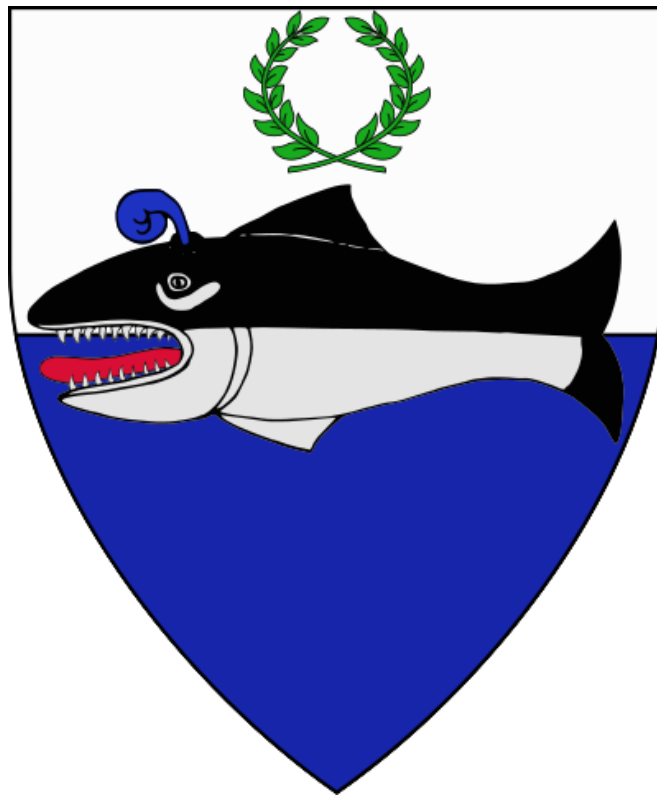


The Order of the Sergeantry in the Barony of Seagirt



Requirements for Sergeants, Yeomen,
Gallants, Foresters, and Mariners

Foreword

The Sergeantry began when An Tir was a principality and visits from sitting Royalty were rare. Candidates for the Sergeantry were tested in all the skills of knighthood: arts, sciences, warfare, courtly manners, dancing, heraldry and games: thus, when the Crowns then came to An Tir, They could be assured that these fine gentles were worthy of consideration for elevation to the Chivalry.

Though originally created to recognize and encourage armoured combat, today's Sergeantry has been expanded to include various martial skills and knowledge:

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

In addition to martial prowess and knowledge, a Sergeant demonstrates a commitment to service and chivalric behavior, acting as an ambassador for Seagirt when abroad, and serves as mentors for newcomers.

In Seagirt, the Sergeantry stand as trusted pillars of the community—loyal to the Coronets and committed to nurturing the Barony's progress, its people's well-being, and their collective endeavours.

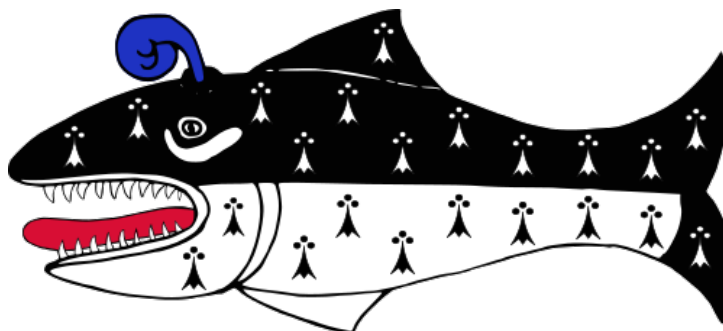


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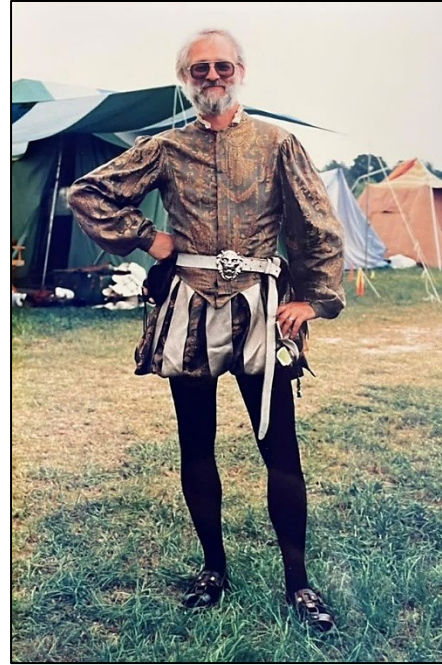
1. History

A Dissertation on the History of Sergeantry in An Tir

by Baron Gerhard Kendal of Westmoreland

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 Laire for equestrian activities.)



