

The Adrian Empire, Inc.

MARSHALS MANUAL

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Anyone is welcome to point out any error or omission that they may find.

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PREFACE

This is the manual of procedures for the Marshallate within the Adrian Empire, being the year sixteen anno Adriano, and revised during the reign of Their Imperial Majesties, Dame Maedb Hawkins and Sir Karl von Katzburg. Special thanks to the many members who have contributed significantly to this manual, who include (but are certainly not limited to):

- Sir Coda der Drachesohn, Gottesknecht
- Sir Arion Hirsch von Schutzhundheim
- Sir Frederick von Burg

I. DESCRIPTION OF A MARSHAL

A. PERSPECTIVE

You are a marshal. You are in control on the field of combat. The safety of the fighters and the spectators is in your hands.

Take your job seriously.

B. WHO MAY BE A MARSHAL

Any member of the Adrian Empire may choose to become a marshal. It is highly recommended that the person desiring to become an *authorized* marshal also have achieved at least the Sergeant's level of combat.

C. SCOPE OF DUTIES AND RESPONSIBILITIES

Marshals conduct armor and weapons checks, qualify combatants and have ultimate authority on the field. Marshals are the safety officers of the empire. In the case where a marshal's judgment is called into question, an appeals process exists to help ensure fairness and objectivity. The marshal's main job is to see that combat activity in the Adrian Empire Inc. is safe and fair. Secondly, the marshal helps to ensure that combat in Adria is both fun and educational for participants and spectators.

A marshal in the Empire of Adria is expected to be able to know how to:

- Administer the basic sword oath by heart
- Conduct an armor inspection for all types of combat
- Conduct a weapons inspection for all types of weapons
- Identify any item on the banned weapons list
- Describe the target and non-target areas of the body
- Describe and demonstrate a legal blow with all weapon types
- Marshal single combat
- Marshal melee combat (tournament and war)
- Run a single-elimination tournament
- Authorize a marshal

II. EQUIPMENT INSPECTIONS

A. ARMOR

Armor standards are found in [Section III](#) of the Adrian Combat Manual. The marshallate will check every fighter for armor and weapons compliance before combat begins. If a combatant is found to be wearing sub-standard armor, corrections may be made, and the combatant re-checked. See [Appendix B: Marshal's Kit](#) for the items needed to perform an armor inspection.

Failure to meet armoring minimums will preclude a fighter from participation until the minimums are met.

ARMOR CHECK

The following is the method for conducting an armor inspection:

1. Ask the fully armored (including helm) combatant to stand facing you, arms out.
2. Ensure that all of the places that require rigid protection, based on the type of combat, are covered with such. If leather is being used for rigid protection, make sure it hasn't become soft from use to the point that it is no longer adequately rigid.
3. Look for any unfastened buckles, loose ties, etc. and mention them to the combatant.
4. Ask if the combatant is wearing groin protection. Do **not** hit the combatant in the groin.
5. Tell the combatant to tilt his head back and look up. Verify that the entire throat is covered with no skin showing. Examine any large openings in the helm, measuring any that appear larger than allowed in the Adrian Combat Manual for the type of combat in which the helm will be used.
6. Tell the combatant to tilt his head forward. Verify that the back of the head and neck are sufficiently covered. The cervical vertebrae can be found by running a hand down the neck from the back of the head. The first large lump is the cervical vertebrae.
7. Placing one arm behind the combatants shoulder, use the other hand to press on the front of the helm to ensure that it does not bottom out on their face. It is acceptable for the tip of the nose to touch.
8. Hold the helm with both hands and pull up on the helm to ensure that it does not easily come off of the head. Do **not** yank the helm.
9. Turn the combatant around to see that the entire back of the head is covered and no skin is showing.
10. Check for undisguised plastic or aluminum, modern sports or military gear, or tennis shoes.
11. Examine shield for splinters and loose edging. If the combat type required rigid hand protection, check that the combatant either has a gauntlet or an adequate combination of shield hand guard and demi-gauntlet.
12. If the combatant smells of alcohol or appears to be inebriated, ask them if they have had any alcohol prior to coming to the field and remove them from the field if they have.

When conducting an armor inspection, **do not**:

- Test armor by hitting it with weapons
- Hit the combatant in the groin
- Yank on the helm

B. WEAPONS

The marshallate shall inspect all weapons before allowing them to be used in combat. Weapons standards are found in [Section III](#) of the Adrian Combat Manual. See [Appendix B: Marshal's Kit](#) for the items needed to perform a weapons inspection.

If the dimensions of any part of the weapon look questionable, check it with the appropriate gauge. See [Appendix B: Marshal's Kit](#) for a list of gauges included in the Marshals Kit.

1. HAND-HELD WEAPONS

a. Shinai

- Does the tip come off easily?
- Does the shinai have all four (4) slats?
- Is the edge marked?
- If shinai has been modified, is the shinai still safe?

b. Shinai Pole-Weapons

- Does the shinai portion meet all the requirements above?
- Does the shinai fit snugly into the pole? (Hold it upside-down by the haft and shake it.)
- Are there any bends in the haft? (A slight flex is acceptable.)
- Is the overall length within one-half inch (1/2") of maximum allowed?

c. Renaissance Weapons

- Are there any cracks or defects in the guard or blade?
- Will the tip come off? (Have the combatant hold the sword while you pull on the tip.)
- Has the red tape covering the tip worn off?
- Is the flex within acceptable range? (Check the flexibility as described in [Appendix B](#) of the Adrian Combat Manual.)
Any blade that maintains a sharp bend after being flexed must be permanently removed from the field. A slight curve over the length of the blade is acceptable.
- For Cut & Thrust rapiers, does the combatant have a swept hilt or rigid hand-protection?

d. Defensive items for Renaissance Combat (e.g. mug, parrying dagger, cloak, etc.)

- Are there any sharp points? (Parry-only daggers must have rounded tips.)
- Can the weapon be broken into sharp points?

e. Weapons intended for Armored Combat

- Does the sword have the proper width, helm penetration, and weight? (If the weapon seems heavy, weigh it to ensure that it does not exceed the allowed maximum.)
- Does the sword have cracks or defects that might result in breakage during combat?
- Does the blade have burrs that could cause injury or damage to an opponent's gear?
- Are the pommels firmly secured?
- Are the heads firmly secured to the haft?
- For pole-weapons, does the overall length exceed the allowed maximum?
- Is there an excessive amount of splintering on the haft that would significantly weaken the haft?

2. MISSILES, BOWS, SIEGE WEAPONS

a. Arrows

- In a spot-check of random arrows, are there any signs of "punch-through?" (Test for punch-through by grasping the arrow shaft and wiggling the head of the arrow. Any movement of the shaft inside the head will disqualify the arrow from further use, and be just cause for further inspection of that quiver's arrows.)
- Have the arrows been constructed according to the [Archery Construction Guidelines](#)? (At the Crown Marshal's discretion, a random arrow may be dissected for inspection.)

b. Javelins and Ballista Bolts

- Are the tennis balls firmly attached to the front of the golf tube?
- Is the padding (ballista bolts only) adequate?

c. Bows

- Is the poundage appropriate for the combat type?
- Are there any cracks or stress marks on the bow, limb or arms?
- Does the bowstring have excessive fraying?
- Is the bowstring correctly attached to the ends of the limbs?

d. Siege Weapons

- Does the release mechanism operate properly? (Have the siege weapon operator demonstrate this.)
- Are all the rocks and balls within the weight limits?
- Have the rocks and balls been constructed according to the [Archery Construction Guidelines](#)? (At the Crown Marshal's discretion, a random rock or bolt may be dissected for inspection.)

III. MARSHALLING COMBAT IN GENERAL

A. "LAY ON"

The phrase "Lay on" is the signal to commence combat.

B. "HOLD"

The word "hold," when shouted during combat, stops all activity immediately.

All combatants must cease fighting and kneel when a hold is called. In the case where a combatant is physically incapable of kneeling, they may stand, place and hold their weapon on their head.

- A marshal may call a hold for any reason.
- In one-on-one tournament combat, the combatants freeze in place (as best they can) while the marshals deal with the situation that caused the hold. If there is no need to move the combatants from where they were when the hold was called, they may continue the combat from their "frozen" positions.
- A hold is a stoppage in time. Combatants are not allowed to discuss strategy during a hold.
- If combatants have moved during the hold (e.g. to clear an area for an injured combatant), they must return to their original position they were in prior to the hold before the lay on is called.
- If the hold was called because the combatants were up against a boundary, the combatants may be moved back into the fighting area, retake their original positions, and resume combat on the word of the marshal.
- "Dead" combatants may leave the field.

C. WHAT TO WATCH FOR

1. TIMING OF BLOWS

- Simultaneous blows (in order to judge whether or not a double-kill has occurred).

2. BOUNDARIES

- Combatants approaching the list or battlefield boundary.
- Spectators getting too close to the list or battlefield boundary from the outside.

3. BREAKAGE

- Broken weapons
- Loss of blunting tips
- Broken armor or straps
- Excessive splintering of shields or hafts

4. HEALTH AND INJURY

- Signs of extreme exhaustion of the combatants, marked by a combatants inability to defend or attack effectively.
- Injuries

If a combatant is injured on the field, immediately call a hold and call for a physicker to attend to the injured combatant. Do not remove any pieces of armor until the physicker arrives unless that armor is restricting the breathing of the combatant in some way.

5. COMBATANTS' BEHAVIOR

- Blatantly ignoring blows received.
- Excessive force (Refer to [Article I.E.](#) of the Adrian Combat Manual for issues concerning excessive force and fighters conduct on the field.)
- Loss of temper (If a combatant loses his temper, instruct the combatant to calm down or leave the field. The marshal has authority over any combatant regardless of their rank, status, etc.)

