more important, as the combat itself. Your presence and demeanor on the field and how well you perform your duties contributes to the atmosphere of the tournament. How you work with the List Organizer, the Heralds, the combatants, and the spectators reflects on all of us.

In the Tournament, marshaling has three parts of nearly equal importance: safety, fair witness, and showmanship. Excessive concern for any of these, to the neglect of the other two, will make fighting less enjoyable for all concerned. While these concerns apply to all marshaling, they are most detailed and balanced in tournament combat.

Safety

1. The field itself can cause safety problems. Before you begin, look over the area where the fighting will take place. Look particularly for large holes, soft spots, and rocks. (The fighters will generally accept small holes, rocks, etc. as part of the terrain.) Once the fight starts, try to keep it away from these areas. If the hazards are serious, move the fight.
2. As the fighters come out onto the field, take a quick look to see that they have remembered their full armor, especially hoods, neck, and hand armor. These are the likeliest to be removed and then forgotten. Visually check the weapons for tips. This should not take any time at all; it is neither a full inspection nor an attempt to catch someone trying to play silly games with the rules—just a quick double-check to help someone who may have been distracted by the excitement of the day.
3. Once the fight has started, watch particularly for broken armor, lost tempers, injuries, and unauthorized people/pets/objects on the field. (Outsiders, especially small children and pets, do not always realize that they are supposed to stay off of the field during combat.) If there is a problem, shout “Hold!” several times if necessary. (Fortunately, most fighters will hear and respond to a cry of “Hold!” even when they won’t notice their own names.)
4. If the first cry of “Hold!” does not cause the fighters to stop, get in between the fighters (or between the fighters and whoever has wandered onto the field) and block the weapons with your staff until the fighting does stop. (Keep yelling “Hold!” while you do—eventually they may notice.) That is one reason why marshals routinely carry staffs on the field.

Witness

How to observe combat:

In order to be able to answer as accurately as possible, you need as clear a view as possible. This means being close to the fight. You need to strike a balance between getting closer to see better and staying back out of range of the blows. Just what the appropriate distance is for you will depend on your level of experience with fighting (e.g., how well you can judge what the range of the weapons is and whether you are in or near it). Try to keep moving so that the combatants are roughly centered between you and the other marshals for the fight.

You are expected to be an impartial witness to exactly what happens during a fight. Ideally, you should be able to describe the last 3–4 exchanges on your side of the fight: where they started, their angle of approach, how they were blocked or where they landed. (Do not be afraid to say, “I don’t know” if you were looking at one part of the fight when something [allegedly] happened in another part.)

Do not try to impose your view unless you see what *appear to be major and repeated problems*. Leave the blow counting to the participants unless you see clear reason to intervene; usually, they have a much clearer perspective than the marshals do. Remember you are not a judge or referee that is there to award points.

If the fighters do ask you what happened (or you feel compelled to volunteer), try to do so tactfully. Prefacing your statements with “It looked to me like...” or “It appeared...” is preferable to a dogmatic assertion of what happened. Similarly, it is preferable to ask “How far down does your gorget cover the chest?” rather than saying, “That blow bent the sword almost double!” The latter may be 100% accurate, but it is unnecessarily antagonistic to someone who may honestly have thought the blow too light or did not feel it due to the armor worn. Suggest blow calibration if the blows seem good and are not being called, or if the fighter seems to hit too hard in several bouts.

At the end of the bout, ask both fighters if they are satisfied with the bout and the results. If both agree that the fight was completed to their satisfaction, honor should dictate no complaining off the field.

Showmanship

Keep an eye on the audience. SCA combat is a spectator sport, just as medieval tournaments were. (A spectator sport for members of the Society and our guests, but a spectator sport nonetheless.) Your role is to keep things moving and avoid blocking the view from the sidelines, except where unavoidable. This means fast pre-fight checks and announcements, a minimum of holds and discussions during the fight, and a strenuous effort to stay out of the way and keep moving. (If it is cold, wear several layers of tunics and move even more; one person in a cloak can interfere with the view of many).

The Protocols for Tournaments have developed over the years in the SCA. The following description is very common in Gleann Abhann. Be prepared to adjust according to local traditions or special requests.

First the combatants will be asked to present to the list organizer to sign in and present authorization cards. As this is occurring, armor inspection should be completed. Once the list is closed to new entrants, the list official will arrange pairing of combatants for the first round of the tourney. This is a good time to gather the combatants, explain the format and rules of the tournament, and answer any questions.