*Photo appears by kind permission of
Duchess Meagan ferch Meredydd*

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.



2.Roll

Definitions:

- a. A **Sergeant** is in direct fealty to one member of the Baronage of Seagirt (traditionally the Baroness) and holds this position at Their sole discretion. Sergeants will observe the obligations and benefit from the privileges of their rank for as long as they remain active.
- b. A **Retired Sergeant** is not in direct fealty to Seagirt because they have been elevated, moved, or are not participating in the SCA at this time, and are no longer subject to the obligations or privileges of active Sergeants. Retired Sergeants are also called Sergeant Emeritus.
- c. Rarely, members of the Sergeantry will be dismissed from service, and their names will not be listed with the Retired Sergeantry

Sergeant Prime: Gallant Mathieu Thibaud Chaudeau de Montblanc (2025)

| Active Sergeantry of Seagirt | |
|--|---|
| <ul style="list-style-type: none">• Yeoman Athelina Grey• Sergeant Dalibor Krivoklatsky• Gallant Mathieu Thibaud Chaudeau de Montblanc• Gallant Seamus MacDonald• Sergeant Seth Starr | |
| Retired Sergeantry | In Memoriam |
| <ul style="list-style-type: none">• Sergeant Allan Robbins• Gallant Connal MacLagmayn• Sergeant Edward Holgrove• Sergeant Ekatarina Borisovna• Sergeant Nikolai Toranovich• Yeoman Rashid al-Qasim• Sergeant Roderick Temple• Sergeant Sgain McBeighn | <ul style="list-style-type: none">• Sergeant James Llewellyn ap Gruffydd• Sergeant Owen Hallehyne• Sergeant Violante de Myranda |



3. Obligations

The Obligations of the Sergeantry of the Barony of Seagirt are:

- a. To swear Fealty to Their Excellency Seagirt, and through them, to the Barony of Seagirt, the Principality of Tir Righ, and the Kingdom of An Tir
 - b. To support the Barony of Seagirt in any wars that Seagirt wages through martial skill or, if unable to support the war effort, in another capacity
 - c. To champion the populace of Seagirt in combat and by words (award recommendations)
 - d. To uphold by word and deed the ideals of chivalrous behaviour as embodied in the Society for Creative Anachronism
 - e. To actively promote the Sergeantry to the populace
 - f. To maintain a level of competence in all fields of testing, and to make oneself available to candidates who ask for advice or testing dates
 - g. To acknowledge that there may come a time when one is unable to uphold one's obligations, and to retire with humility and grace
 - h. Encouraging others in the practice of their chosen area of expertise
 - i. Assisting either of the Baronages, as appropriate, in areas of Baronial Affairs
 - j. Serving as retinue for visiting nobility
-

4. Privileges

The Privileges of the Sergeantry of the Barony of Seagirt are:

- a. To wear the Sergeantry regalia as an appropriate token of this achievement
- b. To receive written certification that one has been duly tested and admitted to the Sergeantry
- c. To take on and train students at arms
- d. To be recognized as Their Excellency Seagirt's Guard, serving both on and off the field of battle and within Baronial courts and ceremonies
- e. To display a Sergeantry pennon at events
- f. To be a valued advisor to Their Excellency Seagirt pertaining to the Sergeantry with the ability to speak freely and without fear of retribution



- g. Attending the Baronage as appropriate, in Court, Procession and tasks related to assisting Their Excellency Seagirt at events and practices when the need arises
 - h. Advising the Baronages in matters of peace and war
-

5. Guidelines

The guidelines for the Sergeantry of the Barony of Seagirt are:

- a. The Sergeantry is self-administering, and Sergeantry members will elect one member as Sergeant Prime
- b. All Codes of Conduct and regulations specific to the Sergeantry will be developed with the approval of Their Excellency Seagirt and enforced by the Sergeantry and Their Excellency Seagirt. Such codes will not conflict with Corpora of the Society for Creative Anachronism, the laws of the Kingdom of An Tir, the laws of the Principality of Tir Righ, or the Customary or the Financial Policy of the Barony of Seagirt
- c. The Sergeantry will provide comment to Their Excellency Seagirt on aspects of the testing that may need revision from time to time
- d. Any member of the Sergeantry who has not been in contact with Their Excellency Seagirt for a period of two (2) years will be considered retired
- e. Retired Sergeantry may apply to Their Excellency Seagirt for reinstatement by following steps 1 and 2 of the Commencement Trials
- f. Sergeantry are obligated to either swear fealty to an incoming Baronage or give notice to the Heirs that they wish to retire from such duties before the Heirs are invested
- g. A member of the Sergeantry may be removed by a two-thirds majority vote if just cause is shown, and no conflict resolution is successful. The sanctioned member may appeal to Their Excellency Seagirt, who reserves the right to final judgement
- h. Their Excellency Seagirt may suspend any member of the Sergeantry for gross failure in their commitment to the Sergeantry or for violation of the Obligations until such time as the members of the Sergeantry can convene to discuss further actions



6. Requirements

a. Coordination of Trials

Candidates will arrange their own trials to take place either at an event or practice and arrange for the necessary equipment. This can include regularly scheduled practices, or special practices with a week's prior advertising so that the populace may witness the trial. Some trials will require the Sergeantry to prepare and may require additional lead time. Combat Leadership Trials will take place during the Sealion War.

b. Candidates will be evaluated by:

- i. Their Excellency Seagirt or their designate
- ii. An active member of the Sergeantry or their designate
- iii. A member of the populace

c. Candidates will test in the following trials:

- i. Commencement: candidates will confer privately with Their Excellency Seagirt, then apply in court to officially start their candidacy
- ii. General (5 tests): candidates will demonstrate a well-rounded SCA character by participating in Persona Development, Heraldry, Games, Dance, Bardic, and Geography challenges. Exceptional skill is not required to pass these tests but an attempt with good grace is expected
- iii. Specific (4 tests): the candidate will declare a specialty: Sergeant (armoured combat), Yeoman (combat archery), Gallant (fencing), Forester (target missiles with field knowledge), or Mariner (cut & thrust or fencing with marine knowledge). Each specialty will test in Combat Leadership OR Combat Craftsmanship, Martialate, Individual Weapons Skills, and Military Science. The candidate must pass all of the challenges related to their special quest
- iv. Diversity, Equity, and Inclusion: A candidate may confer with Their Excellency Seagirt to take an optional test instead of one of the General or Specific tests. A candidate is responsible for advocating for themselves and requesting any necessary accommodations. Candidates may choose from any of the tests designed for one of the other quests or design their own in consultation with Their Excellency Seagirt



d. **Additional attempts**

Candidates may re-take any of the tests up to three (3) times at their own request, or at the direction of Their Excellency Seagirt. A candidate must pass the Specific Trials for their quest to attain the rank they have chosen but may change their focus to a different discipline in consultation with Their Excellency Seagirt.

e. **The candidacy will come to an end if:**

- i. The candidate withdraws
- ii. The candidate is unsuccessful after three (3) attempts of the Specific Trials
- iii. The candidacy may be restarted as directed by Their Excellency Seagirt

f. **Timeframe**

Candidates have one (1) calendar year to complete their trials. A candidate may confer with Their Excellency Seagirt to extend their trials in extenuating circumstances.

7. Commencement Trials

a. **Résumé**

The candidate will present their SCA résumé to Their Excellency Seagirt and take part in a class or discussion group related to Diversity and Inclusion and confer with Their Excellency Seagirt for a date to present their petition in court.

b. **Calligraphy**

The candidate will present themselves to Their Excellency Seagirt in court and present a calligraphed scroll requesting their admittance to the trials for the Sergeantry.

c. **Deportment**

Their Excellency Seagirt will charge the populace to observe the candidates to see that they show the appropriate deportment and to speak privately to Their Excellency Seagirt should any concerns arise.