Tournament

If a combatant is hit with an apparent good blow:

- Allow the combatant a few seconds to accept the blow.
- If it goes unacknowledged, call a hold and ask the combatant that was hit if he felt the blow.
- Inform him of where you saw the blow land, angle of the blow and what part of the weapon landed.
- Refrain from sounding judgmental (e.g. "It looked like it came in from here and landed here," as opposed to "You are so dead").
- Also, ask the combatant that threw the blow his opinion of the blow and what he felt when it landed (e.g. Was it a dull thud like hitting a shield; or a mushy impact, like hitting gambeson?).
- If this occurs a second time, the marshal may make the decision for the combatant.
- If the initial blow was obviously good, the marshal shall award the point and caution the receiving combatant to be more aware of incoming blows.

War

If a combatant is hit with an obviously good blow that goes unacknowledged:

- Point your staff at that combatant and announce that he has been killed (or wounded) loud enough for him to hear you.
- If the combatant does not hear you, tap him with your staff to get his attention or call a hold if you cannot get to him.

6. KIBITZING

Spectators and dead combatants are not allowed to advise, call blows on, or otherwise affect those on the field. Inform anyone doing so that this is not allowed. Cheering and encouragement is acceptable.

IV. MARSHALLING TOURNAMENTS

These are the procedures for marshalling tournament combat and includes:

- Prerequisites
- List field setup
- Combat initiation
- Combat
- Conflict resolution

Local chartered subdivisions may add to the rules in this section as long as it does not conflict with this manual or the [Adrian Bylaws](#).

A. PREREQUISITES

1. PERSON IN CHARGE

A tournament should have one person that is in charge of the combat portion of the event. Generally, it is the Minister of Joust and War, but could be any authorized marshal. The Marshal of the Field shall:

- Make sure the list field is set up properly
- Have the marshalls perform armor and weapons inspections and man the list fields
- Ensure that the lists run smoothly for the day.
- The Marshal of the Field has the final word concerning all combat related issues arising during the tournament. Appeals to the Marshal of the Fields decision must be made to the Crown.

2. NUMBER OF MARSHALS

There must be at least two (2) authorized marshals present to conduct a tournament. This will allow enough marshals to run one (1) list field. Each list field must be manned by at least two (2) marshals. It is recommended that there be at least three (3) marshals on the each list field.

3. WARM-UPS AND CHALLENGES

"Warm-up" bouts or challenges may be conducted prior to or in between rounds as long as at least one (1) marshal is actively monitoring the combat.

4. SHORT LISTS

In the case where there are not enough combatants for a Knights Renaissance Schlager list, the local sovereign or Minister of Joust and War may combine both Knights and Sergeants lists into one (1) Knights list. Any combatants qualified to fight in a Sergeants Renaissance Schlager list can, at the discretion of the sovereign or Minister of Joust and War, be allowed to participate in the Knights list for that day. The win counts as a Knights list win. This is not an option if there are enough Sergeants and Knights present for a full Knights list.

B. LIST FIELD SETUP

1. SIZE

A list field intended for single combat shall be no smaller than fifteen (15) feet square with a fenced boundary. The recommended size is twenty five (25) feet square, with a fenced boundary.

If no fencing is available for list fields, the field must be at least:

- No smaller than thirty (30) feet square if surrounded by the populace;
- Penned in on three (3) sides by natural obstacles (e.g. trees, hedges, castle walls, etc.)
- Thirty (30) feet away from the nearest encampment.

2. FENCING

The border of a list field shall be composed of at least one (1) strand of rope (minimum size 3/8"), strung at least thirty inches (30") high at the posts. Posts that support two (2) strands of rope, one along the top and one in the middle, are preferred. The lower strand assists in keeping small children from running onto the field. The top of posts used to hold the list field rope must not end in a point that could cause injury if fallen upon.

3. EXTERNAL BORDER

The list field must have an external area of at least five feet (5') out that is to be kept clear of tent ropes, spectators, equipment, etc. A second set of ropes and poles is recommended, but not required. For multiple, connected list fields, a five foot (5') border between the list fields is not necessary.

4. ENTRANCES

Each list field should have at least 2 entrances.

5. HAZARDS

Examine the inside of the field for gopher holes or sprinkler heads, filling holes if possible or moving the list field if the hazard cannot be avoided.

Since most park sprinkler-heads are flat and mostly flush with the ground, informing the combatants of where they are should be sufficient.

C. COMBAT INITIATION

1. OPENING COURT

At opening court, the Marshal of the Field shall inform the populace of the days tournament activities, the order of combat, and any other relevant information or special rules associated with the days combat. Local customs that limit target areas or types of blows should be mentioned if there are combatants from out of the area who may not be aware of them.

2. SWORD OATH

Once the lists are closed, all combatants must take the sword oath. Announce loudly, at least twice that "*Combatants must now gather neigh for the Sword Oath!*" Once all are gathered, perform the sword oath as described in [Section I.E.](#)

3. INSPECTIONS

After the sword oath has been given, begin conducting armor and weapons inspections.

4. ANNOUNCEMENT

A herald or marshal should announce how long is left until combat begins. Make this announcement twice:

- Once at least twenty (20) minutes before the first combat is to begin, and
- Again five (5) minutes before the first combat is to begin

5. MARSHALS' MEETING

The Marshal of the Field calls together all people wishing to marshal that day, informing them of special rules they need to be aware of or things they need to watch for. If there are multiple list fields, the Marshal of the Field assigns marshals to the field they will run for the day.

6. STAFF

When on the field, all marshals shall have a staff that is at least six (6) feet long.

Unsheathed swords may **NOT** be used as marshaling staves.

7. ON-SITE INSPECTION

When the combatants arrive for the first round of combat, ask them if they have been inspected. If not, inspect them. If the inspection fails, depending on time issues, either wait for the combatant to fix the problem or postpone the combat until the next one is over. If the combatant cannot fix the problem by the end of the next combat, the combatant forfeits this round. When the combatants arrive for subsequent rounds, ask them if everything is back in place, and check for a gorget (the most commonly forgotten item between rounds).

8. MARSHAL ASSIGNMENT

Prior to the start of combat, decide which marshal will watch blows to which combatant. Generally, the marshal on the sword-side of a combatant will watch blows thrown to that combatants opponent.

9. TAKE POSITION

Have the combatants take opposite ends of the field and face each other.

10. ANNOUNCE ROUND

Loudly announce the round number and combatants' names. For example: *"In the first round combat on this field, Sir Trotts <point to him> will do honorable combat with Pug Dungfist" <point>.*

11. SALUTES

Loudly call out the salutes. For example: *"My lords, please salute the Crown, salute the lord/lady whose favor you bear, salute your honorable opponent."* (In subsequent rounds, salutes need only be made to their opponents.)

12. BEGIN

To begin the combat, two (2) marshals shall:

- Cross staves between the fighters
- Confirm that both combatants are ready to begin
- Ask each combatant if they are ready
- Announce something like "For honor and glory, lay on!"

The marshals may move to observe the combat, but if there are four (4) corner judges, this should not be necessary. The words *"lay on"* are the signal that combat is to begin. This is universal for all manners of combat.

D. COMBAT

1. MARSHAL POSITIONS

TWO MARSHALS: If there are two (2) marshals on the field, they should be positioned opposite of each other with full view of both combatants as in Figure 1.

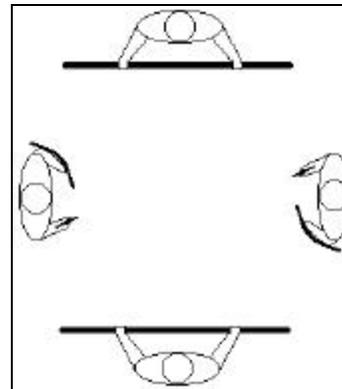


Figure 1. Two Marshals

THREE MARSHALS: If there are three (3) marshals on this field, take positions as shown in Figure 2. Note that the side with two marshals is on the sword side of combatants that are opposite handed.

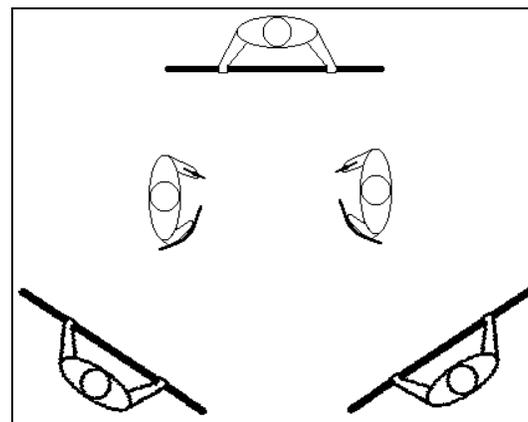


Figure 2. Three Marshals

FOUR MARSHALS: If there are four (4) marshals, they should take positions as shown in Figure 3.

FIVE MARSHALS: If there are five (5) marshals, there would be one (1) staying stationary in each corner (assuming four corners) and one (1) referee who will circle the combatants. No more than five (5) marshals should be present on a single combat list field.

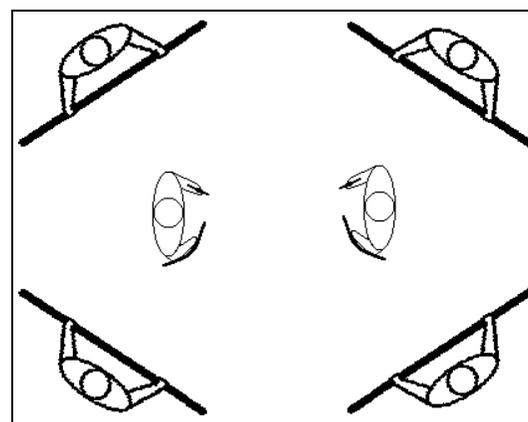


Figure 3. Four Marshals

2. MOVEMENT

If the combatants rotate around each other, make an effort to maintain the illustrated positions short of running in circles around the combatants.

