

# **MARSHAL FIELD DUTIES**

(Extracted from the obsolete MidRealm Rapier Rules, Rev 2.5, Section 3)

## **MARSHAL RESPONSIBILITIES AND TOOLS**

### **Responsibilities**

- The Marshal-in-Charge (MIC) of an official event must be a fully warranted marshal.
- The MIC is responsible for all Marshaling activities at an official SCA, Inc. event where there are combat or combat-related activities, and for preparing (or having prepared) all required reports and forms.
- The Group Rapier Marshal is frequently the Marshal-in-Charge, but if they are still in-training another warranted marshal must be chosen (The Group Rapier Marshal-in-Training should assist in weapons inspections and in the conduct of the Lists, but the warranted Marshal-in-Charge is the person considered responsible by the Kingdom Rapier Marshal and Kingdom Earl Marshal.)
- The Marshal-in-Charge should ensure that there are enough marshals to control the combat and keep it from spilling into the spectators.

### **Tools of the Office**

- A copy of the Middle Kingdom Rapier Combat Marshals Handbook
- A copy of the Society Rules for Rapier Combat
- A whistle (for large melees)
- A marshal's staff
- Protective eyewear / safety glasses for melees with rubber band guns (RBGs)
- Other recommended tools
  - A Rapier Marshal's tabard / baldric
  - A drop tester
  - A mask tester