8. General Trials

Candidates who have passed any of the General Trials for Seagirt Scholars will be considered to have passed the same tests for Sergeantry.

a. Persona Development

i. **Personal Heraldry**

Candidates are expected to have a name and Arms in submission to the College of Heralds before commencing their trials. Candidates may alternately defend the reason why their persona would NOT have arms and what they might display instead.

ii. **Biography**

Candidates will submit a short biography (1000-1500 words), OR complete one of their other trials in persona. Candidates that have participated in a Persona Development Challenge like Silver Whale will be considered to have passed this test. Candidates should be able to explain:

1. When and where they were born
2. The type of education or training they received and how they make their living
3. Their current living conditions
4. Daily activities and cultural/religious observances
5. Rulers or local people of note
6. Geography known to their persona and any travel they have undertaken

b. Heraldry

To pass the Heraldry section, a candidate must achieve a score of at least 75% correct answers.

i. **Candidates will be able to blazon:**

1. Their own device
2. That of the Barony of Seagirt (1)
3. The personal arms of the Baronages of Seagirt (2)
4. The Crowns of An Tir (2)



5. The Heirs of An Tir (2)
6. Principality of Tir Righ (1)
7. Kingdoms of the Known World (5)

ii. **Candidates will be able to identify:**

1. The personal arms of the King and Queen of An Tir (2)
2. The principal offices of the Kingdom (7: Seneschal, Exchequer, Marshal, Chatelaine, A&S, Chronicler, Herald)
3. The branches of the Principality of Tir Righ and neighbors
4. The arms of the active Sergeantry

c. Games

Candidates will play, teach (if necessary) and be able to identify the culture and time period of five (5) medieval games. Three (3) should be strategy games, and the other two may be games of luck or active games.

Candidates who have entered a games championship in the past two (2) years are considered to have passed this test.

d. Dance

Candidates will dance, teach (if necessary), and identify the culture and time period of five (5) medieval dances. A variety of stately and rowdy dances is preferred. It is customary to dance the Saracen's Bransle in the armour of the candidate's discipline.

e. Bardic Arts

Candidates will entertain the populace by presenting a historical piece or original piece in a period style, identifying the culture and era that is being showcased. This may be a song, story, poem, instrumental piece, or theatre. Candidates are responsible for offering a translation if the piece is not originally in English, and for providing their own accompaniment or supporting players. Candidates who have entered a bardic competition in the last two (2) years with a qualified piece will be considered to have passed this trial.

f. Geography

To pass the Geography section, a candidate must achieve a score of at least 75% correct answers.



i. **Kingdoms of the Known World**

Candidates will be able to name the Kingdoms of the Known World and locate them on a blank map

ii. **Geography of An Tir**

Candidates will be able to name the Principalities and Baronies of An Tir and locate them on a blank map

7. Specific Trials: Sergeants-at-Arms

Candidates must successfully pass each of the following three trials to qualify for elevation to Sergeant:

a. **Combat Leadership**

Candidates will lead an SCA force upon the armoured battlefield in several battle scenarios.

b. **Marshalate**

Candidates will 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.

c. **Individual Weapons Skills**

Candidates will fight and teach with safety, chivalry, and prowess using a variety of weapons in the following categories:

- i. Two (2) combinations of Shield (round, heater, kite, other) AND One-handed weapon (sword, mace, axe, other)
- ii. A two-handed weapon (Two-handed axe, sword, maul, Florentine)
- iii. A polearm (glaive, spear, great sword, pike, other)



d. **Military Science**

Candidates will demonstrate their understanding of Fortifications, Siege Weapons, Arms & Armour, and Historical Battle Strategies. This may be written, discussed in person, or via a format suitable to the candidate and Their Excellency Seagirt. The candidate will submit a list of sources consulted to Their Excellency Seagirt and the Sergeantry one month before testing.

