

Requirements of Candidates to Sergeantry for the Barony of Adiantum 2022

Candidates vying for Sergeantry will undertake a year-long trial process, culminating in a book test. The currently active Sergeantry of the Barony will be charged with the responsibility of mentoring the Candidates and to help the Coronet determine the suitability of each Candidate. The Baronial Coronet will be solely responsible for assessing the results of the Sergeantry Trials and making the final determinations.

Entry Requirements

- Candidates must have current SCA membership.
- Candidates must reside within the Principality of Summits.
 - Those residing outside of Summits must petition for a boon.
- Candidates must submit a formal Letter of Intent to the Coronet at the Birthday Bash court where Trials begin. The letter should include but is not limited to:
 - Which rank the Candidate wishes to aspire to.
 - A brief introduction of the Candidate's persona.
 - A statement of the Candidate's reason for petitioning to join the Sergeantry of Adiantum.
- Candidates may belong to multiple classes within the Sergeantry, however:
 - Must undertake the tasks for each individual rank
 - Must declare their intent to do so in their Letter of Intent

Sergeantry Ranks

All ranks of Sergeantry shall swear to the Coronet of Adiantum.

- Cohort - Artisan
 - Emphasis on the Arts and Sciences
 - Required Trial Category Completion
- Cohort - Steward
 - Emphasis on Service
- Sergeant-at-Arms
 - Emphasis on Heavy Martial Combat
- Yeoman
 - Emphasis on Missile Combat and/or Target
- Gallant
 - Emphasis on Steel Combat

The Trials

Each Candidate will meet the following criteria before the end of Trials:

- Teach at least one class/workshop in their chosen discipline
- Have competed in at least two competitions in their discipline
 - Stewards may discuss how best to fulfill this requirement with the Coronet
- Possess a current copy of Corpora and Kingdom Law (paper or electronic).

Each Candidate will be tested on their skill and/or knowledge of the categories as listed below. To Be Demonstrated to the Coronet throughout the Year. The Coronet will keep Check-off Sheets for each

Candidate. For a Candidate to complete a task listed below, they are required to ask the Coronet to witness them.

- Persona Development (Required of ALL entrants)
 - Candidates will display a clear understanding of the life their persona would live, which may include:
 - Region
 - Dialect
 - Clothing
 - Food
 - Travel
 - Life Story
- Martial Skill (Not Required of Cohorts)
 - Combat:
 - All Candidates must own a complete suit of appropriate armor for their fighting style and any needed weapons (Must meet ABC and Summits standards)
 - At least one piece of armor must be of the Candidate's own making, using period materials.
 - Each Candidate must be authorized in three weapon styles
 - A candidate can be authorized across classes (i.e. two Heavy styles and one Rapier style OR one Heavy, one Rapier, and Archery)
 - Must show group leadership skills as applicable in their fighting style
 - Sergeant-at-Arms
 - Must defend against and present a challenge in:
 - Sword and Shield
 - Mass Weapon
 - Double Weapon
 - Polearm
 - Gallant
 - Must defend against and present a challenge in:
 - Single Weapon
 - Weapon and Offensive Item
 - Weapon and Defensive Item
 - Missile Combat:
 - Show skill against stationary targets
 - Show skill against moving targets
 - Show Leadership skills as applicable
 - Target Archery/Thrown Weapons
 - Show skill against stationary targets at multiple ranges under timed and untimed rounds
 - Must score at least 40 points (archery) in a Royal Round
 - Must show group leadership skills on the range either working with or acting as the Range Marshal.
 - Cohorts:
 - Must know the rules of the List in one combat style
 - Must be able to marshal or run the list for one round robin or double elimination tournament

- Sergeants-at-Arms, Gallants, Yeoman:
 - Will be tested on the rules of the Lists for their forms of combat
 - Are expected to demonstrate knowledge of An Tir armor and weapon standards
 - Are expected to run an armor inspection before a tournament
 - Must be, at least, a warranted junior marshal (or equivalent) in their chosen area of emphasis by the end of the Trials.
- Voice Heraldry (required of ALL entrants)
 - Must demonstrate proficient voice heraldry by one of the following:
 - Acting as a field herald for at least one round of tournament
 - Acting as a court herald for a piece of business in court
 - Working a shift as town crier
- Chivalric Behavior (required of ALL entrants)

A courteous individual knows their own worth

They have no false modesty

They have no need to thrust themselves forward in pursuit of attention

They are quick to praise others and allow others to praise them

A courteous individual strives to give their honored word neither lightly nor in jest lest they break it and bring dishonor upon themselves