3. QUESTIONED CALL

When a called point is questioned, a simple majority of marshals rules and if a majority did not see the blow, it doesn't count unless the receiving combatant accepts it.

If neither the combatants nor the marshals can make a clear determination of a winner, allow the combatants to step back and start over.

"When in doubt, fight it out."

4. ANNOUNCE WINNER

Once a bout has completed, announce the winner of the point to the audience and begin the next bout when both combatants are ready.

Once the round is completed, announce the winner to the audience. Make sure the list person is notified of the outcome.

5. MARSHALING TREE

If there is a marshaling tree (see [Appendix A](#)), the heraldry of the winner is advanced, the on-deck fighters are moved into the current position and the new on-deck placards are raised.

6. WATER

Allow time for the combatants to get water before starting the next round.

E. CONFLICT RESOLUTION

1. All combatants shall submit to the decisions of the marshals.

A combatant may immediately appeal a marshal's ruling to the presiding noble whose decision is final, except that the local noble may not overrule the decision of the:

- Imperial Earl Marshal, Imperial Minister of Jousts and War, Imperial Crown Marshal, deputies or the rules as set forth in the [Combat Manual](#)
- Crown Marshal if the noble is directly involved with the call

2. Combatants have the right to call their own blows. This does not limit or negate the ultimate authority of a marshal to call any legal blow not called by the combatants:

- a. A marshal may stop combat and ask if a combatant felt any blow. *"Did you feel that?"*
- b. The marshal may ask the deliverer of the blow if they thought it was a legal shot. *"Did you hit him? Where?"*

The marshal may then decide whether to impose the call on the combatants or not.

3. Calls will be imposed if a simple majority of the presiding marshals saw the blow and deem it legal.
4. Marshals have the ultimate authority to judge all blows to any combatant, calling them dead or wounded as they see fit.
5. Marshals have the authority to dismiss fighters from the field (war, tournament or demo) for losing their temper or using vulgar or offensive language at any time.

V. MARSHALLING WAR

These are the procedures for marshalling melee and war combats and include:

- Prerequisites
- Battlefield set-up
- Combat initiation
- Conflict resolution

Local chartered subdivisions may add to the rules in this section as long as it does not conflict with this manual or the [Adrian Bylaws](#). The Minister of Joust and War is the person responsible for conducting wars and may appoint or employ any number of marshals to accomplish this task.

A. PREREQUISITES

1. CONTESTED WAR

If this is a contested Crown war (either regional or Imperial), the [Adrian Bylaws](#) will determine the number and type of scenarios that are required.

2. NUMBER OF MARSHALS

There must be at least two (2) authorized marshals to conduct a war with at least one (1) authorized marshal per eight (8) combatants to conduct a battle (e.g. if there are 20 combatants, there needs to be at least 4 marshals on the field). More is better.

Non-combatants who are not authorized as marshals may assist in marshalling, though they must have a staff and will only concern themselves with safety issues and watching the boundaries of the battlefield. If they perceive a blow acknowledgement problem, they should inform an authorized marshal.

If there is a shortage of marshals, ask for an equal number of volunteers from each side.

3. ADMINISTRATION

The Minister of Joust and War or his representative will arrange ahead of time for someone to:

- Manage the water-bearing activities
- Ensure that there is a physicker near the battlefield
- Keep track of the outcomes of the battles

B. BATTLEFIELD SETUP

1. SIZE

A battlefield or melee tournament field shall be no smaller than thirty (30) feet square. If more than six (6) combatants will be fighting at once, scale the size of the field accordingly larger.

2. BORDER

The border of a melee tournament field shall be set up in the same manner as with a single combat list field. The size and shape of the field may be altered to fit a scenario so long as there is still an appropriate amount of space for an external area clear of spectators.

The battlefield boundaries may also be defined by natural or geographic features as long as they are easily recognizable (e.g. hedgerow, row of trees, obvious pathways).

3. HAZARDS

Examine the field for gopher holes, sprinkler heads and rocks large enough to twist ankles, filling holes if possible or moving the list field if the hazard cannot be avoided. A marshal can be assigned to warn combatants when they approach, if the hazard still cannot be avoided.

4. MISSILE WEAPONS

If missile weapons are to be allowed:

- All marshals must have some sort of eye protection.
- There must be enough space around the outside of the field clear of non-combatants such that they are not in danger of being struck with a missile in flight

Designated archery or siege weapon positions may only be used in a way that the field of fire does not overlap spectator or camping areas.

C. PRE-COMBAT

1. OPENING COURT

At opening court, the Marshal of the Field shall inform the populace of the day's activities and any other relevant information or special rules. He must also announce where and when a marshals meeting shall take place prior to the start of the first scenario.

2. MARSHALS' MEETING

There should be a marshals' meeting to go over the day's scenarios. This should take place before the fighters gather for combat. The Marshal of the Field calls together all people wishing to marshal that day and inform them of any special rules they need to be aware of or things they need to watch for.

3. SET-UP

If the war scenarios require time to set up obstacles or structures, make sure this is done before the fighters are called out to the field. Try to design scenarios that require little set-up between battles.

4. ANNOUNCEMENTS

A herald or marshal should announce how long is left until combat begins. Make this announcement at least thirty (30) minutes before and again ten (10) minutes before the first combat is scheduled to begin.

More than one (1) herald may be required to walk through the campsites announcing this. Arrange ahead of time for heralds to perform this duty, giving them a specific time to start announcing.

Every time the announcement is made:

- Make the announcement facing one way
- Repeat it in the opposite direction.

The thirty-minute announcement should include:

- *"It is now 10 o'clock, the first scenario will begin in 30 minutes."*
- *"The marshals meeting will be in 10 minutes upon the battlefield."*
- *"Armor inspections will begin in 20 minutes upon the battlefield."*
- *"Water-bearers, please assemble on the battlefield in 20 minutes."*

The ten minute announcement should include:

- *"It is now 10:20, the first scenario will begin in 10 minutes."*
- *"Armor inspections will end in 10 minutes. If you are not in line to be inspected within 10 minutes, you WILL miss the first battle."*
- *"Water-bearers, please assemble on the battlefield."*

5. COMBATANT INSPECTION

As combatants arrive for the first battle of a combat type (i.e. Shinai, Renaissance, and Armored), have them collect in the shade of one area, inspect their armor and weapons, and direct them to another shaded area away from the inspection site. Have as many authorized marshals as possible inspect armor and weapons.

Sometimes, the combatant will be asked which contender or which side they will fight for. If there is a ribbon or token indicating the combatants choice, it should be attached now. This can be used as an indication that the combatant has been inspected and approved.

6. SWORD OATH

Once the inspections are closed, all combatants must take the sword oath. Announce loudly, at least twice that "*Combatants must now gather neigh for the Sword Oath!*" Once all are gathered, perform the sword oath as described in [Section I.E.](#)

7. STAFF

When on the field, all marshals shall have a staff of some kind that is at least six (6) feet long.

Unsheathed swords may **NOT** be used as marshaling staves.

8. MARSHAL LOCATION

Decide prior to the start of combat where each marshal will be located. Make sure all marshals are in their places prior to calling the "*Lay-on.*"

9. BEGIN COMBAT

When everyone is ready, announce loudly something like "*All combatants pray attend!*" <point to one army> "*Is the X army ready?*" <point to other side> "*Is the Y army ready?*" Repeat for all armies.

Two (2) marshals shall cross staves between the fighters, and announce something like "*For honor and glory, lay on!*" The marshals should quickly move back to observe the combat.

D. DURING COMBAT

Combat for Shinai and Renaissance scenarios takes place at the Sergeants level of combat. There is no "knightly combat" style fighting to take place. Armored combat always takes place at the Knights level, since only Sergeants or higher are allowed to participate in Armored combat.

- **Scan the Field.** Being that there are so many combatant on the field, don't spend too much time observing a single combatant (unless there is a specific reason to), continually scan the field for potential safety hazards or unsafe conditions.
- **Be aware of the flow of the battle.** Avoid being caught in the middle of the battle or being run over by combatants. It is up to you to avoid the combatants and flying/deflected missile weapons. Their field of view is much more limited than yours.
- **Be aware of the conditions for success for the scenario.** Be prepared to stop the battle when the conditions are met. If the battle has a time limit, arrange a time-keeper and a signal he will give to indicate the end of the battle.
- **Allow dead combatants to remain on the field as long as it does not pose a safety hazard.** It may be a tactical advantage to be a physical obstacle after being killed. If people start tripping on dead people while advancing, call a hold and get the dead under foot removed from the field.
- **Will a local hold work?** Depending on the size of the battlefield, a local hold may be called to deal with a quick problem that does not affect the rest of the battle. Keep in mind that a local hold will only be possible if the combatants in the immediate vicinity are fairly isolated from the rest of the battle.
- **Water the combatants.** If a Hold is going to last more than a few minutes, call in the water-bearers and squires to allow the combatants to get a drink. Once the problem causing a hold has been taken care of, tell the combatants to resume the positions they were in before the hold and call "*lay on.*"

- **Watch for combatants too close to the battlefield boundary.** Announce that they are near the edge. Depending on the scenario, if the combatants cross the boundary, the marshal has the option of calling a local Hold to move the combatants back from the boundary, or calling anyone who has crossed it with both feet dead. In some scenarios, the boundary of the field is meant to be a cliff, or crossing the boundary would put combatants too close to spectators.
- **Watch for charging the enemy.** For Shinai combat type scenarios, combatants may not charge into the enemy, however, they may advance at a walk into the enemy without penalty. In this case, limited contact may be made between combatants. This is considered incidental contact and does not violate the by laws. If the enemy resists being pushed back, no further forward pressure is allowed.

