

The Barony of Seagirt Serjeantry

The Serjeantry is a uniquely An Tirian tradition. It began when An Tir was a principality and a long, long way from the Crown. Candidates for the serjeantry were tested in all the skills of knighthood: arts, sciences, warfare, courtly manners, dancing, heraldry and games.

When the Crowns then came to An Tir, They could be assured that these fine gentles were worthy of consideration.

The Seagirtian Serjeantry are in direct fealty (devotion and loyalty) to the Baroness of Seagirt.

Though originally created to recognize and encourage heavy fighting, Through the years, the Serjeantry has been expanded to include other martial and non-martial skills.

- Sergeants: specializing in heavy weapon fighting.
- Gallants: specializing in rapier/cut & thrust skills
- Yeomen: specializing in war/missile/archery/siege skills
- Foresters: specializing in target missile/thrown weapons, and flora and fauna recognition skills
- Mariners: specializing in rapier and maritime skills

History of Sergeantry in An Tir

Being a small dissertation by Baron Gerhard Kendal, who was a sergeant, a yeoman, and was there at the beginning of it all.

"Many years ago, when An Tir was a Principality of the Kingdom of the West, this was a wild and savage land, far from the center of the Kingdom. Peers were few, and in fact, there were but three Knights in the northern part of the Principality. These Knights had travelled much, and had made the thousand mile journey to the Principality of the Mists at the center of the West Kingdom. And for their fighting prowess, they were knighted. I note "for their fighting prowess", because their abilities in the other facets of knighthood (such as games, dancing, heraldry, entertainments, chivalry, etc.) were probably taken on faith by the Chivalry and the Crowns of the West Kingdom. After all, how many of the West had travelled to An Tir and had stayed long enough to see these other, non-fighting skills demonstrated?

This was considered to be a problem by Sir Theodolf of Borogrove and Mistress Anne of Caerdydd, Baron and Baroness of Madrone, and by Baroness Amanda Kendal of Westmoreland, Baroness Lions Gate and myself.

How could we in the north ensure that, when a good fighter from the Principality journeyed to the center of the Kingdom, that he or she would be proven in the non-fighting aspects of chivalry, to the satisfaction of those who would recommend his or her knighting to the Crowns of the West?

After much discussion, we four, with advice from many others both in our respective Baronies and outside, created the rank of Sergeant at Arms.

We decided that each candidate would have to submit a request to a Baroness to enter the tournament (or trials as they are called today) and be judged by experts in each field. The passing "grade" would ensure the candidate would have to be a dependable middling or better fighter, but would have to be much better at each of the other, non-fighting skills, than what the requirements for Knighthood demanded.

This way, when a Sergeant from An Tir was being discussed by the Chivalry of the West, they would only have to be concerned with that person's fighting prowess. The fact that he or she was a Sergeant would

ensure that all the other requirements had been met and then some. There would be no question that the prospective knight had all the other graces.

The first trials were held at a tournament at Black Fens, the home of the late Master Michael the Black and Mistress Stevanna of Houghton (co-founders of the University of Ithra). There were three candidates from Madrone and three from Lions Gate. At the end of the day, one Sergeant was created, the gentleman now known as Duke Thorin Njalsson. He received in token of his rank, a brown belt with a special buckle. After a number of years of Sergeant Tournaments, it was felt that there should be an equivalent rank for archers, and thus the rank of Yeoman was created. Recently, the rank of Gallant (accent on the second syllable) was created for the rapier fighters. Most recently, a new rank for those in the field of service has emerged in some of the baronies, and is called a Courtier. (At the time of publication, another similar rank, Lancer, is being explored in Dragon's Lair for equestrian activities.)

The rank of Sergeant has spread from the original two Baronies to all the Baronies of An Tir, and to some other Kingdoms.

Sergeant, Yeoman and Gallant are not honours, they are ranks. This means that they are not given as an award by someone for past work done. Instead, there are a set of tests. If you pass all the tests, you receive the rank. If you do not pass one of the tests, you do not receive the rank.