The procedure begins as the Herald announces the names of the combatants to “Take the Field” for the first bout. The next pair of combatants are announced and instructed to prepare to take the field by putting on their armor (Armor Up). The following pair is instructed to “Make Ready”. The contestants will advance through this rotation until all the bouts are completed.

The contestants are summoned into the fighting area by the Herald. The first combatant called usually positions themselves to the Herald’s dexter (right) of the field and the second combatant to the sinister (left). This makes it easier for the Herald to know who is who when he introduces them.

Once the two contestants are present, the Herald then announces them. They will then be directed to make their salutes; first to the Crown, then to Other Significant Personages Present (Ex: Baron/ess in a Baronial List), the one whose favor they bear, the populace, and finally to their opponent. After all the salutes are made, the Herald will instruct the fighters to make ready and heed the marshal. The marshal will ask both contestants for a verbal acknowledgement that they are both ready. Once both answer in the affirmative, he will call “Lay on”. The fight begins and continues until an outcome is reached. The winner of the bout should notify the list organizer of the results.

If a combatant is killed during the bout, they are “dead”. They are expected to fall down! It’s only polite to do so and it let’s everyone know who won the bout. Elaborate deaths are encouraged, as long as they remain in good taste. Marshals may need to politely remind the walking dead to please lie down.

HOLDS: It is important to understand that ANYONE may call a Hold, not just the Marshal on the field.

During the bout, “Hold” may be called for a number of reasons. A marshal sees something on the field that could indicate weapon or armor failure, a tear in armor, a missing tip from a weapon, grappling for a weapon begins, an injury, excessive force of blows, or any other unspecified circumstance that could indicate a possible danger to the participants in the area is a reason for calling a Hold. Common sense is the key here. It is looked upon as better to call a hold and be wrong about a danger than to ignore something and have a serious problem or injury afterwards.

There are situations where the marshal can maintain safety and keep the action going without calling “Hold”. For example, if the fighters are moving close to the perimeter of the field, calling “Edge of the World” can inform the fighters and they may center themselves without interruption of the flow of the bout.

Authorizations

Authorization for Rapier Combat must be performed by a Rapier Authorization Marshal. The assistance of at least one other marshal and a fighter authorized in the weapon or style attempted is also necessary. The individual seeking authorization must exhibit safety and basic competency in the use of the individual rapier style attempted. They must also be able to recognize and react appropriately to unsafe conditions and Holds.

It is important to note that the two fencers should not be competing during the authorization bout. The more senior fencer should be trying to bring out the best performance of the particular style that the candidate is attempting authorization in. It is important to press the usage of the weapon styles attempting authorization so that the RAM can determine if there is a risk due to lack of training/control/etc...

Authorization should progress as follows:

1. If the fighter does not have proof of a signed waiver (for example, a signed blue membership card) prior to the authorization, the candidate and the authorizing marshal will properly complete a waiver (SCA, Inc. form titled CONSENT TO PARTICIPATE AND RELEASE LIABILITY).
2. The persons conducting the authorization must verify that the candidate is familiar with the Rules of the List and the current rules that specifically govern within the Kingdom of Gleann Abhann.
3. The candidate must present themselves on the field in armor for inspection. The armor must be inspected on the body and must pass the current armor requirements for combat. This inspection must be complete and exacting, and any deficiencies must be permanently corrected before the person may authorize.
4. Both the experienced authorized fighter and the candidate shall be armed with the weapon in which the candidate seeks authorization.
5. For the first few minutes of the bout for authorization, the prospective fighter and the authorized fighter shall fight at 1/2 to 3/4 speed and verbally acknowledge all blows landed. During this phase of the authorization, the RAM and the other marshal should get an impression of the new fighter's style, technique, ability to call blows, and ability to defend themselves. If this portion of the authorization is not satisfactorily completed, the authorization procedure shall be stopped. The candidate shall be told of the problems observed and instructed as to how to correct the problems.
6. If the first portion of the bout has progressed satisfactorily, then the combatants will be told to fight in list-type combat, counting blows until one is defeated. During this phase, The RAM and the other marshal should observe the new fighter's control, reaction to blows, and ability to cope with pressure.
7. The RAM, the other marshal, and the authorized fighter shall confer to decide if the new fighter exhibits adequate performance in the minimum criteria for authorization listed below:
 - a. Does the candidate know and apply the Rules of the Lists and the Conventions of Combat?
 - b. Does the candidate exhibit safe behavior on the field, for both self and others?
 - c. How does the candidate react to pressure? Does he or she fight back or become disoriented and confused?
 - d. Can the candidate defend themselves?