i. **Fortifications**

The history of fortified buildings in one culture, including terminology associated with the fortification or castle type and how it may be defended or attacked.

ii. **Siege Weapons**

The history of Siege Weapons in one culture, including mechanisms such as tension, torsion and traction machines, and basic weapon types and how they were used in battle.

iii. **Arms & Armour**

The history of Arms and Armour of one culture, including design, terminology, and evolution of armour, bladed weapons, and missile weapons.

iv. **Historical Battle Strategies**

The history of one Battle, including the order of battle, terrain, reasons for the battle, the leaders of both sides, the outcome of the battle and historical effects of that outcome.

8. Specific Trials: Gallants

Candidates must successfully pass each of the following three trials to qualify for elevation to Gallant:

a. **Combat Leadership**

Candidates will lead an SCA force upon the rapier battlefield in several battle scenarios.



b. Marshalate

Candidates will 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.

c. Individual Weapons Skills

Candidates will fight and teach with safety, chivalry, and prowess using a variety of weapons in the following categories:

- i. Single sword
- ii. Sword and buckler
- iii. Sword and soft parry
- iv. Sword and rigid parry
- v. Sword and dagger
- vi. Case of rapiers

d. Military Science

Candidates will demonstrate their understanding of Fortifications, Siege Weapons, Arms & Armour, and Historical Battle Strategies. This may be written, discussed in person, or via a format suitable to the candidate and Their Excellency Seagirt. The candidate will submit a list of sources consulted to Their Excellency Seagirt and the Sergeantry one month before testing.

i. Fortifications

The history of fortified buildings in one culture, including terminology associated with the fortification or castle type and how it may be defended or attacked.

ii. Siege Weapons

The history of Siege Weapons in one culture, including mechanisms such as tension, torsion and traction machines, and basic weapon types and how they were used in battle.

iii. Arms & Armour

The history of Arms and Armour of one culture, including design, terminology, and evolution of armour, bladed weapons, and missile weapons.



iv. **Historical Battle Strategies**

The history of one Battle, including the order of battle, terrain, reasons for the battle, the leaders of both sides, the outcome of the battle and historical effects of that outcome.

9. Specific Trials: Yeomen

Candidates must successfully pass each of the following three trials to qualify for elevation to Yeoman:

a. **Combat Leadership**

Candidates will lead an SCA force upon the missile combat battlefield in several battle scenarios.

b. **Marshalate**

Candidates will 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.

c. **Individual Weapons Skills**

Candidates will fight and teach with safety, chivalry, and prowess in a variety of circumstances using weapons related to their specialty (Archery, Thrown Weapons, or Siege Weapons):

- i. 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 Agincourt style shoots.
- ii. A hand weapon of their choice as a back-up in heavy combat in the event they are involved in a skirmish.

d. **Military Science**

Candidates will demonstrate their understanding of Fortifications, Siege Weapons, Arms & Armour, and Historical Battle Strategies. This may be written, discussed in person, or via a format suitable to the candidate and Their Excellency Seagirt. The candidate will submit a list of sources consulted to Their Excellency Seagirt and the Sergeantry one month before testing.

i. **Fortifications**



The history of fortified buildings in one culture, including terminology associated with the fortification or castle type and how it may be defended or attacked.

ii. **Siege Weapons**

The history of Siege Weapons in one culture, including mechanisms such as tension, torsion and traction machines, and basic weapon types and how they were used in battle.

iii. **Arms & Armour**

The history of Arms and Armour of one culture, including design, terminology, and evolution of armour, bladed weapons, and missile weapons.

iv. **Historical Battle Strategies**

The history of one Battle, including the order of battle, terrain, reasons for the battle, the leaders of both sides, the outcome of the battle and historical effects of that outcome.

10. Specific Trials: Foresters

Candidates must successfully pass each of the following three trials to qualify for elevation to Forester:

a. **Combat Craftsmanship**

- i. Candidates will make by their own hand at least two (2) pieces of equipment related to Forestry:
 1. Bowstring or Crossbow string
 2. Quiver
 3. Arrow or Bolt
 4. Bow or Crossbow
 5. Throwing Knife
 6. Throwing Axe
 7. Throwing Spear
 8. Target (either Archery or TW).