A courteous individual is always ready with a hand or word of assistance

They speak the truth or remain silent

A courteous individual is always ready to offer hospitality, be it ever so meager, and to receive with grace the hospitality of others

- Court Etiquette (required of ALL entrants)
 - Candidates will define the titles and know the proper forms of address for the Crown, Crown Coronet, Landed Coronet, Landed Heirs, Duchy, County, Viscounty, Baronial Coronet, Knight/Master at Arms, Laurel, Pelican, Master of Defense, holders of Patents, Grants (including OWS and OGGs), Awards of Arms, and unranked individuals.
 - Candidates will demonstrate the ability to present themselves at and depart from court in accordance with the customs.
- Period Gaming (required of ALL entrants)
 - Candidates must be able to set up and teach a period game
- Period Dance/Bardic Skill (required of ALL entrants)
 - Candidates are required to show proficiency in one of these areas:
 - Teach a period dance
 - Supply/arrange for your own music
 - Perform a song or musical piece
 - Supply your own instrument if required
 - Must be original (in period or SCA style), or period
 - Must be within the bounds of courtesy and good taste
 - Perform poem or story
 - Must be original (in period style) or period
 - Must be within the bounds of courtesy and good taste
- Practical & Domestic Sciences (required of ALL entrants)
 - Demonstrate knowledge of practical domestic sciences by performing or correctly explaining how to do two of the following:
 - Sharpening an edged weapon or tool

- Setting a copper rivet
- Sewing leather
- Finding directions by day or by night
- Food Preparation
- Animal Husbandry
- Agriculture
- Hunting
- Herbology of common plants and their uses
- Period First Aid knowledge
- Woods-lore
- Making period tools from raw available materials in period
- Period dye material and their uses
- Literacy and dissemination of information in your culture
- Demonstration of appropriate materials and stitches in your period
- Arts & Sciences (required of ALL entrants)
 - Candidates must prepare one example of their efforts in any aspect of Art or Science to be presented in either competition or directly to the Coronet.
 - Must meet A&S Competition standards in terms of documentation, presentation, and completeness
- Event Management and Coordination (required of ALL entrants)
 - Candidates are required to work together to steward and coordinate Adiantum's Birthday Bash at the culmination of the Trials
 - Candidates are to gain and demonstrate a working knowledge of the Barony's equipment and how it is set up.

Paper Test to be Taken at Adiantum's Birthday Bash at the End of the Trial Year

This test will be created by the current Sergeantry with the support of Sergeants Emeritus. While many basic questions may be similar from year to year, each test will be different. The test is not devised to be exhaustive but is devised to push a Candidate.

- Military Sciences (Not Required for Cohort)
 - Demonstrate knowledge of military sciences in the following areas:
 - Armor Construction and Styles
 - Basic Castle and Fortification Structures
 - Siege Warfare Tactics and Equipment
 - Weapon Construction and Styles
 - Including basic Archery and Equestrian equipment
 - Battlefield tactics and strategy including:
 - Small squad tactics
 - Defense of set positions (hills, bridges, etc)
 - Terrain considerations
- Book Heraldry
 - Each Candidate must have Arms/Badge submitted to the SCA College of Arms by the end of the Trials.
 - Must be able to blazon and emblazon their own heraldry, the personal arms of both the Baron and Baroness of Adiantum, and the arms of the Barony of Adiantum
 - Must have a basic understanding of tinctures, metals, furs, field divisions, and charges

- Must be able to recognize the arms of prominent individuals and branches in An Tir.
- Must be able to identify the arms of the Greater Officers
- Must be able to recognize the arms of the Kingdoms and Principalities of the Known World
- Must describe and define the armigerous awards given by the Kingdom of An Tir
- Must know the awards of The Principality of Summits
- Must know the awards of the Barony of Adiantum
- Geography
 - Must be familiar with the branch geography of An Tir and the Laurel Kingdoms
 - Demonstrate knowledge by correctly identifying the locations of selected Kingdoms, Principalities, Baronies and Shires on a map of the Known World
- Baronial History
 - Demonstrate knowledge of the history of the Barony of Adiantum including:
 - The dates of Adiantum's founding and branch status elevations.
 - The previous and current members of the Sergeantry of Adiantum
 - The names of past Baronial Coronets

Final Question

- Each Candidate will be asked, in a private audience with either the Coronet, a question. This part of the Trials cannot be studied or practiced for.