- e. Is the authorizing fighter able to feel and judge blows, both those received and those thrown?
8. If the RAM, the other marshal, and authorized fighter agree that the candidate meets these requirements, the RAM will notify the fighter that they are now authorized. The fighter and RAM will properly complete any paperwork required by the kingdom in addition to the previously completed Waiver for SCA Combat-Related Activities.
9. The fighter will send these properly completed forms to the Kingdom Rapier Authorization Marshal. Upon receipt of these properly completed forms, an authorization card will be issued. *The fighter shall be issued a temporary card or keep a copy of the authorization form and waiver if he or she intends to fight prior to receiving the authorization card. The card should be received within one month. If the card is not received, the fighter should contact the KRAM and forward any information or paperwork required.*
10. If the fighter already has authorization in one or more styles of rapier combat, the current authorization card may be signed on the back acknowledging the new authorization.

If the candidate is not currently a member of the SCA, they will need to send in a fee with their authorization form. They should be encouraged to become members as the fee is about the same as the cost of membership and has certain benefits.

Whenever possible, a candidate should be authorized by a RAM that does not know him/her as a fighter. RAMs should refrain from authorizing their own students or fighters in their local group. This allows more objective testing and evaluation in the authorization process. Special circumstances should be reported to the KRM for permission. At the least, the assisting marshal should be from a different group.

COMBAT INJURY PROCEDURES

- A. It should always be remembered that, when an injury occurs on the field, the primary concern is getting to and assisting the injured party. Secondary to this objective, but no less important, is the safety of persons entering the field to help and the well-being of anyone already on the field. (For example, fighters standing around in armor in the sun could be subject to heat problems.)
- B. In the event of an emergency, the marshals shall cooperate with any authorized persons responding to the emergency and keep the area clear of would-be spectators.
- C. In the event of any suspected injury on the field, the marshal shall halt all fighting in the area and determine the proper course of action. The hold may be a local hold as long as the safety of the injured person can be maintained. The overall situation should be assessed, and, as the injured party is tended to, every effort shall be made to release as much of the field as possible so that combat may proceed.
- D. If the injured person is conscious, they may be asked if they would like assistance. No conscious person will be forced to accept treatment without his or her consent. No non-combatant shall enter the combat area until summoned by a marshal.
- E. A marshal shall call for assistance if they suspect that a participant is experiencing more than momentary distress. It is an extremely serious matter to delay the application of first aid when it is needed, and marshals who ignore injuries may be subject to revocation of their authorization to supervise combat-related activities.

- F. In the event of a penetrating injury, such as with a broken sword or dagger, the penetrating object **MUST NOT BE REMOVED OR WITHDRAWN** from the injured person! Immobilization of the item should be attempted and proper medical assistance called for.
- G. No one may remove a fighter from the field without the Marshall determining when the field is safe enough for an injured fighter to be moved. In the case of a melee, a general hold should be called and all combat ceased to allow the safe conduct of the injured and attendants off the field.
- H. Any immediate and significant problems associated with an injury on the field shall be reported to the Kingdom Rapier Marshal. Injury reports should be completed immediately and forwarded to the proper persons as indicated on the reports.

PROCEDURES FOR GRIEVANCES AND SANCTIONS

A. Grievances and Disputes:

Usually the combatants are more than willing to correct any problems or breaches of the rules pointed out by a marshal. This is the desired solution: get the problem fixed. However, occasionally a marshal must take action. In the unhappy event that you find it necessary, here is how you shall proceed. In order of preference:

1. Point out the violation (missing armor, grappling during combat, etc.) and ask the fighter to correct it.
2. In the case of missing or inadequate armor, do not allow the combatant onto the field until it has been fixed.
3. In the case of violation of the rules during combat, explain the rule and what violation occurred. Ask the combatant to acknowledge their understanding of the explanation and their intent on compliance. If the combatant argues in any way or refuses to comply, ask the combatant to leave the field. Do not allow combat to resume until you are satisfied they will comply with the rules. This particularly includes removing from the field anyone who has lost his or her temper.
4. If you need support, call on (in order):
 - a. Any other marshals who are present (especially the Marshal in Charge).
 - b. A Deputy, or Group Rapier Marshal.
 - c. The local Seneschal or Autocrat of the event
 - d. The Kingdom Rapier Marshal
 - e. The Kingdom Earl Marshal
 - f. The Crown
5. If the violation cannot be stopped, convince the Marshal in Charge and the local Seneschal/Autocrat to end the activity, and if necessary the practice or event.
6. In any case where voluntary correction is not made after the problem has been pointed out; a written report shall be made to the Kingdom Rapier Marshal as soon as possible after the event.