1. RULES OF ENGAGEMENT

- a. If a combatant is in a line of combatants facing another line of combatants, he is engaged with all combatants in the opposing line. Therefore, anyone can attack anyone in the other line even if they are not looking in the attackers' direction.
- b. If a combatant engages another combatant, those two combatants remain engaged until they are no longer within weapons reach of each other. Therefore, a combatant cannot engage someone, then turn their back and not expect to be hit. If a combatant manages to run, back to his opponent, out of weapons reach, the normal rules for killing from behind come into effect if the attacker then catches up with the fleeing combatant.
- c. Anyone swinging at a combatant lying on the ground shall be ejected from the field for that scenario. See [Article I.G.](#) in the Adrian Combat Manual for rules governing killing from behind or on the ground.
- d. Anyone swinging at an archer or siege weapon crew member shall be ejected from the field for that scenario. See [Article I.G.](#) in the Adrian Combat Manual for rules governing the killing of archers.
- e. Anyone ejected from two scenarios in one day will be removed from combat for the rest of the event.
- f. Combatants engaged in a discussion or taking instruction from a marshal during the battle should not be forced to accept blows received while distracted by the marshal. So if the combatant you are talking to gets struck, allow him to continue fighting and explain why to his attacker if necessary.
- g. Once the scenario has ended, announce loudly the winner and make sure someone is keeping track of the points. It is very helpful to have a printed copy of the scenarios with you to make notes on during the event.
- h. Allow the combatants to get water prior to calling them back for the next scenario.

E. WHEN THE BATTLES ARE OVER

1. The Marshal of the Field should take note of those who assisted setting up the field and those who marshaled so they can receive credit for their contributions.
2. The Minister of Joust and War must compile the points received for each side, consult with the Arts ministers, and prepare to give the final results of the war at closing court.
3. Prior to the end of the event, the marshals shall police the battlefield for trash, discarded items, water bottles, weapons, etc. Take any items of value to the Imperial (if an Imperial event) or Crown (if a local Crown event) encampment, or the designated lost-and-found area.

VI. MARSHALLING COMBAT DEMONSTRATIONS

These are the procedures for conducting public combat demonstrations. "Demos", as they will be referred to from here on, are the most effective way of bringing in new members and displaying what the Adrian Empire is about. Therefore, it is most important to keep in mind the public's point of view when participating in a demo. Above all, the participants must make every effort to familiarize the public with what is occurring during combat to avoid an inaccurate perception of what we do.

A. SET-UP

There must be at least one authorized marshal present for combat to be conducted at a demo.

The autocrat should arrive at the demonstration site a little bit early in order to set up a safe area in which to conduct the demonstration.

1. TIME SCHEDULE

Some kind of time schedule should have been developed by the autocrat in conjunction with the facility or event coordinators. Ideally, this schedule will be made available prior to the day of the demo. If the demo is at a fair or an all-day event, post a schedule for combat for the public to see. The schedule should include:

- When to arrive
- When to start armoring up
- How long the demo will last

2. LAYOUT OF THE COMBAT AREA

Lay out an area as described for a tournament. If the demo is taking place indoors, make sure the ceiling, light fixtures, etc. are out of weapons reach.

3. MARSHAL ASSIGNMENT

There must be at least one (1) authorized marshal and two (2) assisting marshals in the list field while combat is taking place. More emphasis should be placed on watching the perimeter during a demo than at a tournament since there are typically more spectators unfamiliar with the potential dangers.

If there is room, have small melees with two- or three-man teams. Have at least one (1) marshal for every two (2) combatants.

B. DURING COMBAT DEMONSTRATION

There is much more interaction between the combatants, and involvement with the public, than in the average tournament or war. To this end, the marshalling is a bit different, as well.

1. INTERACTION WITH THE PUBLIC

Encourage the public to ask questions. This is a good change to tell people why you like doing this. Combatants who are not fighting are encouraged to stand amongst the spectators and explain what is happening during combat.

Acknowledge the blows loudly and clearly. Combatants should acknowledge blows received loudly enough for the spectators to hear. If the combatants do not acknowledge their own blows, the marshals should do so, especially in a demo situation. Avoid non-acknowledgement of blows to extend combat as it confuses the audience. Instead, purposely throw blows that can be easily blocked for an exchange or two before getting into a more competitive fight. For example, two combatants may work out that they will make two passes before starting the real match.

Announce the combat. Always have a field herald announce who is fighting, what the conditions for combat are (counted blows, to the death, etc.) before the combat begins. If the spectators know what to expect, they will enjoy and understand the combat better. If a victor is determined, have the herald announce who won.

2. COMBATANT BEHAVIOR

Allow the combatants to issue challenges. Combatants who are fighting are encouraged to issue loud challenges, praise your opponents prowess, wax poetic about the honor of your lady, to add a little atmosphere to the demo. Think of yourselves as actors in a movie or play rather than just combatants on the field.

The use of excessive force as described in the [Adrian Combat Manual](#) is strictly forbidden in any type of combat.

VII. QUALIFICATION, AUTHORIZATION, AND TRAINING

A. COMBATANT QUALIFICATION

All combatants must be qualified for each combat type prior to being allowed to compete in it. Some weapons forms for each type of combat may require an additional qualification as well. The additional qualifications are listed below for each type of combat.

The Imperial or local Minister of Joust and War may, at their discretion, conduct a qualification for any combatant who they deem safe and knowledgeable of the rules for any level of combat, combat type or weapons type.

An authorized marshal (sergeant-level combatant or higher) must qualify a combatant in:

- Shinai combat type
- Shinai Pole Arm weapons form
- Combat Archery (any combat type)

An authorized marshal (Knight Bachelor or higher)* must qualify a combatant in:

- Renaissance Schläger combat type
- Renaissance Case, Sword and Dagger weapons form

An authorized marshal (Knight Bachelor or higher)*, **and** the local Crown Marshal or Minister of Joust and War, must qualify a combatant in:

- Knights level Schläger combat
- Cut&Thrust combat type
- Cut&Thrust Case, Sword and Dagger weapons form
- Armored-combat type
- Armored Great Sword weapons form
- Armored Pole Arm weapons form
- Siege Weapons (any combat type)

** For areas that have no Knight Combatants, two (2) sergeant-level combatants or the local Crown Marshal or Minister of Joust and War are considered acceptable*

1. QUALIFICATION PROCEDURE

Qualification for each additional weapons type is to be conducted in the same manner.

a. Written Test

The combatant qualification test is given to the new combatant ([Appendix E](#)). The combatant must score at least 75% on the test to be allowed to continue the qualification process. The test is an open book test covering general safety, target areas, and issues specific to the type of combat in which the combatant will be qualified. Paragraphs b. c. and d. do not apply to Combat Archery or Siege Weapons qualifications.

b. Demonstrate Defense

The combatants are to be fully armored for the particular type of combat and **defend** himself while the qualifying combatant attacks calling out when and where blows land. This is to determine if the combatant being qualified can defend himself with some effectiveness and correctly acknowledge blows received.

c. Demonstrate Attack

The new combatant, still fully armored, is to **attack** the qualifying combatant while he defends himself. This to ensure that the new combatant is capable of attacking safely. Randomly, the qualifier should allow himself to be struck to verify that the new combatant is using an appropriate amount of power.

d. Power Level

The qualifying and new combatant are to "free play". Again, the qualifying combatant should, at some point, allow themselves to be struck to test the new combatants power level.

e. Combat Card

If the qualifying combatant and the marshal conducting the qualification are satisfied that the new combatant is fully aware of the rules and is safe, then the marshal shall sign the new combatant's combat card, and notify the local Crown Marshal or Minister of Joust and War.

2. ADVANCEMENT

A combatant must meet the requirements for advancement to achieve the rank of Sergeant as described in the [Adrian Bylaws](#) before being allowed to qualify for the Knight's list for tournaments and wars.

3. PRIOR EXPERIENCE

A person from another re-creation group, who can provide proof of qualification in a similar type of combat, and shows that he has been qualified in that weapon form for at least one year, may go through the qualification process for a similar combat type. This is referred to as the "1-year" rule.

For this purpose, a "re-creation group" is defined as a mundanely recognized association or corporation that has a published set of bylaws, published combat rules and regulations, group insurance, fighting authorization forms, etc. The Imperium maintains a list of these organizations.

These persons may be allowed to compete on the Knight's list, however, they must still earn all required wins as outlined in the [Adrian Bylaws](#) and have the approval of the Crown for advancement to knighthood.

B. MARSHAL AUTHORIZATION PROCEDURE

1. AUTHORIZATION PROCESS

All marshals performing combat qualifications must successfully complete the authorization process and be of sufficient rank to perform the required qualification.

a. Event Attendance

The prospective marshal must have participated as a marshal in at least five (5) events under the direction of an authorized marshal.

This requirement can be waived by the local or higher Crown Marshal or Minister of Joust and War if the prospective marshal is known to already have the required experience.

b. Written Test

The prospective marshal must score at least 90% on the Marshal Authorization test ([Appendix E](#)). This is an open book test covering marshalling for tournament and war for all types of combat.

c. Collegium Attendance

Local Ministers of Joust & War and/or Crown Marshals are required to hold a collegium on Marshal training:

- Once per year, or once per reign, whichever is sooner
- When a significant change in the Combat or Marshals Manual has been made

Marshals shall review the rules of the list, armor and weapon standards, and aspects of this manual. Content and format of the collegium is at the discretion of the Ministers.