Some baronies hold all the trials on one two-day camping weekend. Some baronies spread out the trial process throughout the year.

While the specific trials vary from barony to barony, they are likely to test heraldic knowledge, dance, medieval games, knowledge of combat (especially for the particular rank being tested), leadership ability, and chivalry and courtesy. If you think you might be interested in testing to become a Sergeant or one of the equivalent ranks, contact a landed Baroness in whom you would be comfortable swearing fealty, and ask her for more details."

In the Barony of Seagirt, those who have passed the trials consist of:

1. The Serjeantry

– those sworn in service (all disciplines included) and who wear the insignia of their rank

2. Retired Serjeantry

– those not sworn in service or no longer active in the SCA. They no longer wear the insignia of the rank. Those still in the SCA may advise Her Excellency as needed.

3. Those dismissed from service and will not be listed in the Serjeantry rolls and will not be entitled “retired Serjeantry” and will not serve in any advisory capacity.

Active members of the Serjeantry:

Sergeant Prime – Gallant Seamus MacDonald

Yeoman Athelina Grey - (on hold while serving as Princess of Tir Righ)

Gallant Connall MacLagmayn

Sergeant Dalibor Krivoklatsky

Gallant Mathieu Thibaud Chaudeau de Montblanc

Retired Serjeantry:

Sergeant James Llewellyn ap Gruffydd – deceased

Sergeant Edward Holgrove

Sergeant Violante de Myranda– deceased

Sergeant Ekaterina Borisovna

Sergeant Allan Robbins

Sergeant Nikolai Toranovich

Sergeant Owen Hallehyne – deceased

Yeoman Rashid al-Qasim

Sergeant Roderick Temple

Sergeant Sgain McBeighn

The Serjeantry of Seagirt has been developed to allow individuals the opportunity to demonstrate particular skills, commitment to service, dedication to chivalric qualities and development ideals esteemed with the Society for Creative Anachronism.

The goal of the Serjeantry is to provide leadership and exemplify commitment to service to the populace of the Barony of Seagirt, be worthy of respect as ambassadors for all whom they interact with and particularly serve as mentors to newcomers to the society.

The members of the Serjeantry will reserve the right to wear the regalia that denotes this baronial position and will accept the obligations contained herein.

It is expected that all members of the Serjeantry will conduct themselves accordingly.

Most importantly, as per An Tir tradition, members of the Serjeantry hold their position at the sole discretion of the Baroness of Seagirt.

THE OBLIGATIONS OF THE SERJEANTRY OF SEAGIRT

- To assist, protect and support the Baroness in her role within the Society for Creative Anachronism.
- Swear fealty to the Barony through the Baroness and through her, to the Coronets of the Principality of Tir Righ and the Crowns of the Kingdom of An Tir.
- To protect and defend the Barony, the Principality and the Kingdom.
- Members of the Serjeantry are expected to take the field of combat in support of the baronial army during the annual conflict Sealion War. Those members who are not able to take the field, are expected to support the Baronial Army in some other meaningful capacity.
- To champion and protect the populace of the Barony in their need to one's utmost ability, in accordance with the code of chivalry.
- To uphold, by word and deed, the ideals of chivalrous behaviour as embodied in the Society for Creative Anachronism, and support this game which we play by comporting oneself in an appropriate medieval manner and courtly decorum.
- To bring to the attention of the Baroness those who are deserving of recognition, be that of a baronial nature or otherwise.
- Whenever possible, to maintain an acceptable level of competence in all fields involved in the testing of the Serjeantry.
- To remain active within this position in accordance with the requirements of this station to the best of one's ability and financial situation.
- To actively promote the Serjeantry to the Barony and assist the Baroness in coordinating the Serjeantry trials.
- To attend Serjeantry meetings, functions and baronial events to the best of one's abilities.
- To acknowledge that there may be a time when you will be unable to uphold the responsibilities of this station, and have the humility to accordingly accept a different status.