B. Chain of Command and Appeal

The Chain of Command and Appeal is laid out below, in descending order from highest to lowest authority:

1. Gleann Abhann King
2. Court of Chivalry
3. Court of Inquiry

4. Kingdom Earl Marshal
5. Kingdom Rapier Marshal
6. Marshal's Court comprised of a minimum of three members, one of which must be a member the Companions of the Queen's Blades.
7. Deputy Marshal in charge of a specialty area of rapier (if applicable).
8. Marshal in Charge of the Particular event or Tournament.
9. Marshal on the Field.

B. Marshal's Courts

Marshal Courts may be used to review both the decisions of marshals and the actions of combat activity participants to determine if infractions of the rules of the lists and the 'conventions of combat' have occurred, and to impose actions as needed. The Marshal in Charge of a particular fighting activity or an affected individual may require that a Marshal's court be convened to examine the issues and determine what actions (if any) should be taken. A request to a Companion of the Queen's Blades to initiate a Marshal's Court should be done as soon as possible after the incident in question. The Companion of the Queen's Blades will preside over the Marshal's Court (Presiding Marshal). The Companion of the Queen's Blades will then choose at least two other marshals to participate as members of the court. The Marshal in Charge should not be a member of the Court unless no other marshal is available. Rapier Marshals in Training are not allowed to act as members of a Marshal's Court. The decision of the Marshal's Court supersedes the decision of the lower marshallate authority (if different) according to the "Chain of Command and Appeal" as given above.

Standards and Restrictions

Marshal's Courts may be convened:

1. For un-chivalrous conduct.
2. For use of excessive force.
3. For violation of the Rules of the List /Conventions of Combat/ or any of the supporting rules and regulations for an activity.
4. For use of illegal or un-inspected equipment.
5. As a fact-finding body (examining the events leading to an injury) to determine if specific fault needs to be addressed.

Marshal's Court actions include:

1. Removing a person from participation in the activity for a period of time up to and including the duration of the event.
2. Banning a piece of equipment or a particular fighting style for the field for a period of time up to and including the duration of the event.
3. Confiscation of the person's authorization card.
4. Recommendation that an individual or individuals be removed from the event.
5. Warning an individual that these actions may be taken.
6. Taking no action at all, if the complaints were unfounded.
7. Consulting with the Kingdom Rapier Marshal to determine if more severe sanctions are indicated

- Composition of the Court: See "chain of Command and Appeal" above for voting member of the Court. In addition, the Marshal in Charge of the activity in which the infractions took place must attend.
- Marshals Court Operations:
 - If convened, the Marshal's court will be as soon as possible after the request is made.
 - Decisions are reached by simple majority vote of the voting court members.
 - The Presiding Marshal must see that a court report is forwarded to the Kingdom Rapier Marshal. Appeals of any decision by the Marshal's Court by either the defendant or the complainant are forward up the "Chain of Command and Appeal".

C. Sanctions

1. In addition to removing an unsafe combatant from the field at the time, long-term sanctions are available. These will normally be applied by the Kingdom Rapier Marshal rather than by a local marshal. Procedures outlined in Kingdom law or Kingdom marshal policies shall be adhered to when sanctioning any person.
2. Possible sanctions include:
 - a. Revoking the authorization of the individual to fight with a particular weapon
 - b. Revoking the authorization of the individual to fight at all.
 - c. Recommendation to the Crown to banish the individual from participation in events.
 - d. Recommendation to the Board to banish the individual from the Society and its activities.
3. If any of these long-term sanctions are in progress, the Society Rapier Marshal shall be informed.
4. If authorization has been revoked, it is acceptable to inform the Earl Marshal and Kingdom Rapier Marshal of any neighboring Kingdoms to which the (ex-) fighter might travel. Once long-term sanctions have been applied, a report shall be made to the Marshal of the Society
5. An authorization from any Kingdom may be suspended/revoked in another Kingdom, should it prove necessary and appropriate. Such suspension/revocation means that the fighter may not fight anywhere in the Society until and unless the issue is resolved. Accordingly, the Earl Marshal shall inform the Earl Marshals and Kingdom Rapier Marshals of the neighboring Kingdoms.
6. Furthermore, if the fighter is subsequently re-authorized, the neighboring Earl Marshals and Kingdom Rapier Marshals shall again be notified.