- ii. Candidates will demonstrate knowledge of at least two (2) skills related to Forestry:

1. Hunting
2. Trapping
3. Tracking (human or animal)
4. Wild Harvesting/Gleaning
5. Temporary Shelters
6. Raiding/Trading for supplies.

b. Marshalate

Candidates will be familiar with the rules of the An Tir Book of Target as it applies to their chosen discipline of archery or thrown weapons. Warranted Senior Archery or Thrown Weapons marshals are considered to have completed this trial.

c. Individual Weapons Skills

Candidates will walk one field course using a bow weapon and one field course using a thrown weapon while fully equipped. At each station on the course candidates will halt, aim, and fire at designated targets of varying heights and visibility. Candidates will be considered to have passed with a 50% success rate.

d. Military Science

Candidates will demonstrate their understanding of Fortifications, Siege Weapons, Arms & Armour, and Historical Battle Strategies. This may be written, discussed in person, or via a format suitable to the candidate and Their Excellency Seagirt. The candidate will submit a list of sources consulted to Their Excellency Seagirt and the Sergeantry one month before testing.

i. Fortifications

The history of fortified buildings in one culture, including terminology associated with the fortification or castle type and how it may be defended or attacked.

ii. Siege Weapons

The history of Siege Weapons in one culture, including mechanisms such as tension, torsion and traction machines, and basic weapon types and how they were used in battle.



iii. **Arms & Armour**

The history of Arms and Armour of one culture, including design, terminology, and evolution of armour, bladed weapons, and missile weapons.

iv. **Historical Battle Strategies**

The history of one Battle, including the order of battle, terrain, reasons for the battle, the leaders of both sides, the outcome of the battle and historical effects of that outcome.

11. Specific Trials: Mariners

Candidates must successfully pass each of the following three trials to qualify for elevation to Mariner:

a. **Combat Craftsmanship**

- i. Candidates will create by their own hand and discuss the following five (5) knots:

1. Monkey's Fist or Turks Head knot
2. Rope Splice
3. Bowline Knot
4. Reef Knot
5. Hitch Knot

And also discuss:

1. Advantages and disadvantages
2. Pertinent points of interest.

Other knots will be considered in consultation with Their Excellency Seagirt.

- ii. Candidates will demonstrate at least two (2) skills related to sailing:

1. Navigation and Propulsion
2. Weather



3. Ship Identification (friend or foe, types of ships relevant to the culture being studied)
4. Ship Building
5. Crew and Culture aboard ship.

Other skills will be considered in consultation with Their Excellency Seagirt.

b. Marshalate

Candidates will be familiar with the rules of the An Tir Book of Combat as it applies to Cut and Thrust or Rapier combat. Warranted Senior marshals are considered to have completed this trial.

c. Individual Weapons Skills (Rapier or Cut & Thrust)

Candidates will fight and teach with safety, chivalry, and prowess using a variety of weapons in the following categories:

- i. Single sword
- ii. Sword and buckler
- iii. Sword and dagger
- iv. Bridge/plank scenario

d. Military Science

Candidates will demonstrate their understanding of Fortifications, Siege Weapons, Arms & Armour, and Historical Battle Strategies. This may be written, discussed in person, or via a format suitable to the candidate and Their Excellency Seagirt. The candidate will submit a list of sources consulted to Their Excellency Seagirt and the Sergeantry one month before testing.

i. Fortifications

The history of fortified buildings in one culture, including terminology associated with the fortification or castle type and how it may be defended or attacked.

ii. Siege Weapons

The history of Siege Weapons in one culture, including mechanisms such as tension, torsion and traction machines, and basic weapon types and how they were used in battle.



iii. **Arms & Armour**

The history of Arms and Armour of one culture, including design, terminology, and evolution of armour, bladed weapons, and missile weapons.

iv. **Historical Battle Strategies**

The history of one Battle, including the order of battle, terrain, reasons for the battle, the leaders of both sides, the outcome of the battle and historical effects of that outcome.

