Artemisian Marshallate Standards Handbook

An Appendix to the Society of Creative Anachronism Marshal Handbook

Revision 4
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# Artemisian Marshallate Standards (ArMS) Book

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I. INTRODUCTION

These rules are appendices of the Society of Creative Anachronism (SCA) Marshal Handbook. The Kingdom of Artemisia uses the SCA Marshals’ Handbook as its Marshallate Standards with the additions listed herein. The rules in this document are applicable to all combat events that are conducted under the auspices of the SCA in the Kingdom of Artemisia.

Persons visiting from outside the Kingdom of Artemisia shall be accorded combat privileges upon presentation of a valid SCA Combat Authorization Card. All combatants relocating into the Kingdom of Artemisia shall be re-authorized under the rules of Artemisia delineated herein.

The standards, conventions and rules listed herein will become effective and enforceable upon publication of this handbook. These standards, conventions and rules shall supersede all previous publications of standards within the Kingdom of Artemisia concerning marshallate activities.

Any observations, questions or comments about the standards, conventions and rules contained in this handbook should be directed, in writing, to the Kingdom Earl Marshal for consideration or comment.

Members of the Society may freely make copies of this handbook for Creative Anachronism, Inc. for circulation to other members, so long as no changes are made to the contents of this handbook.

Rex Artemisia  
Earl Marshal

February 28, A.S. LI, being 2017 in the Common Reckoning.
II. MARSHALLATE DUTIES

The following information, in addition to the SCA Marshal Handbook, pertains to armored combat marshals and the performance of their specific duties of armor and weapon inspections.

A. Marshallate Office Organization

In Artemisia, the Marshallate is organized in the following fashion.

1. Kingdom Earl Marshal: The highest official of the Marshallate in the Kingdom of Artemisia. The Earl Marshal reports to the Crown and the Society Marshal of the SCA, Inc. The Kingdom Earl Marshal is selected by the Crown and is warranted by the Society Marshal. The Earl Marshal will have a Deputy Marshals responsible for the following activities: Heavy combat, Rapier combat, Equestrian, Archery, Siege, Youth combat and any other combat or administrative deputies that he or she sees fit. Other deputies include the Kingdom Minister of the Lists, Kingdom Minister of the Marshallate Rolls, and Dean of the Artemision War College. The deputies will report to the Kingdom Earl Marshal quarterly on activities within their respective areas. Reporting dates for Kingdom Deputies are February 15, May 15, August 15, and November 15. The deputies are appointed by the Earl Marshal with the Crown’s approval and are warranted by the Kingdom Earl Marshal and their respective Society Officer if applicable.

NOTE: All Kingdom Reporting Deputies (Rapier, Heavy, Equestrian, Archery, Combat Missile, and Youth Combat) will act in an advisory capacity to the Kingdom Earl Marshal. The Earl Marshal or a respective Deputy Earl Marshal must first approve any and all actions in each office, including the warranting and removal of warrants of any marshal.

2. Territorial Marshals: Any group that conducts any SCA combat form must have a warranted marshal. The Kingdom Earl Marshal with the Crown’s approval, following consultation with the local Seneschal and past Territorial Marshal if available, appoints territorial Marshals. A Territorial Marshal reports to the Earl Marshal and to the local Seneschal and Baron/Baroness if applicable, on a monthly basis. The local Marshal may appoint a Deputy Marshal responsible for rapier combat if the need exists. The deputy will report to the Territorial Marshal and the Kingdom Rapier Marshal as directed.

3. Marshals-at-Large: Marshals-at-Large are not responsible for any particular territory but perform similar functions as Territorial Marshals. Marshals-at-Large must report their activities yearly to the Territorial Marshal where they reside. Marshals-at-Large are warranted marshals and have authority as such upon the field of combat.

4. Non-warranted, authorized Marshals: These Marshals are not responsible for reporting nor may they perform authorizations or other official marshallate actions. These Marshals primarily assist Warranted Marshals with the execution of their duties.
B. Warranted Marshals

Warranted Marshals receive a warrant and are added to the warrant roster of the Kingdom, which is maintained by the Kingdom Earl Marshal. Typically, a warrant lasts for two years. Warranted Marshals are considered officials of SCA, Inc. and receive certain legal protection from suits (if any) arising from the Warranted Marshals actions.

NOTE: Any SCA event that has any sort of combat activity must have a warranted marshal present.