THE PRIVILEGES OF THE SERJEANTRY

- To wear the Serjeantry regalia as an appropriate token of this accomplishment
- To receive written certification that one has been duly tested and admitted into the Serjeantry
- To take on and train students (men-at-arms, shield maidens, equerries etc). Know that these students are not automatically candidates for the Serjeantry nor are they required to become one.
- To be recognized as Her Excellencies Guard, serving her both on and off the field of battle and within Baronial courts or at other appropriate occasions.
- To display a Serjeantry pennon at events to promote the Serjeantry.
- To be a valued advisor to the Baroness on matters pertaining to the Serjeantry with the ability to speak freely and without fear of retribution.

THE GUIDELINES OF THE SERJEANTRY

- The Serjeantry should be self-administering.
- The Serjeantry members shall elect one leader to be known as “Serjeant Prime”.
- All codes of conduct and regulations specific to the Serjeantry shall be developed with the approval of the Baroness and enforced by both the Serjeantry and the Baroness. Such codes and regulations shall not conflict with the Corpora of the Society for Creative Anachronism, the laws of the Kingdom of An Tir, the laws of the Principality of Tir Righ, the customary or the financial policy of the Barony of Seagirt.
- In all matters regarding the Serjeantry, the Baroness has sole authority over any judgement or decision made.

Under the direction of the Baroness, the Serjeantry shall:

- Work with the candidate to organize the individual tests where candidates will be assessed.
- Provide commentary to the Baroness regarding, and modifications deemed necessary to, the testing criteria.
- Observe candidates during submission of their petition.
- Assemble and verify all judging results

Any member of the Serjeantry who has not been in contact with the Baroness for a period of two years shall be deemed to be retired. A retired member but may come out of retirement with the Baroness' permission.

In the event of a change of Baroness, all current members of the Serjeantry are obliged to arrange with the Baroness, prior to their stepping up, to declare if they shall remain a member of the Serjeantry.

If a member has not declared their status by the investment of the Baroness they shall be considered to be retired but may come out of retirement with the Baroness' permission.

A member of the Serjeantry may be removed by a two-thirds majority vote of active members if just cause is shown and no conflict resolution is successful or can be found. The sanctioned member may appeal the decision to the Baroness who reserves the right to final judgment.

A Baroness may temporarily suspend any member at her discretion for gross failure in their commitment to the Serjeantry or for violation of the Obligations until such time as a delegation of the members can convene to discuss further action.

Candidates for the Serjeantry must:

1. **Petition the Baroness** for permission to commence their year long journey towards becoming a member of the Serjeantry.
2. **Coordinate with the members of the Serjeantry** available dates/times for testing in specific categories required.
3. **Candidates will be tested** in the arts, sciences, warfare, courtly manner, dancing, heraldry, games, and their chosen martial activity.
4. **Candidates are encouraged to seek out members** of the Serjeantry for assistance in preparing for their testing.
5. **Successful candidates will be required to swear direct fealty** to the Baroness and through them, the Barony of Seagirt.
6. Members of the Serjeantry form the Baroness' personal guard and military advisors.

THE TRIALS AND TESTING

All candidates must have equipment applicable to their testing for their exclusive use during each testing phase. In the case of the Forester candidates at least one of these must be made by their own hand.

There are **4 CATEGORIES** of trials:

1. **The Commencement trial.** The formal petition, in court, which commences the trials.
2. **General trials** applicable to all candidates
3. **Specific trials** applicable to each designated discipline
4. **Optional trials** that serve to round out the testing.