2. AUTHORIZATION FOLLOW-UP

The ministers (Joust and War, and Crown Marshal) of chartered subdivisions and Imperial deputies shall submit monthly reports to the Imperial Ministers. These reports will detail the authorization of new marshals, any authorization or qualification revocations/expulsions, injuries requiring medical attention, and other activities that concern the marshallate or Imperium.

The Imperial Ministers (Joust and Crown Marshal) shall submit reports on the state of combat and combat training within the Empire to the Imperial Crown on a quarterly basis

3. ACTIVE STATUS

Marshals are required to attend at least one (1) training collegium every two (2) years to be considered active. As well as attending collegiums, it is also highly recommended that Marshals marshal lists regularly to keep their skills sharp. Marshals who do not attend the training shall not be allowed to Marshal the lists. Make-up collegiums for those who cannot attend on the scheduled collegium dates are allowed.

APPENDIX A: RUNNING A TOURNAMENT

This appendix explains how to manage various types of tournaments. Any tournament type that results in a single winner is acceptable for a Crown event. Examples of charts are included.

A. ROUND-ROBIN LIST

A round robin list is one where each combatant will fight every other combatant once. This is a good choice for a tournament where there are few fighters.

- The combatant with the most wins, wins the tournament.
- If there is a tie, those two combatants fight each other to determine the winner.
- This can be done with one bout per round or multiple bouts (such as winning 2 out of 3) per round.

B. SINGLE ELIMINATION LIST

A single elimination list is one where each combatant is eliminated from the tournament after losing a single round. (*Note: A stand-by round is commonly referred to as a "by".*)

- One round may consist of any number of bouts.
- The combatant that wins the required number of bouts wins the round. The most common number of bouts is two out of three.
- A combatant who gets a stand-by round (has no one to fight that round) may be required to fight someone not competing in the tournament. If the by affects the outcome of the tournament, it is known as a "destructive" by since the combatant who received the by will be eliminated from the tournament if he loses the round. Both destructive and non-destructive bys are acceptable.
- In the case of a 3-way tie, compete the tournament round-robin style, keeping track of the number of bouts lost for each combatant.
- If, at the end of the round robin, each combatant has 1 win, count the number of lost bouts for each combatant. The winner is the one with the fewest bouts lost.
- If there is still a tie, repeat the round robin until a winner is determined (or find some other way to determine a winner, e.g. paper/scissors/rock).

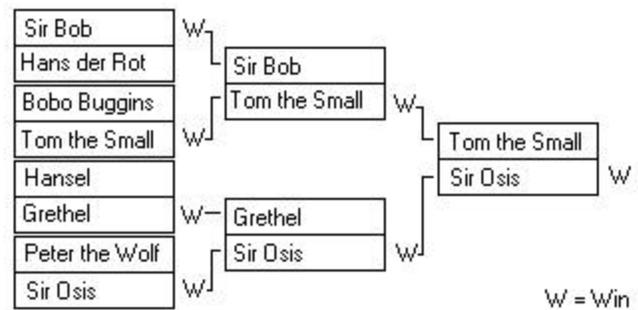


Figure 4. Single Elimination List Table

C. DOUBLE ELIMINATION LIST

A double elimination list is one where each combatant is eliminated from the tournament after losing two rounds.

- There is usually only one bout per round for this type of tournament.
- As a fight is finished, the winner is moved up the page (to the bottom if he is already at the top), and the defeated combatant moves down the page (to the top if they are already at the bottom).
- If two combatants end up fighting each other before the last few rounds, make an attempt to arrange the other fights so that the two combatants do not meet each other again.
- If there is a three-way tie, have the odd man out fight the Bye or have the two that have not fought each other already fight first. The winner fights the third.

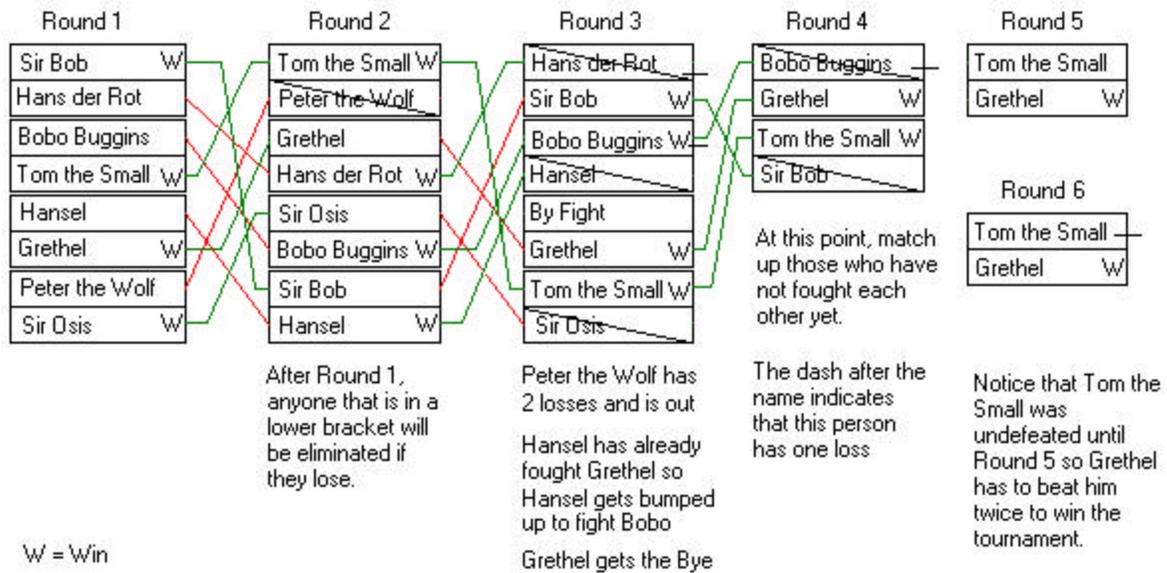


Figure 5. Double Elimination List Table

D. PAS D'ARMES

The following description of a pas d'armes was written by Sir Talbot MacTaggart (OL, KSCA) of the Grand Company of the Peacock and is reprinted here by permission.

The pas d'armes was a form of tournament that is normally associated with France and Burgundy in the 15th century. The reason that we normally associate the pas d'armes with France is that, although it was popular elsewhere, the greatest amount of writing about these tournaments survives from this area. Two important sources of information about the pas d'armes are King Rene d'Anjou's book of the tournament, and the records of the Order of the Golden Fleece. It was the duty of the king of arms of the Order of the Golden Fleece, to record the deeds of its members.

In order to describe the actual happenings of a pas d'armes it is first necessary to understand the other popular tournament style of the day. This was the joust. The joust is what most people normally think of when they picture a medieval tournament. It was a tournament on a grand scale, hugely expensive to host, and spectacular beyond compare. The joust was so expensive to hold that it would usually be held in conjunction with a great state occasion such as a coronation or a royal wedding. Only the richest of men could afford to host a tournament of this style.

By contrast the pas d'armes was significantly less expensive to host, and yet it was not without its share of spectacle and combat. In its simplest form the pas d'armes would have been held by a group of knights, setting up a pavilion, and challenging all comers to a fight. Three shields would be hung up, each signifying the types of combat being offered. Typical weapons used at a pas d'armes included axes, swords, maces and, of course, lances. Knights would usually let it be known that they would hold a piece of ground for a particular period of time.

More often than not however, the pas d'armes would have been much more spectacular than a simple challenge. The theme of the tournament usually revolved around a fanciful plot. Felix Brassart's account of the Pas du Perron Fee of April 1463, is described by Barber and Barker in their book *Tournaments*, thusly:

"A young squire is lost in a strange country at nightfall, and finds a brazen horn hanging from a pillar, far from any habitation. Hoping that he might summon help, he sounds it three times, and is taken prisoner by a dwarf, servant of the lady of the magic pillar, or perron fee. When he is brought before her, he is granted his freedom on condition that he holds a pas d'armes at the Duke of Burgundy's court. The scenario was kept up in the lists themselves: at one end stood the perron fee with the usual three shields hung on it for the different kinds of combat. But when jousting began four griffins drew the perron apart to reveal the knight, still imprisoned by the lady's dwarf, and released only in order to fight. At the end of each combat he returned to his prison, which closed behind him. The proceedings lasted for almost three weeks, and the different types of combat were performed in turn: swordplay for four days, jousting for four days in war armor, and jousting for four days in tournament armor. It was a highly popular occasion, with 42 challengers." (pp. 119-120)

The pas d'armes offered all of the best aspects of the joust; combat, chivalry and spectacle, but with significantly less trouble and expense. It is no wonder that it became as popular as it did.

Bibliography

1. Barber, Richard and Juliet Barker. Tournaments. New York Wiedenfeld and Nicholson, 1989
2. Kottenkamp, Dr. F. The History of Chivalry and Armour. Rev. A. Lowy Trans. New York: Portland House, 1988.

EXAMPLE OF A OF A PAS D'ARMS DECLARATION

The following example of a pas d'armes declaration was written by Sir Brion Thornbird ap Rhys (OL, Earl & Knight of the SCA), Chancellor, Company of Saint George and is reprinted here by permission.