C. Duties and Responsibilities of a Marshal

1. Marshal in Charge
   a. Unless warranted or rostered by the Earl Marshal as an officer of the kingdom, a marshal may not be the marshal-in-charge or an event or sign paperwork to authorize fighters. –SCA marshals handbook section IX. A. 2.

   b. No Marshal-in-Charge (MIC) will be allowed to enter a tournament list or compete in a melee that they are sponsoring or running, unless they appoint a Marshal of the Field for that event. That is for all offices Heavy, Rapier, Equestrian, and Archery. You may not compete in the same event that you are marshaling. This means that if you are marshaling you are not fighting, riding or shooting for that event. This doesn't apply to warm ups, by rounds and so forth. In regards to melees, you may not fight in a melee, and then jump out to be MIC, and then jump back in to fight again. If you are MIC of a melee, you are MIC the whole time.

D. Armored Combat Marshals

The following inspections are to take place in addition to the required inspections as outlined in the SCA Marshal's Handbook section XV.

1. Armor Inspections
   a. Helm. Inspect the inside of the helm for proper padding of at least .5” of closed cell foam or equivalent padding. Also check for major internal projections of more that .5”. Projections of less that .5” must be padded.

   b. Torso. Check for kidney armor. The kidneys are normally in the back, at the bottom of the ribs, and the armor should extend around to the sides. Check that the sternum (breast bone) and solar plexus are protected.
E. Authorization for Combat-Related Activities

Each participant in an SCA combat-related activity (Armored Combat, Rapier Combat, Missile Weapon Combat and Marshalling), must be formally authorized for that particular activity and shall be issued an Authorization Card. This card must be presented to the Lists Official at an SCA event in order to register for participation in combat-related activities. This card must be shown to any marshal or lists official upon request and may be confiscated by the Kingdom Earl Marshal, the Deputy Marshal of that discipline, or the Marshal-in-Charge of an event for just cause. A written report as to why the card was confiscated is required to be sent to the Kingdom Earl Marshal within 5 calendar days of the event. Authorization will normally be valid for a period of four years.

Authorization forms can be printed from the Kingdom Website or obtained from a warranted marshal. The Minister of the Marshallate Rolls and the Kingdom Earl Marshal shall determine proper forms for the submission of combat authorizations and shall include a waiver for participation in SCA combat-related activities. The Marshallate Rolls office shall keep a copy of authorization forms and waivers permanently on file. The Marshallate Rolls office shall provide the Kingdom Earl Marshal with a list of all authorization cards, those issued and those outstanding, on a quarterly basis. Additionally, the Office of the Marshallate Rolls shall provide copies of the list to local Lists officers for use at SCA events. Periodic inspections of these cards may be carried out to ensure that the cards correspond with the official list.

1. Authorization of Armored Combat Marshals

Authorized marshals (who are noted as such on their Combat Authorization Card) may assist in the following areas:

a. Marshaling a tournament or melee,

b. Inspecting armor and weapons, and

c. Offering opinions on authorizations.

Any individual may become authorized to marshal armored combat. Only warranted marshals, or those persons so directed by the Kingdom Earl Marshal, may authorize an individual to marshal armored combat.

To become an authorized marshal, the candidate must know and demonstrate the following conditions:


b. Good working knowledge of heavy weapon armor and weapon standards and the willingness and ability to inspect equipment enforce these standards.

c. Must demonstrate the ability to effectively marshal tournament and melee combat situations.
Once the Marshal-in-Training has proven to the authorizing marshal competence in the above areas, the authorizing marshal will sign the appropriate forms and the MiT's Authorization Card. The newly authorized marshal is responsible for submitting all forms to the Minister of the Marshallate Rolls for the authorization to be official.

**Warranted Marshals-in-Training must be authorized marshals prior to approval of the warrant by the Kingdom Earl Marshal.** Marshals-in-Training who wish to become warranted may be required to obtain additional training as directed by the Kingdom Earl Marshal. This additional training may be in the form of War College classes or personal instruction from the Kingdom Earl Marshal or appointed deputies.

3. **Authorization of Armored Combatants**

   The purpose of combat authorizations is to allow the Marshallate to observe a new combatant, or a combatant with a new weapon style, under controlled circumstances to determine if the combatant poses an unusual threat to either themselves or other combatants. For this purpose, at least 3 persons are to be involved in each authorization.

   a. **A duly warranted marshal of the Kingdom of Artemisia.** Inspects armor and weapons, quizzes the candidate about standards and conventions of combat, observes safe combat concerns and officially conducts the authorization.

   b. **A member of the Chivalry.** Observes the skill and technique of the candidate to determine safety and competence upon the field.

   c. **An experienced combatant to fight the candidate.** Provides the means by which the marshal and Chivalry can judge the safe practices and competent manner expected of the candidate. Also provides input on blow calibration and competence of the candidate.