CANDIDATES WILL COMPLETE A SET OF TRIALS:

1. Candidates have one calendar year to complete their trials. The counting starts with the completion of the Commencement trial. The candidate will consult with the Baroness to decide upon a date for the Commencement trial.
2. Candidates will test in 18 individual trials:
 - A. **Commencement** - Three (3) trials.
 - B. **General** - Ten (10) trials.
 - C. **Specific** - *Sgt/Yeoman/Gallant have Three (3) trials*
- *Forester has Four (4) trials*
- *Mariner has Five (5) trials*
 - D. **iv. Optional** There are seven optional trials. *These trials are to test skill-sets that are outside of the expected skills of the different disciplines. The skills are clearly marked which discipline is restricted from each optional trial.*
3. Should a candidate not be successful in an individual trial/test, they may re-take that trial no earlier than 30 days later. (provided that the re-test date would not occur after the total time allotted to complete the trials has passed.)
4. The year of candidacy will come to an end should a candidate not be successful in three complete trials. The candidacy may be restarted as directed by the Baroness.
5. An excessive delay in scheduling trials, that is of no fault of the candidate, may extend the total time allotted.

THE TRIALS CONSIST OF:

Section 1: THE COMMENCEMENT TRIAL

a. Calligraphed petition

(1) Each candidate will present themselves to the Baroness, in court, and present a calligraphed scroll requesting their admittance to the trials for the SERJEANTRY. Great scribal skill is not required, however, a reasonable attempt is expected. Candidates should do research into appropriate period styles for their persona. Candidates will inform the Baroness of their intention to commence the trials and a planned court date will be agreed upon between the two. This event will commence the one-year clock for the overall testing.

b. Heraldry Part I

(2) When submitting their petition, the candidate shall wear or carry suitable heraldic identifiers. These may include, but are not limited to, surcoat, buckler, shield, pennon, banner, standard. While one's heraldic identifier does not need to be passed by the college of heralds, their name & device must be at least in submission at the time of the commencement of the trials.

c. Deportment.

(3) Members of the Serjeantry are expected to be honourable, courteous gentles that embody the SCA ideal of chivalric behaviour. Once the candidates are presented at court, the Baroness will charge the populace to observe the candidates to see that they show the appropriate deportment. If someone has items of concern or praise regarding a candidate then they should speak privately to the Baroness regarding her Candidates.

All of the trials for admittance into the Serjeantry must be completed by the anniversary event of the commencement test.

Section 2: THE GENERAL TRIALS

Each candidate will request, for approval, one or more of the General trials to be conducted in character in period style based upon their persona.

a. Persona (1) – All candidates are expected to have developed a persona. To this end, candidates will submit a minimum 200-word write-up to the Baroness. Some items that may be included are:

- i. What year is it?
- ii. What is your occupation?
- iii. What do you typically eat? Daily, Schedule, Composition.
- iv. What town/region/country do you live in?
- v. Who is your ruler?
- vi. What is your faith?
- vii. How does your normal day unfold?
- viii. What are your hopes or plans for the future?

b. Heraldry Part II (2) – all candidates shall complete the following:

i. **Be able to blazon:**

- their own device
- that of the Barony of Seagirt
- the Baroness's personal arms/device
- the Principality's arms
- the Kingdom' arms; and
- one other selected at random by the tester.

ii. **From a selection of arms be able to identify 70% of the following:**

- King(dom) of An Tir
- Queen of An Tir
- Crown Prince of An Tir
- Crown Princess of An tir
- Principality of the Summits
- Principality of Tir Righ
- Barony of Seagirt
- Baroness's personal arms
- Baron's personal arms
- The principal offices of the Barony
 - i. Seneschal
 - ii. Exchequer
 - iii. Marshal
 - iv. Chatelaine
 - v. A&S
 - vi. Chronicler
 - vii. Herald
- The principal officers of the Barony
- The arms of local regional groups
- The arms of the active Serjeantry
- The arms of the current
 - i. Defender
 - ii. Marksman
 - iii. Captain of the Grenadiers

c. Heraldry Part III (3) – candidates will be tested in basic heraldic terminology.

d. Games (4)