As was customary in the times of our ancestors, it is hereby Our desire that in the midst of War with our Northern cousins, that We emphasize the brotherhood of chivalry that extends beyond the borders of mere kingdoms, reaching deeply into our hearts. It is thus Our desire to test the mettle of Our knights and other men-at-arms in a pas d'armes to provide a chance for the knights, squires and men-at-arms of both the West and An-Tir to demonstrate their prowess, their courtesy, and their eloquence. We intend that they defend Our field, to be defined with the Company of Saint George's list enclosure before Our Pavilion, beginning at {time of day} on the afternoon of July 5, 1996. In the words of the 14th century chronicler Froissart, *"We beg all those noble knights and squires who are willing to proffer challenge, not to imagine for a moment that we are doing this out of pride, hatred, or malice, but in order to have the honor of your company and to get to know you better, a thing which we desire with our whole hearts. And there shall be no unfair advantage, fraud, trickery, or evil design, nor anything not approved by those appointed to guard this lists."* (Quoted from Foissart, invitation to the Tournament at Saint-Ingelvert, May 1390. Research by Catherine Keegan)

Item: This pas d'armes will be held in the customary manner, being contested solely for honor and renown, rather than for the base spirit of victory.

Item: The Knights of the West Kingdom will stand to defend the lists, to cross swords and to pass a pleasant afternoon in à plaisance combat at the barrier, with single sword, and with counted blows.

Item: All who would fight in this pas d'armes, be they knight, squire or man-at-arms, should come to the field by the hour of Noon on Friday, to the list enclosure before the West Kingdom Royal Pavilion, bearing their pennant and arms as are appropriate for knights to bear: poleaxes, swords, masses, or axes.

- Item: Shortly after the hour of noon, the Knights of the West Kingdom will introduce themselves, and would invite their challenges to offer their own introductions, that the combatants of our two kingdoms might be better known to one another.*
- Item: Following the introductions, there will be a Grand Mêlée, in which all combatants are invited to take to the field, armed with but a one single-handed sword and no shield, to be fought for the entertainment of the gallery and for the joi de combat of the combatants. This combat will use counted blows, there each combatant may be struck with three good blows before they must retire from the field.*
- Item: The defenders will form a line on the King's side of the lists, holding themselves ready to receive their challenges and then shortly to report for combat.*
- Item: The challengers will then form a line on the Queen's side of the lists, offering persuasive words of challenge while the previous combatants arm and prepare to take the field.*
- Item: For the challenge, the attackers should strike Charlemagne's Tree of Shields, choosing the shield that represents the kind of combat they desire: Argent: counted blows (thrown); Azure, Combats over the barrier; Vert, Single combats in the field, the number of blows received to be one, three, or five; Or, any two combatants with single swords only, fought in the usual way.*
- Item: After everyone has had an opportunity to challenge, a barrier will be erected across the center of the field, and gentles may defend their side of the barrier with single sword. When struck, they must retire to their banner issue their war-cry, at which point they may re-enter the fighting. This combat will take place for fifteen minutes.*
- Item: The ladies of the gallery will then choose five of the challengers whose virtue stands out, requesting of them single combats in any style that is pleasing to the gallery. These gentles may in turn take this commandment to any member of the defenders, sharing their honor with them. These five fights will take place one after the other, for the pleasure of the gallery and the combatants.*
- Item: If there is time, other single challenges might be accepted by the defenders following the five champions.*
- Item: We will close the pas d'armes with a grand mêlée over the barrier, fought with spears. A single kill will be sufficient to eliminate a combatant, but they might petition the gallery to allow them to rejoin their companions. The combat will end when there are no companions left on either side, or when the combatants determine that the fight should be ended.*
- Item: There will be no prize for this pas d'armes, but it is strongly recommended that the individual combatants bear tokens of their appreciation with them that they can present to the combatants or consorts who strike them as particularly worthy of honor. In this way will the renown of virtuous combatants and fair ladies be strengthened, such being the purpose of the pas d'armes.*

E. MAD DOG LIST

A Mad Dog list is a bit like an informal round robin.

- A large list field is staked out; combatants are free to enter the list field, find a marshal and pick a fight.
- The two combatants then report the results of the combat to the list person who keeps track of how many wins each combatant has.
- Sometimes, points are assigned to a combatant based on his rank (e.g. Sergeants are worth 1, Knights are worth 2), and the combatant who beats them get the number of points the defeated combatant is worth.
- The combatant with the most point at the end of the day is declared the winner.

F. DONNYBROOK

This is a melee, usually used as a warm-up battle.

- All combatants enter the field and spread out around the perimeter.
- When "*lay on*" is called, combatants proceed to pick fights with anyone but the person next to them.
- After the initial combat, anyone is fair game.
- The last combatant standing is the winner.

G. CONDUCT OF TOURNAMENTS

The word 'autocrat' is being used below to indicate the persons that are hosting the tournament. This includes, but is not limited to, the Crowns, Minister of Joust & War, Crown Marshal, etc.

1. Targets can be restricted so long as they do **not** conflict with the safety goals of the [Adrian Combat Manual](#). A tournament may call for 'killing blows only' or 'head shots only.'
2. The autocrat may limit the weapons allowed or mandate the use of a particular weapon, so long as it does **not** conflict with this manual.
3. A list is always to be held, except for reasons in item 5 at sanctioned Adrian events. Tournament wins and participation points are awarded in accordance with the [Adrian Bylaws](#).
4. Any tournament format may be used as long as there is only a single winner. NOTE: Tournaments in which a win does not count towards knighthood do not have this restriction. Rules and victory conditions of non-standard tournaments must be explained to all combatants prior to the start of combat.
5. Lists that must be canceled due to lack of facilities or acts of 'God' (e.g., floods, poor weather, interference from mundane authorities, etc.) may be made up at another event or date, to be set in accordance with Adrian policy and bylaws, and sanctioned by the Crown. In the event of a canceled list, it will be up to the Crown as to how to handle the eligibility of participation of any make-up list or event.

APPENDIX B: MARSHAL'S KIT

Each local Crown Marshal should have a marshals kit that is brought to every event. It contains all the necessary items required to measure weapons, qualify combatants, and do minor adjustments or repairs if necessary. Authorized marshals are encouraged to assemble a kit for personal use as well.

This is the minimum list of recommended items and their uses:

TESTING AND MEASURING EQUIPMENT

- Fish scale or similar (good for weighing items under 10 lbs.). This will probably need a cord that loops over the fish scale hook, to suspend weapons and aid in their weighing.
- 2" diameter washer with a 3/4" diameter hole. This is used to check the curvature of axe and mace flanges. It is also placed over the end of a sword tip to check the depth that the tip will penetrate a legal helm.
- Six-inch (6") ruler
- 10-foot (10') tape measure (minimum length)
- One pound (1#) weight for flexibility testing of schlager blades (see [Adrian Combat Manual](#))
- Metal thickness gauge (or samples of 14, 16 and 18 gauge steel)

REPAIR EQUIPMENT

- Metal file for removing burrs from swords or rounding tips or edges
- Red plastic or duct tape for schlager tips
- Black electrical tape

FORMS

- Blank combatant qualification cards
- Combat qualification tests
- Marshalling authorization tests

MANUALS

- Adrian Combat Manual
- Adrian Marshaling Manual
- Archery manual (includes sections on combat archery)

MISCELLANEOUS

- Pen
- Scissors or knife
- Two (2) six-foot (6') marshalling staves
- Sample of ten ounce (10 oz.) leather
- Duct tape

APPENDIX C: MINISTRY OFFICES

The Ministry of Combat and Ministry of Joust and War are responsible for helping insure the safety of those who participate in the combatant arts of the Adrian Empire. Local areas may have a Minister of Joust and War, a Crown Marshal or both. When only one of the local positions is filled, the responsibilities for that officer include those of both offices. In addition to the requirements specified for each office, all officers **MUST** also be authorized marshals.

DEPUTIES

These descriptions shall apply to the deputy ministers of Joust and War, Combat and Crown Marshal, each position answering to that specific minister.

All Imperial deputies:

- Meet the same requirements for a minister of a chartered subdivision
- Have held the position of minister for a chartered subdivision (recommended)
- Are appointed and removed at the discretion of the Imperial minister, in conjunction with the Imperial Crown
- Have the same authority as the Imperial minister in their absence
- Act as an assistant to the Imperial minister in their presence
- Consult the Imperial minister when making decisions in the name of the Imperial minister

All deputies for chartered subdivisions:

- Are appointed and removed at the discretion of the minister, in conjunction with the Crown, for that chartered subdivision
- Have the same authority as the minister for that chartered subdivision in their absence
- Act as an assistant to the minister for that chartered subdivision in their presence
- Consult the minister for that chartered subdivision when making decisions in the name of that minister

A. IMPERIAL MINISTER OF JOUST AND WAR

Ministers of Jousts and War are responsible for the organization of combat for tournaments and wars. They are the combat logistics officers of the empire. The Imperial Minister of Joust and War report directly to the Imperial Crown. In addition to the requirements and responsibilities outlined in the [Adrian Bylaws](#):

1. RECOMMENDED QUALIFICATIONS

- Authorized marshal
- Knight Bannerette (or higher), or
- Knight Bachelor who has held the position of Royal Minister of Joust or Crown Marshal.

2. RESPONSIBILITIES

- Develop tournament formats and war scenarios for Imperial events
- Act as or assign the Marshal of the Field in running Imperial events
- Supervise the Imperial Crown Marshal in enforcing the rules and requirements of combat
- Supervise the Ministers of Joust and War for chartered subdivisions
- Assist the Imperial Minister of Combat in revising and updating the Adrian Marshals Manual and Combat Manual

B. IMPERIAL MINISTER OF COMBAT

Whenever there is not an Imperial Minister of Combat, these duties shall be assumed by the Imperial Minister of Joust and War. The Imperial Minister of Combat reports directly to the Imperial Crown.