The Kingdom of Artemisia recognizes four basic weapon styles for heavy weapons combat. Combatants **must** be authorized in the appropriate weapon style before using that particular weapon style in tournament or melee combat. The four weapon styles are:

a. **One-handed weapons** (IHD). Any single or combination of single-handed weapons used in combat. E.g. Sword and shield, florentine, mace and shield, single sword, etc.…..

b. **Two-handed/Great weapons** (2HD). Any two-handed or great weapon except spear. E.g. Great sword, glaive, bastard sword, poleaxe, etc.…..

c. **Spear.** Rattan and fiberglass spears. **NOTE: Authorization fight shall be fought with a fiberglass spear.**

d. **Missile Weapons Combat (MWC).** Those projectile weapons used in melee combat.
4. **Initial Authorization of Armored Combatants**

The candidate should arrange for an authorization in advance and have the necessary paperwork with them or the marshal in charge of the authorization. The authorization proceeds as follows.

a. The candidate presents the authorizing marshal with a signed and witnessed "Waiver of Liability for SCA Combat Related Activities" form and a properly completed "Authorization for Combat Activities" form. The candidate must also provide proof of membership in the Society for Creative Anachronism, Inc. Upon receiving these, the marshal shall proceed with the authorization. The authorizing marshal will mark the "Initial Card" line of the "Authorization for Combat Activities" form.

**NOTE:** A fighter must maintain their membership to be an authorized fighter. If membership lapses, the person is no longer considered authorized. When membership is restored, the fighter is "re-activate". The fighter does not have to re-authorize (if their card has not expired).

b. The candidate must present themselves on the field in armor for inspection. The armor and weapons of the candidate must be inspected on the body and must pass the standards defined in Section IH Armored Combat. This inspection should be complete and exacting and any deficiencies must be permanently corrected before the authorization may proceed.

c. The marshal conducting the authorization should ask the candidate questions regarding the rules and conventions of heavy weapon combat. These questions should verify that the candidate is familiar with the rules and conventions of heavy weapon combat. If the authorizing marshal feels that the candidate does not have sufficient knowledge or understanding of the rules, then the authorization should not proceed.

d. The experienced combatant and the candidate should be armed with the appropriate weapons for the style being authorized. I.e. if authorizing for IHD, both combatants should be armed with similar weapons.

e. The marshal will conduct the authorization combat utilizing the method they are most comfortable with to ensure a quality authorization. The recommended format utilizes 3 rounds.

**Round 1:** Both combatants will fight at 1/2 to 3/4 speed and acknowledge verbally all blows landed. The experienced fighter should be instructed to apply a variety of situations to the candidate to judge the response (i.e. defensive vs. offensive opponent, dropped weapon, etc.).

(During this phase, the marshal and Chivalry member should observe the candidate's control, reaction to blows and ability to cope with pressure.)
Round 2: The combatants fight a Lists style tournament, counting blows until one is defeated.

(During this round, the marshal and Chivalry member should observe the candidates sense of the pageantry of SCA combat and the adherence to chivalric combat conventions so visible during tournament combat.)

Round 3: The combatants fight off-hand or from their knees.

(This is designed to remind combatants that they will not always be using their "good" arm or have the advantage of motion. They must be adaptable to the earned advantages of their opponent.)

f. After each round is concluded, the marshal, Chivalry member and experienced combatant shall confer regarding the candidate's performance under the following criteria:

1. Does the candidate know and apply the Rules of the Lists and the Conventions of Armored Combat?

2. Does the candidate exhibit safe behavior on the field, both towards themselves and others?

3. How does the candidate react to pressure? Does the candidate maintain control or do they become confused or disoriented?

4. Can the candidate adequately defend himself or herself?

5. Is the candidate able to acknowledge blows; both given and received?

6. Does the candidate respond immediately to a call of "Hold!"? (This should occur at an unexpected time during the authorization rounds.)

7. Is the candidate, in any way, a danger to themselves or others?

g. If the marshal, Chivalry member and experienced combatant agree that the candidate meets the above criteria, the marshal will notify the candidate that they have successfully authorized for that particular weapon style. The marshal shall then complete the "Authorization Card" form and present it to the candidate.

h. The authorizing marshal is responsible for submitting the waiver portion of the "Authorization Card" form to the Minister of the Marshallate Rolls. The "Waiver of Liability for SCA Combat Related Activities" form and "Authorization for Combat Activities" form shall go to the candidate as proof of authorization.
NOTE: Copies of these forms should remain on file with the candidate’s local Knight Marshal.

i.  "Waiver of Liability for SCA Combat Related Activities" forms shall be kept on file for seven years.

j.  Authorization cards shall not be issued to persons residing in other Kingdoms unless such persons are defined as subjects of Artemisia by Royal treaty.