- i. Chess. The candidate shall set up a basic chess board, name the pieces, describe each's moves, and be able to play 10 moves against the games tester.
- ii. Nine Men's Morris. The candidate shall play a game of Nine Men's Morris to test tactical ability.
- iii. Miscellaneous. The candidate shall name four other period games and the rules for playing them.
- iv. Teaching. The candidate shall instruct others in playing a medieval game of the candidate's choosing.

e. Dance (5)

- i. Candidates will be expected to dance a minimum of two dances, preferably one court dance and one country dance.
- ii. Candidates will be expected to teach a dance of their choosing to a selection of novice dancers.
- iii. Candidates will be expected to dance the Saracen's Bransle. If they are a combat discipline they should perform the dance dressed in their combat equipment.

f. Bardic (6)

- i. As was expected of a noble in the Middle Ages, a member of the Serjeantry should be able to offer up a song, or story, or in some other way, entertain. Those performances must be either period, or in period style (for example, no modern music).
- ii. They may be about any person, event, place or thing from either the Middle Ages or the Current Middle Ages with no mundane references or terminology.
- iii. Any music performed should be on a period instrument.
- iv. A candidate may have accompaniment with their performance.
- v. Group entries are also permitted but must be cleared ahead of time with the Baroness.

g. Military Science (7) The military sciences offer the key to victory upon the battlefield. The candidate must show a good comprehension of military sciences including:

i. Castles & Fortifications: Candidates must be able to explain the history of castle development. I.e. Motte > Motte & Bailey > Curtain Wall > Curtain Wall & Donjon > Projecting Towers. Candidates must show a working knowledge of the terminology associated with castle and fortification design and be able to identify castle components. They must also be able to discuss how to attack and defend a variety of castles and give historic examples of sieges and castle defence.

ii. Siege Weapons: The candidate must have a firm understanding of siege weapons and their use in a historical context. This will include identifying basic siege mechanisms such as tension, torsion and traction machines, and basic weapon types and how they were used in battle.

iii. Arms & Armour.

1. Candidates must demonstrate an understanding armour design from before the 12th century and through the Middle Ages.
2. Candidates should be able to identify different types of armour (construction and style) of the most commonly worn suits throughout the Middle Ages.
3. Candidates must also be able to name the various parts of a suit of armour with both modern and period names.
4. The candidate must display familiarity with the anatomy of a sword demonstrating knowledge of the evolution of swords through rapiers. They should also be knowledgeable of the various types of weapons used in period and be able to identify them and their parts.
5. The candidates should be able to identify and name a variety of period missile weapons. They should demonstrate knowledge of the evolution of missile weapons. Bow → longbow → crossbow

h. **Historical Battle Treatise.** (8) The candidate will display knowledge of an historical battle through a presentation on a chosen historical battle. This should include the order of battle, terrain, reasons for the battle, the leaders of both sides, the outcome of the battle and any historical effects of that outcome.

i. **Geography** (9) Candidates must be able to identify, on a map, specific areas of the Knowne World including:

- i. all of the Kingdoms
- ii. all of the Principalities in An Tir
- iii. the regions in An Tir
- iv. most Baronies in An Tir, and
- v. the majority of the branches within the area nearest to the Barony of Seagirt

j. **The Populace Challenge Period** (10) At an appropriate gathering, the candidates will be asked a couple of pre-determined philosophical question. Such question are designed to test the candidates on the spot thinking. Question may be such as: *Why do you wish to become a member of the Serjeantry? Do you expect any aspect of your SCA life to change after achieving this rank?*

SECTION 3: THE SPECIFIC TRIALS

These different sets of trials will be appropriate to a given discipline only.

A. SERGEANTS TRIALS

i. Combat Leadership.

(1) A Sergeant candidate must be able to lead an SCA force upon the armoured battlefield in several battle scenarios.

ii. Marshalate.