The Imperial Minister of Combat is responsible for producing and modifying the [Adrian Combat Manual](#) and Marshals Manual as well as the application and interpretation of the rules and regulations stated therein. The decision-making authority for issues relating to these manuals shall be (in order):

- The Imperial Minister of Combat, in conjunction with the Imperial Minister of Joust and War
- The Imperial Crown
- The Imperial Estates General

1. RECOMMENDED QUALIFICATIONS

- Authorized marshal
- Knight Bannerette (or higher), or
- Knight Bachelor who has held the position of Royal Minister of Joust or Crown Marshal

2. RESPONSIBILITIES

- Revise and update the Adrian Marshal and Combat Manuals when necessary
- Approve new armor ideas for use within the Adrian Empire
- Supervise and assist local Crown Marshals
- Regulate combat so that safety is the first priority

C. IMPERIAL CROWN MARSHAL

The Imperial Crown Marshal is responsible for enforcing compliance with the rules of combat. The Imperial Crown Marshal reports to the Imperial Minister of Joust and War.

1. RECOMMENDED QUALIFICATIONS

- Authorized marshal
- Knight Bannerette (or higher), or
- Knight Bachelor who has held the position of Royal Minister of Joust or Crown Marshal

2. RESPONSIBILITIES

- Ensure proper weapon and armor standards are being adhered to and correctly interpreted
- Run or assist the Marshal of the Field in running Imperial events
- Supervise and assist local Crown marshals
- Govern and teach the proper training of marshals

D. MINISTER OF JOUST AND WAR FOR CHARTERED SUBDIVISION

The Imperial Crown Marshal is responsible for running local tournaments, wars and demos. The Minister of Joust and War for a Chartered Subdivision reports to the Imperial Minister of Joust and War.

1. RECOMMENDED QUALIFICATIONS

- Authorized marshal
- Knight Bachelor (or higher), or
- A Sergeant if there is no Knight Bachelor qualified and available

2. RESPONSIBILITIES

- Develop tournament formats and war scenarios for Crown events
- Act as or assist the Marshal of the Field in running Crown events

E. CROWN MARSHAL FOR CHARTERED SUBDIVISION

The Local Crown Marshal is responsible for enforcing compliance with the rules of combat locally. The Local Crown Marshal reports to the Imperial Crown Marshal.

1. RECOMMENDED QUALIFICATIONS

- Authorized marshal

2. RESPONSIBILITIES

- Ensure proper weapon and armor standards are being adhered to
- Assist the Marshal of the Field in running Crown events
- Govern and teach the proper training of marshals
- Authorize marshals and qualify combatants
- Regulate combat, in the local region, so that safety is first priority

APPENDIX D: OATHS

A. THE SWORD OATH

Combat in the Empire of Adria is based on the honor system and combatants play with deadly toys. The sword oath is the main method of making certain that the combatants understand what is expected of them. A combatant is bound by his word. The sword oath must be administered after the weapons and armor checks have been completed at each and every Adrian Empire event where combat takes place. No combatant will be allowed on the field until they have been armor/weapons checked and have taken the sword oath.

A marshal may interject discretionary items as a part of the sword oath so long as no part of the basic oath is omitted. The standard sword oath is:

“Here do I swear by mouth and hand to conduct myself with honor and chivalry, to acknowledge all blows fairly given and received, to heed the words of the marshals and obey the rules of the lists.

B. THE MARSHAL'S OATH

Combat in the Empire of Adria is based on the honor system and combatants play with deadly toys. While the sword oath makes sure the combatants understand this, the marshals also need to be aware of their duties and responsibilities. No marshal will be allowed on the field until they have been have taken the marshal's oath.

The standard marshal's oath is:

“Here do I swear by mouth and hand to conduct myself with honor and chivalry, to fairly and impartially call all blows, to enforce the rules of the lists, and to hold safety above all else.

APPENDIX E: QUALIFICATION TESTS

The tests contained on the following pages are open-book tests, but must be completed in the presence of the authorized minister conducting the qualification test. The answers are available upon request to authorized ministers.

Prospective marshals must pass all combat-type written tests as well as the marshal's test with a score of 90%.

ADRIAN EMPIRE COMBAT QUALIFICATION TEST: SHINAI

1. A blow that was started before a hold was called is considered:
 - a. valid
 - b. invalid
2. If you are struck with a good blow to the hip, you should
 - a. die
 - b. hop on one leg
 - c. continue fighting from your knees
 - d. ignore it
3. *Circle all that apply.* With a shinai, you are allowed to:
 - a. thrust
 - b. strike with the front edge
 - c. strike with the back edge
 - d. strike with the pommel/handle
 - e. grapple with the handle
4. The minimum age for a combatant in Shinai is:
 - a. 12
 - b. 13
 - c. 16
 - d. 18
5. While warming up at an event, you must make sure:
 - a. there is a marshal watching
 - b. there are no unaware bystanders nearby
 - c. you are fully armored
 - d. All of the above
6. What Shinai weapons are approved for thrusting?
 - a. Daggers
 - b. One-handed swords
 - c. Two-handed swords
 - d. Pole-arms
 - e. None
7. *Circle all that apply:* Who can judge a blow in Shinai combat?
 - a. Combatant receiving the blow
 - b. Combatant delivering the blow
 - c. Spectators
 - d. Marshals
8. How thick does the body protection need to be?
 - a. One layer of T-shirt material
 - b. One layer of sweatshirt material
 - c. 1/4" of padding
 - d. 1/2" of padding
9. When can you strike an opponent who has fallen to the ground?
 - a. Anytime
 - b. When he is not being defended
 - c. When he is face up on the ground
 - d. Never
10. When are you allowed to strike the hand of your opponent?
 - a. Any time
 - b. When he uses it to block
 - c. Never
11. What is the minimum blade length of a shinai?
 - a. 12"
 - b. 16"
 - c. 18"
 - d. 34"
12. A Shinai helm may have no openings:
 - a. large enough to allow the end of a shinai to enter through the front
 - b. larger than 1/8"
 - c. larger than 1/4"
 - d. larger than 3/4"
13. When is it appropriate to argue with a marshal?
 - a. Anytime during combat
 - b. When he is wrong
 - c. Never
14. Elbows must be covered with at least:
 - a. sweatshirt material
 - b. elbow pads
 - c. rigid elbow cops
 - d. T-shirt material
15. The determination of a good blow should be made by:
 - a. the marshal
 - b. the combatant being hit
 - c. the combatant throwing the blow
16. *Circle all that apply.* What is allowed during a Hold?
 - a. Discussing strategy
 - b. Receiving water from a water-bearer
 - c. Moving to a shady spot
 - d. Leaving the field if you are dead
17. Wooden shields for Shinai combat must be at least:
 - a. 1/4" thick
 - b. 1/2" thick
18. Combat cards must be presented:
 - a. at armor inspection
 - b. right before the first round of combat
 - c. when the combatant signs in
19. How many times will a combatant be warned for excessive force before being removed from the field?
 - a. One
 - b. Two
 - c. Three
20. What areas are you allowed to have bare skin?
 - a. Upper arms
 - b. Lower legs
 - c. Feet
 - d. Nowhere
21. *Circle all that apply.* A gorget must cover:
 - a. Cervical Vertebrae
 - b. Sides of the neck
 - c. Top of the breastbone
 - d. Clavicle
 - e. Point of the shoulder
22. In wars, Shinai combatants are allowed to charge into the enemy.
 - a. True
 - b. False
23. "Dead" combatants are allowed to give advice or commands to those still on the field.
 - a. True
 - b. False
24. All combatants must take the Sword Oath before being allowed to fight.
 - a. True
 - b. False

ADRIAN EMPIRE COMBAT QUALIFICATION TEST: RENAISSANCE SCHLAGER

1. A thrust that is deflected but still lands is considered:
 - a. valid
 - b. invalid
2. If you are struck with a thrust to the knee, you should die
 - a. hop on one leg
 - b. continue fighting from your knees
 - c. ignore it
3. *Circle all that apply.* In Sergeants list Schlager, you are allowed to:
 - a. thrust
 - b. strike with the front edge
 - c. strike with the back edge
 - d. strike with the pommel/handle
4. The minimum age for a combatant in Renaissance Schlager is:
 - a. 13
 - b. 15
 - c. 16
 - d. 18
5. How thick does the forearm protection need to be?
 - a. One layer of T-shirt material
 - b. One layer of sweatshirt material
 - c. 1/4" of padding
 - d. 1/2" of padding
6. What is the maximum overall weight for a Schlager?
 - a. 2 lbs.
 - b. 2.5 lbs.
 - c. 3.5 lbs.
 - d. 4 lbs.
7. *Circle all that apply.* Which of the following would be legal defensive items:
 - a. cloak
 - b. ceramic mug
 - c. hat
 - d. turkey leg
 - e. large wooden spoon
 - f. 28" buckler
8. When a Schlager gets a sharp bend in it, you should:
 - a. finish the current point before getting a new weapon
 - b. call a Hold and straighten the blade before continuing
 - c. remove the blade from the field permanently
9. A Renaissance helm may have no openings **larger** than:
 - a. 1/8"
 - b. 1/4"
 - c. 3/4"
10. How much deflection is required to ensure a schlager has the proper amount of flexibility?
 - a. 2"
 - b. 4"
 - c. 5"
 - d. no test is required
11. Elbows must be covered with at least:
 - a. sweatshirt material
 - b. elbow pads
 - c. rigid elbow cops
 - d. T-shirt material
12. What is the largest diameter buckler allowed in Renaissance Schlager?
 - a. 12"
 - b. 16"
 - c. 18"
 - d. 24"
13. How many times will a combatant be warned for backing up into the list field boundary in a tournament before losing the point?
 - a. One
 - b. Two
 - c. Three
14. *Circle all that apply.* A gorget must cover:
 - a. Cervical Vertebrae
 - b. Sides of the neck
 - c. Top of the breastbone
 - d. Clavicle
 - e. Point of the shoulder
15. In wars, Renaissance combatants are allowed to grapple with the enemy.
 - a. True
 - b. False
16. In tournaments, Renaissance combatants are allowed to grab their opponents blade.
 - a. True
 - b. False

