

Title Knight Marshal
Type Greater office - Voting
Term 2 years
Elected

Warranted - Yes

Deputies:

Encouraged to assign at least one. Deputy may be assigned to stand in for the Knight Marshal at events/meetings. Deputies are suggested for each fighting form I.E. Combat Archery, Youth Fighting, Siege, etc.

Reports

Kingdom/Regional Quarterly

Seneschal Quarterly

Practices: when/where Number of new fighters authorized. Number/status of MIT's/marshals. Condition of loaner gear. Activities through out the Province. Problems that have arisen regarding combat activities.

Province Monthly

Practices: When/Where. Upcoming local/regional events with fighting activities. Status of loaner gear.

Moonstone Each issue

Practices: When/Where. Upcoming local/regional events with fighting.

Duties:

To over see combat activities within the province including but not limited to Heavy Weapons fighting, Combat archery, Youth fighting and Siegecraft. Coordinates activities with other officers of weapons forms.

- 1) To make sure that a fighting practice takes place on a "regular" basis
- 2) Run any/all fighting activities at local events, or approve a deputy to do so.
- 3) Maintain Provincial loaner gear, or appoint a deputy to do so, as needed.
- 4) Report to the Kingdom Earl Marshal, or Regional marshal as required by those offices.
- 5) Inform local fighters of updates to the rules of the list.
- 6) Additional duties as described in Corpora or the East Kingdom Marshals Handbook.
- 7) As assigned by the regional Marshal or East Kingdom Earl Marshal.

Sources:

Corpora, The East Kingdom Marshals Handbook.