(2) A sergeant candidate must be familiar with the rules of the An Tir Book of Combat as it applies to armoured combat. Warranted Senior Armoured Combat marshals are considered to have completed this trial.

iii. Individual Weapons Skills.

(3) Candidates should be competent enough to fight with a variety of weapons in the following categories:

1. Shield (round, heater, kite, other) AND
One-handed weapon (sword, mace, axe, other)
2. Two-handed weapon (Two-handed axe, sword, maul, Florentine)
3. Polearm (glaive, spear, great sword, pike, other)

The choices must include:

- TWO different shields with single handed weapon combinations.
- ONE EACH from 2 and 3

With the above choices, the candidate must be able to instruct on the basics and have a firm understanding of the equipment design and be able to use them safely.

B. GALLANTS TRIALS

i. **Combat Leadership** (1)

A Gallant candidate must be able to lead an SCA force upon the rapier battlefield in several battle scenarios.

ii. **Marshalate** (2)

A Gallant candidate must be familiar with the rules of the An Tir Book of Combat as it applies to rapier combat. Warranted Senior Rapier marshals are considered to have completed this trial.

iii. **Individual Weapons Skills.** (3)

1. Candidates shall demonstrate their ability to safely fight with single sword, sword and buckler, sword and soft parry, sword and rigid parry, sword and dagger, and case of rapiers.
2. Candidates will be required to demonstrate an ability to instruct on the basics of: single weapons, single weapon and parrying device, and double weapon, and have a firm understanding of the weapons type and design.

C. YEOMEN TRIALS

i. Combat Leadership. (1)

A Yeoman candidate must be able to lead an SCA force upon the missile combat battlefield in several battle scenarios.

ii. Marshalate. (2)

A Yeoman candidate must be familiar with the rules of the An Tir Book of Combat as it applies to missile combat. Warranted Senior Missile Combat marshals are considered to have completed this trial.

iii. Individual Weapons Skills. (3)

Yeomen candidates will choose a specialty:

- 1) Archery
- 2) Thrown Weapons or
- 3) Siege Weapons

Each candidate should be competent in combat scenarios in their specialization.

-Candidates will demonstrate skills appropriate to their specialization.

-Combat scenarios will test accuracy, speed, use of (or movement through) terrain, and ability to adapt to changing circumstances and threats. They may include scenarios such as Hogan's Alley, Whack-a-Mole, Castle Siege, and/or Azincourt style shoots.

-Candidates should also be competent with a hand weapon of their choice as a back-up in heavy combat in the event they are involved in a skirmish.

-Candidates will be required to demonstrate an ability to instruct on the basics of their chosen specialization.

D. FORESTERS TRIALS

i. Marshalate. (1)

A Forester candidate must be familiar with the rules of the An Tir Book of Target as it applies to their chosen discipline of archery or thrown weapons.

1. A Forester candidate must be, at a minimum, a warranted Junior Target Archery or Thrown Weapons marshal.
2. Candidates must demonstrate knowledge of targets, weapons and other equipment standards as regards to archery and thrown weapons, and perform a range inspection.
3. Candidates must show an ability to conduct archery and/or thrown weapons practices and train new archers and throwers.
4. Warranted Senior Archery or Thrown Weapons marshals are considered to have completed this trial.

ii. Individual Weapons Skills. (2)

Fully equipped, walk one field course using a bow weapon and one field course using a thrown weapon. At each station on the course halt, aim, and fire at designated target (targets will be varying heights and visibility). On each course applicant must hit over 50% of the targets.

iii. Flora and Fauna. (3)

1. Demonstrate the ability to recognize and identify at least three different types of local trees and three different plants and have knowledge of any potential usefulness or toxicity they have.
2. Demonstrate the ability to recognize least three native animal tracks (examples would be bear, cougar, wolf, deer, elk, rabbit).

iv. Arts & Sciences. (4)

Be able to create, by their own hand, two of the following:

1. Bowstring or crossbow string
2. Quiver
3. Arrow or Bolt
4. Bow or crossbow
5. Throwing knife
6. Throwing axe
7. Throwing spear, or
8. A Target (either Archery or TW)

E. MARINER TRIALS

i. Combat Leadership (1)

A Mariner candidate must be able to fight with rapier OR cut and thrust with a focus to a bridge / plank type fighting.

ii. Marshalate (2)

A Mariner candidate must be familiar with the rules of the An Tir Book of Combat as it applies to rapier OR Cut and Thrust combat. ***Warranted Senior marshals are considered to have completed this trial.***

iii. Individual Weapons Skills. (3)

1. Candidates shall demonstrate their ability to safely fight with single sword, sword and buckler, sword and dagger, and/or sword and RBG.
2. Candidates will be required to demonstrate an ability to instruct on the basics of: single weapons, single weapon and parrying device, and double weapon, and have a firm understanding of the weapons type and design.

iii. Identification of Weather. (4)

Demonstrate the ability to recognize and identify two types of weather signs that would specify hazardous weather. i.e. cloud formations / wave behaviours or patterns.

iv. Identification of Water Craft. (5)

Demonstrate the ability to recognize silhouettes of three types of water vessels that are period appropriate

v. Sailor Skills. (6)

Be able to create, by their own hand, and discuss three of the following:

1. A Monkey's Fist or a Turks Head knot and why it would be used
2. A rope splice and why it would be used
3. Bowline Knot, Reef Knot AND Hitch Knot
4. A form of navigation device, this includes time marking devices
5. A form of marine power generation (a working scale model is appropriate if proper period reference to size is also provided).

Section 4: THE OPTIONAL TRIALS

These are elective trials. A candidate will choose a set number of trials in categories not specific to their own discipline to complete their full slate for testing. If the candidate is unsuccessful at completing an optional trial they may opt to try to complete it, after a one month delay, or switch to an alternative optional trial.

a. Rapier. (1) Non-gallant / Mariner candidates may opt to demonstrate a competent defensive stance and attack using a standard SCA rapier. The concern here is for technique not power. Candidates will demonstrate the ability to inspect a rapier combatant's armour and weapons. Warranted Senior Rapier Marshals are considered to have completed this option.

b. Archery/Thrown Weapons Combat. (2) Non-Yeoman candidates may opt to show familiarity with the care and usage of missile/siege weapons. Candidates should be able to inspect a missile combatant's armour and weapons. Warranted Senior Combat Missile marshals are considered to have completed this option.

c. Target Archery. (3) Non-Forester candidates may demonstrate the ability to inspect range weapons. They will have three (3) attempts to score a 20 in archery Royal Rounds. Warranted Senior Target Archery marshals are considered to have passed this trial.

d. Thrown Weapons. (4) Non-Forester candidates may demonstrate the ability to inspect range weapons. They will have three (3) attempts to score a 30 in Thrown Weapons Royal Rounds. Warranted Senior Thrown Weapons marshals are considered to have passed this trial.

e. Heavy Combat. (5) Non-Sergeant candidates should be able to demonstrate three (3) basic weapons strikes on a pell using any standard SCA armoured combat weapon. The concern is for technique and not power. The candidate should also be able to inspect an armoured combatant's armour and weapons. Warranted Senior Armoured marshals are considered to have completed this trial.

f. Cut and Thrust. (6) Any candidate ably demonstrate three (3) basic weapons strikes on a pell using standard SCA Cut and Thrust weaponry. The concern is for technique and not power. The candidate should also be able to inspect an armoured combatant's armour and weapons. Warranted Senior Armoured marshals are considered to have completed this trial.

g. Rations and Army Provisions. (7) Any candidate make a presentation to no fewer than five people including a question and answer period at the completion, on what it would take, in terms of food and hydration, the provisions to keep an army of 1,000 soldiers on their feet and travelling to battle, citing sources.