ADRIAN EMPIRE COMBAT QUALIFICATION TEST: CUT-AND-THRUST

1. The maximum overall weight for a Cut and Thrust sword is:
 - a. 1.5 lbs.
 - b. 2.5 lbs.
 - c. 3.5 lbs.
 - d. 4 lbs.
2. If you are struck with a thrust to the groin, you should
 - a. die
 - b. hop on one leg
 - c. continue fighting from your knees
 - d. ignore it
3. Cut&Thrust is only a Knights list level of combat:
 - a. True
 - b. False
4. The minimum age for a combatant in Renaissance Cut and Thrust is:
 - a. 13
 - b. 15
 - c. 16
 - d. 18
5. *Circle all that apply.* Combatants who agree to "Knightly Combat", are allowed to grab the opponents:
 - a. blade
 - b. hilt
 - c. arm
 - d. leg
 - e. head
6. *Circle all that apply.* A helm may be made of:
 - a. 18 gauge reinforced mild steel
 - b. 18 gauge stainless steel
 - c. reinforced 3-weapons mask
 - d. 16 gauge mild steel
7. Cut&Thrust blades, according to the current testing method, must flex:
 - a. 2 inches
 - b. 5 inches
 - c. Cut&Thrust blades do not need to flex.
8. *Circle all that apply.* Acceptable hand protection can include:
 - a. A cross hilt with a heavy leather glove
 - b. A cross hilt with a steel gauntlet
 - c. A swept hilt with a light leather glove
 - d. A swept hilt with a heavy leather demi-gauntlet over a heavy leather glove
9. Cut and Thrust blades have a width in the range of:
 - a. 1 to 2 inches
 - b. 1/2 to 1 inches
 - c. 3/4 to 1 inches
 - d. 3/4 to 1-1/2 inches
10. Cut and Thrust blades may not be used against:
 - a. non-thrusting daggers
 - b. bucklers
 - c. schlaggers

ADRIAN EMPIRE COMBAT QUALIFICATION TEST: ARMORED

1. If you are struck inside the point of the shoulder, you should
 - a. take it as a kill
 - b. lose the use of that arm
 - c. ignore it
2. *Circle all that apply.* In Armored combat, you are allowed to:
 - a. strike an opponent who has fallen to the ground
 - b. kick
 - c. bash with the edge of your shield
 - d. strike your opponent with your pommel
 - e. grab the haft of your opponents weapon
3. The minimum age for a combatant in Armored combat is:
 - a. 13
 - b. 15
 - c. 16
 - d. 18
4. *Circle all that apply.* What can the crown of a helm be made of?
 - a. 14-gauge mild steel
 - b. 14-gauge stainless steel
 - c. 16-gauge stainless steel
 - d. T6 aluminum
5. What is the maximum overall weight for a mace?
 - a. 2 lbs.
 - b. 2.5 lbs.
 - c. 3.5 lbs.
 - d. 4 lbs.
6. What is the maximum dimensions for a rectangular war shield:
 - a. 36" x 48"
 - b. 24" x 36"
 - c. 36" x 60"
 - d. 24" x 48"
7. In a war, when your opponent falls down (and is not dead), you may:
 - a. step on him on your way to your next opponent.
 - b. swing at him before he can get back up.
 - c. hold him at sword point and call him dead.
 - d. fall on top of him in order to subdue him.
8. A flat thrusting tip must be at least:
 - a. 3/4" across
 - b. 1" across
 - c. 1-1/2" across
 - d. 2" across
9. A faceplate on a helm may have no openings:
 - a. larger than 1/8"
 - b. larger than 1/4"
 - c. larger than 3/4"
10. *Circle all that apply.* A slash is considered good if:
 - a. it lands unobstructed
 - b. it is blocked but pushed into the body
 - c. it is deflected but lands without losing momentum
 - d. it lands with the flat of the blade
11. What is the **minimum** weight requirement for a single handed weapon?
 - a. 2 lbs.
 - b. 3 lbs.
 - c. 4 lbs.
 - d. there is no minimum weight requirement
12. Elbows must be covered with at least:
 - a. sweatshirt material
 - b. elbow pads
 - c. rigid elbow cops
 - d. steel elbow cops with wing
13. How hard are you allowed to swing at an opponents shield?
 - a. as hard as you want
 - b. full force
 - c. as hard as would to an opponents body
 - d. hard enough to knock it out of the way
14. *Circle all that apply.* A single-handed sword may
 - a. not protrude into a legal faceplate more than 3/4"
 - b. weigh up to 5 lbs.
 - c. not have a sharp point
 - d. be used for thrusting if it has a dull tip
15. Morning Stars are banned because:
 - a. They give a combatant an unfair advantage.
 - b. They are not appropriate for the Adrian time period.
 - c. They are too hard to control.
16. *Circle all that apply.* Which areas do **not** require rigid protection?
 - a. point of the shoulder
 - b. sides of the neck
 - c. ribs
 - d. upper arms
 - e. shins
 - f. kidney area
 - g. hips
17. "Knightly Combat"
 - a. is always assumed when Knights are fighting.
 - b. can be conducted if the combatants agree to it. The marshals don't need to know.
 - c. can be conducted if both combatants agree and the marshals are told.
18. How thick must a wooden shield be for Armored combat?
 - a. 1/4"
 - b. 3/8"
 - c. 1/2"
19. Draw-cuts are not considered valid in Armored combat.
 - a. True
 - b. False
20. *Circle all that apply.* A coat of plates (being the only body armor worn) may have plates made of:
 - a. 1/4" ABS plastic
 - b. 8 oz. boiled leather
 - c. 15 oz. unboiled leather
 - d. T6 aluminum

ADRIAN EMPIRE COMBAT QUALIFICATION TEST: MARSHALS

1. Normally, a double-kills in a tournament
 - a. count as a death for both combatants
 - b. are refought until one combatant gets a victory
2. Which of the following is not true with regards to armor inspections:
 - a. All combatants must have groin protection
 - b. Helms for Armored and Cut&Thrust must have chin straps
 - c. All combatants must demonstrate that they are able to lie on their back and get back up
 - d. Combatants are to be inspected with their helms on
3. What is the 1-year rule?
 - a. How long a new combatant must participate in Adria before qualifying for the Knights list
 - b. How long a combatant from a similar club has been qualified in that club before being allowed to qualify for the Knights list
 - c. How long someone will be banned from the field for unsafe conduct
4. The minimum age for a combatant in Cut and Thrust is:
 - a. 12
 - b. 13
 - c. 16
 - d. 18
5. How high does a combatant need to score on the qualification test to qualify for Renaissance Schlager combat:
 - a. 60%
 - b. 75%
 - c. 90%
 - d. 100%
6. Armored combat using full force blows is:
 - a. allowed only for Knights list combat.
 - b. only allowed in demos.
 - c. only allowed when striking a shield
 - d. never allowed.
7. The minimum number of marshals on the field for Shinai combat is:
 - a. 1
 - b. 2
 - c. 3
 - d. 4
8. The marshals meeting prior to the start of war scenarios is intended to:
 - a. inform the marshals of what the scenarios will be
 - b. discuss special rules of particular scenarios
 - c. inform the marshals of any potential hazards
 - d. All of the above
9. In Shinai battles, combatants:
 - a. cannot make contact with their opponents with anything but weapons
 - b. are allowed to advance into the enemy at a run
 - c. are allowed to advance at a walk until the enemy physically resists
 - d. may shield-bash opponents with the flat of the shield
10. When inspecting a schläger blade:
 - a. hit it against a solid object to test for breakage
 - b. thrust it into the combatant to test for flexibility
 - c. peel the tape off to ensure the blunt is properly attached
 - d. unscrew the pommel and inspect the tang
 - e. None of the above
11. What is the minimum blade length of a shinai?
 - a. 12"
 - b. 16"
 - c. 18"
 - d. 34"
12. What level of combatant does a marshal need to be to qualify someone in Armored combat?
 - a. Sergeant
 - b. Knight Bachelor
 - c. Knight Bannerette
13. A marshal is allowed to call a blow to a combatant in a Knights list tournament?
 - a. True
 - b. False
14. A non-combatant, who is not an authorized marshal:
 - a. is not allowed to marshal combat
 - b. cannot marshal, but can still conduct armor inspections
 - c. can marshal for safety, but cannot call blows to combatants
15. The minimum size for a list field used for single combat (including the external boundary) is:
 - a. 15 feet across
 - b. 25 feet across
 - c. 30 feet across
 - d. 20 yards across
16. What is the minimum number of marshals required to conduct a battle with 60 combatants:
 - a. 2
 - b. 6
 - c. 8
 - d. 10
17. *Circle all that apply:* During a combat qualification, what is the combatant being watched for?
 - a. The combatant can defend himself adequately
 - b. The combatant have a good degree of skill
 - c. The combatant can attack safely
 - d. The combatant can beat his opponent during "free play"
18. How many events must someone marshal at before he can be authorized?
 - a. one
 - b. five
 - c. none, if he is known to have the required experience already
 - d. both b. and c.
19. A weapon must be allowed on the field if it meets the weapons standards set forth in the Adrian Combat Manual.
 - a. True
 - b. False
20. *Circle all that apply.* A marshal may call a blow invalid if:
 - a. It is too hard
 - b. It is too light
 - c. It is flat