

April 26, 2004

Greetings,

Everyone in the society is familiar with 2 types of people on the battle field: Marshals and Fighters. But in the Kingdom of the Middle, there is another type: The Scout. Scouts (referred to as "Ravens" in the Midrealm Army) are by definition, non-contact participants. This means that when on the battlefield, they are required to wear society minimum armor, but do not engage in combat. Instead, they do other things like: carry water, maps, arrows, and most importantly, information. Since they are non-contact, they are not allowed to be attacked in combat. Instead, a fighter points their weapon at them and they call them "dead."

In addition to being a part of field maneuvers, the non-contact participant may also, under the direction of the Marshal-in-Charge, become a constable. That is, a person who informally helps supervise the list boundaries (usually holding a black and gold marshal staff).

If you are interested in being a non-contact participant, please let me know that you are interested and then proceed to study the information below. The authorization process will consist of fulfilling the requirements below and an oral exam. The questions and answers are below and will be asked in any order the marshals choose.

Gintaras, C.R.C.
Group Knights Marshal

SCOUT(NON-CONTACT PARTICIPANT) AUTHORIZATION PROCESS

- A. Any heavy combat marshal can conduct the authorization.
- B. The person is to present themselves to the authorizing marshals in SCA minimum armor.
- C. The person is to provide proof of SCA membership, proof of identity(photo ID), and proof of age-a midrealm scout must be at least 16 years old-in many out of kingdom events, eg. Pennsic, a minimum age of 18 is required.
- D. The person will demonstrate to the marshal how to "die defensively".
- E. The person will correctly answer basic questions related to safety on the field and the rules for scouts(questions with answers listed below).
- F. The person will participate in a melee under observation of the marshals to demonstrate overall safety in the field.
- G. The authorization is to be processed using the same form as all other

heavy authorizations and sent to the clerk of the roster for a universal card.

SCOUT QUESTIONS (WITH ANSWERS)

1. What is a marshal? (the person ensuring that the rules are followed and that safety is maintained)
2. How do you identify a marshal? (black tabard with crossed swords in gold or black and gold staff)
3. How do you identify a scout? (white diamonds on the helmet)
4. What do you do when a "hold" is called? (stop where you are and go to your knees; you may talk with others, but no tactical discussion is allowed)
5. What extra item is recommended when thrown/missile weapons are used? (a dark tabard with a large white diamond front and back)
6. How can you be "killed"? (a fully armored/armed fighter gets within 10 feet, points at you and says "scout, you're dead")
7. Are you "dead" if hit accidentally by a missile weapon or by a fighter? (yes)
8. What do you do if accidentally hit by a fighter? (die defensively and call "hold, marshal, scout down")
9. Can you carry in your hands any weapons on the field? (no)
10. How can you glean missile ammunition on the field? (it must be placed in a bag until given to a fighter)
11. Can you glean javelins? (no)
12. If you are part of a siege weapon crew, can you fire the weapon? (no)