5.  **Additional Authorizations**

Those persons desiring additional authorizations for other weapon styles shall complete an "Authorization for Combat Activities" form and present it to the authorizing marshal. The authorizing marshal will mark the "Additional Authorization" line of the "Authorization for Combat Activities" form as well as fill in the candidate's current Authorization Card number. The authorization for this additional weapon style will be conducted as outlined in Section II, I.3 Authorization of Armored Combatants above.

Upon successful completion of the authorization, the marshal will initial and date the appropriate line on the combatant's Authorization Card as well as signing and dating the "Authorization for Combat Activities" form. The authorizing marshal is responsible for submitting this form to the Minister of the Marshallate Rolls. NOTE: A copy of this form should remain with the combatant's local Knight Marshal.

Upon receipt of the updated "Authorization for Combat Activities" form, the Minister of the Marshallate Rolls shall update the Authorized Combatants roster and keep the form on file.

8.  **Authorization of Minors**

No minor below the age of 16 years may be authorized to participate in SCA **Heavy** combat related activities.

The Kingdom Earl Marshal shall be responsible for authorizing any minor for SCA **Youth** combat related activity. If this is not possible, the Kingdom Earl Marshal may designate a representative to witness the authorization and report to the Earl Marshal concerning the authorization.

Minors (aged 16 to 18) may be authorized for SCA combat related activities provided the additional criteria are met.

a.  The parents or guardians of the minor must witness SCA combat, discuss it with the authorizing marshal and execute a "Minor's Waiver and Informed Consent to Participate" form.
b. The authorizing marshal must be the Kingdom Earl Marshal or a duly appointed representative.

c. At any event in which the minor is involved in SCA combat, the minor must have either a parent or legal guardian present, or have in possession a properly executed "Consent for Emergency Medical Care for a Minor" form designating an adult present at the event as able to authorize medical treatment in case of an emergency.

III. ARMORED COMBAT

A. Conventions of Armored Combat in Artemisia

The following conventions apply to all types of armored combat; single combat, melees of all sorts and wars. These conventions are in addition to the SCA Marshal Handbook

B. Armor Standards for Armored Combat

1. Body Armor

   a. The sternum (breast bone) and solar plexus, kidney area, the short (or floating) ribs and the lower spine shall be covered with a minimum of heavy leather worn over 1/4" (6 mm) closed cell foam or equivalent padding. Rigid material is highly recommended.

C. Weapon Standards for Armored Combat

1. Rattan Spears
   Total spear length shall not exceed 9 feet.

2. Fiberglass spears
   Total spear length shall not exceed 9 feet.

D. Engagement on a Line, Death From Behind, Death on the Ground

When two melee lines engage, any combatant in one line within the range of an opponent in the other line is considered engaged and may be struck. Otherwise the killing from behind rule applies (see below).
Killing from behind is in effect in melees, unless both sides agree prior to combat. Killing from behind is permitted when the opponent is unaware of the presence of the attacker coming from outside the forward engagement. The attacker shall take safety into consideration when killing from behind. Killing from behind shall be accomplished in the following manner:

1. The attacker comes within obvious weapon range of the defender and moves behind the defender. Combat Archers must use a secondary weapon to kill from behind.

2. The attacker places his weapon within the defender’s field of vision and says loudly and clearly, “You are dead from behind.” The defender must acknowledge the kill immediately.

Death on the Ground. Combatants are not permitted to fight while lying on the ground. Killing an opponent on the ground in melee combat shall be accomplished as follows:

1. 1. The defender has fallen, or is lying on the ground.

2. 2. The attacker must place his weapon/shield on the defender’s body/shield and say loudly, “You are dead on the ground”. The defender must acknowledge the kill immediately.

The Rules of the Lists are reprinted here from section IX.B. of the Corpora of the SCA:

a. Each fighter, recognizing the possibilities of physical injury to themselves in such combat, shall assume unto themselves all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until they have inspected the field of combat and satisfied themselves that it is suitable for combat. 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.

b. No person shall participate in Official Combat-Related Activities (including armored combat, period fencing, and combat archery) outside of formal training sessions unless they have been properly authorized under Society and Kingdom procedures.

c. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.

d. All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.

e. The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor.

f. Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.


g. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament list is not to be considered a challenge and therefore may be declined and forfeit the bout.

h. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier combat, used in the context of mutual sport, to be real weaponry.
i. No projectile weapons shall be allowed within the Lists of a tournament, nor shall any weapons be thrown. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.