

Barony of Terra Pomaria  
**Sergeantry and Courtier Trials**



Welcome to the Sergeantry Trials for Thegn Stefan Kilpatrick and Baroness Anna Elizabeth von Engelberg! The Sergeantry and Courtiers of Terra Pomaria should be knowledgeable in the ways of the scholar, the thrill of competition, the courtly graces, the joys of service, and the particulars of their specialties and personas. The Trials are designed to give Candidates the opportunity to develop and strengthen their participation in a variety of aspects of our Dream. We are very excited to have you join us as we work together to make these Trials an opportunity for growth, self-reflection, service, and joy.

Our expectation is that the successful Candidate will be able to meet the individual requirements listed, and also be able to display knowledge of the different subject areas when questioned. If a candidate needs an alternative form of testing or participation, or is struggling to complete a requirement please notify the Baronial Coronets. We know that our populace is made strong by the variety of its people, and those people have a variety of strengths and weaknesses. We welcome all who are willing to undergo the trials, as we recognize that not all learn or participate in the same way, and that from our differences comes our strength. Some of our candidates will have played for many years, and will have already done some of the requirements, and some of our candidates will be new to the SCA and using this as a starting point for their journey. For all candidates, this should be viewed as an opportunity to explore and deepen their enjoyment of our game.

We encourage candidates to work together, and to ask for help from current members of the Sergeantry. Carpool to events and classes, have a study group, brainstorm, check in with each other! Working together is a great opportunity to form connections and deeper friendship with the other people who will be fellow Sergeants.

The SCA is based on ideals of honor and integrity. We are not requiring that candidates provide proof that they have completed every requirement of the Trials. We expect any candidate for the Sergeantry and Courtiers of the Barony of Terra Pomaria to understand and stand by those ideals. A checklist is provided for the individual requirements, beginning at page 7 of this document, and this first section clarifies and elaborates on those requirements.

We are delighted to work with our candidates and are always available for any questions or assistance that may be needed. Together we will grow as SCAdians and learn about ourselves, the Society, and each other!

Yours in Humble and Joyous Service,

Thegn Stefan and Baroness Anna

## **Scholarly Study**

You can learn almost anything if you have a source, and there is an awful lot to learn. This section is devoted to learning, through observation and analysis, research, classes, and study.

### Understanding the Laws of the Land

To understand the laws of the land, we ask that candidates attend, either in-person or remotely, meetings at all levels of Society, and become familiar with our governing documents.

### Persona Development

During the course of the trials, the candidates will be questioned at length upon their persona portrayed within the SCA. Most areas of knowledge are fair game for the questioner, and the candidate is expected to answer to the best of their persona's knowledge. This questioning is meant to examine the candidate's historical knowledge and research as it applies directly to their own self-identity. Candidates should develop and be able to present the history of their persona, citing at least three non-Wikipedia sources (such as accredited journals, museum sources, etc). Some questions to consider are:

- Who are you?
- Where and when are you from?
- What are the things around you?
- What are people doing/wearing/carrying around?
- Are you a tinker? A tailor? A spy?
- What is the political climate of your time and place, and what is the recent history for the hundred or so years before and after?

To demonstrate a working knowledge of Heraldry within the SCA, and extensive thought to their persona, the candidate's device and name must be submitted to the College of Heralds for registration. Submissions must be in the hands of the Black Lion Herald before the Final Trials event.

### Enrichment

Continuing study is an important part of well-rounded participation in the SCA. Any questions about whether a class counts toward this requirement should be brought to the Baronial Coronets.

We will arrange and announce the opportunity for the candidates to show their understanding of the heraldry, regalia, and history requirements listed in the Enrichment section.

## **Practical and Domestic Sciences**

One of the great things about the SCA is learning amazing skills you would never otherwise learn. This section provides the opportunity to explore, display, and discuss some of those skills. We have provided a list of options; if you choose to do "other" as one of your options, please first discuss it with the Baronial Coronets.

## **Competition**

Competition is, in many ways, at the heart of the SCA, and provides opportunity for constant improvement. Whether competition is important to you or not, understanding how competition spurs many of your fellows to greater heights gives insight into how best to support them. Candidates will compete in at least one competition related to the rank towards which they are working.

## **Courtly Graces**

A member of the Sergeantry will demonstrate that true nobility is not a matter of birth, but of comportment and hospitality.

