

MARSHAL-IN-TRAINING (MIT) PROCESS FOR THE EAST KINGDOM

Requirements:

Must be at least eighteen (18) years of age and a current member of the Society of Creative Anachronism.

Authorization Process:

In order to become a MIT, a candidate will need to contact the Regional Deputy Marshal of Armored Combat (RDM) for their region and request training. The RDM will either train the candidate directly, or locate an experienced Marshal to train the candidate if the RDM is not able to train the candidate personally.

Training consists of the following:

- i. The candidate must familiarize themselves with Rules of the Lists, the Society Conventions of Combat, and the Policies of the Earl Marshal of the East Kingdom.
- ii. The candidate must familiarize themselves with the Society and East Kingdom armor and weapon standards.
- iii. The candidate must complete a Marshal Training Log by assisting in marshalling at a minimum of three different events and having the Marshal-in-Charge (MIC) sign off on the candidate's log that they successfully completed the required tasks.

Upon completion of the required training, the candidate must undergo a testing process with the RDM and one additional warranted or rostered Marshal.

Testing includes

- i. Must show a verbal knowledge of the rules and conventions of combat by successfully answering a minimum of three questions asked by each Marshal administering the test.
- ii. Candidates must show competence in inspecting armor and weapons for safety.
- iii. Candidates must demonstrate an ability to maintain proper position relative to the combatants and safely observe the combat.
- iv. Candidates must demonstrate an ability to understand the combat and act as a fair witness when requested by the combatants.
- v. Candidates must demonstrate the ability to project commands so that combatants may hear them during combat.

- vi. Once the candidate has shown Knowledge and competency in tourney marshalling, the candidate must explain the differences in marshalling melee and war situations. If practical, and at the testing Marshal's discretion, the candidate may be asked to demonstrate melee and/or war marshalling.

After the successful completion of the testing process, the EK Marshal of Armored Combat will add the new Marshal to the roster for his region.

Here are some sample questions that a testing marshal may ask during the testing process. Testing Marshals may feel free to use any of these questions, or may devise their own.

- Describe what parts of the body need to be armored.
- When would you fail a helm because of its padding?
- Describe how you inspect weapons.
- During a war scenario, you observe a fighter going down with a possible injury. How would you respond to this situation?
- During a war scenario, a fighter is becoming more and more agitated. How would you respond to this situation?
- During a tournament fight, you observe a flat shot landing and the opponent taking it as "good". How would you respond to this situation?
- During a tournament fight, you notice the vambrace has come unbuckled on one of the combatants. How would you respond to this situation?
- During an official baronial practice, two fighters want to use non-SCA approved weapons and they want to grapple during combat. How would you respond to this situation?