To judge the candidate's courtesy and courtly behavior, the name of the candidate will be given to the populace of the Barony, and to anyone else invited by the Baronial Coronets, who will watch the candidate and then gather with the Baronial Coronets to comment on the candidate's actions and behavior in light of the following guidelines:

- The courteous individual knows their own worth. They have no false modesty, but will not thrust themselves forward continually as the first among equals. They will be quick to praise others, but will not praise themselves overmuch.
- The courteous individual speaks greatly and with respect to all others.
- The courteous individual on their honor never breaks their word and therefore never gives it lightly or in jest. They speak the truth or remain silent.
- The courteous individual is always ready to offer a hand or word in assistance.
- The courteous individual is always ready to offer hospitality. Be it ever so meager, and to receive with grace the hospitality of others.
- To further demonstrate courtly manners, the candidate will define the titles and know the proper forms of address for the following: King and Queen; Crown Prince and Princess; Prince and Princess; Duke and Duchess; Count and Countess; Viscount and Viscountess; Baronial Coronets; Order of Chivalry Order of Laurel and Pelican; Master- or Mistress-at-Arms Grant of Arms Award of Arms, etc. We would also hope that the candidates will be aware of and conversant in the non-gender-specific versions of many if not most of these titles/forms of address.

## **Bardic Arts**

The required Bardic performance can be either:

- One (1) song or musical piece. (Songs sung may be accompanied by music played by no more than 2 others.)
- One (1) poem, story, etc.

The individual pieces must fall within one of the following criteria:

- An original piece, written by the candidate, or a period piece.
  - Regardless, the piece must be documentable. Documentation must be present at the trials, to be delivered upon the request of the Minister of Arts & Sciences or other judges.

- The language of all presentations should approximate courtly speech and manners and be appropriate to the persona of the candidate.
  - No slang or folk-songs; avoid coarse humor.

The bardic presentation will be judged by those persons the Baronial Coronets indicate. If a candidate feels that they are unable to perform, they are asked to speak with the Baronial Coronets regarding possible accommodations.

Candidates should be able to sing or recite the songs of our lands. Joining others in song is one of the oldest ways to show hospitality, and while we know that not all are musically inclined, candidates should at least know the songs that bind us together. Recordings of the songs, along with recordings of all of the classes presented online, can be found on YouTube by searching "Terra Pomaria."

## Dance

Participation in an event dance or ball can be as a dancer, musician, or instructor. We understand that not everyone is able to dance, and ask that if anyone needs accommodation that they contact us.

## Games

Before the printing press, the lute, or the wheel, games existed to bring entertainment to humanity. In addition to being able to play chess and another period game (Nine Man Morris, Fox and Geese, Alquerque, Glaukhaus, skittles, or Tables), candidates should be able to demonstrate the play of one other game that is period to their persona. We understand that some areas and time periods are not as well-documented as others, so if a candidate is unable to find a game to fit this requirement, they can submit a game from the same location at a different time, or different location from the same time.

## Scribal Arts

Candidates' scribal entries need to be in a recognized period hand, but are not required to be specific to a candidate's persona. Scribal entries will be judged for calligraphy and illumination by judges as chosen by the Baronial Coronets.

## Service

As SCAdians, we are very familiar with Service and the many forms it can take, from serving as an office to helping a stranger set up their tent to taking a shift at gate. Many hands make light work, and Service is the perfect illustration of that truth. While Courtiers have a required service project, all candidates should use the Trials as an opportunity to explore other aspects of Service they haven't previously considered, making the load lighter for all.

## Position-Specific Requirements

In addition to the requirements that apply to all Sergeants and Courtiers, each rank has specific requirements, listed on the next page. Also, the candidate may be called upon throughout the tournament to offer a critique on the other candidates. The Order of Chivalry, Laurel, and Pelican; the Sergeantry of Terra Pomaria; and any other people invited by the Baronial Coronets will also assist in the judging of this requirement.

## Martial Skills (Sergeantry)

It is the marshal aspect of their nature that differentiates whether a candidate undergoes the Sergeantry Trials to become a Sergeant, Yeoman, Gallant, or Lancer. Regardless of their area of emphasis, all candidates must meet the following requirements:

- Each candidate must own their An Tir-legal armor and weapons for their marshallate. At least one item must be of their own making using period materials.
- The candidate will be tested on the rules of the lists for all areas of combat, armor and weapons standards of An Tir by the Baronial Marshal or their appointed representative(s).
- All candidates must be authorized senior marshals, or the equivalent, in their area of emphasis.
- Each candidate must be prepared to fight in whatever melees, challenges, and/or endeavors that are deemed necessary to display their ability.
- Each candidate must be list qualified in a minimum of three weapon forms in their chosen area of combat; or alternatively, two weapons in their chosen area and one weapon form from another area of combat. (i.e., two heavy weapon forms and target archery; two fencing forms and war archery; two light combat forms and rapier combat.)
- If target archery is used as a weapon form, the candidate must score at least a 50 if primary weapon, 40 if secondary or tertiary weapon.

### **The separate martial skills for each area are explained as follows:**

#### ***Sergeant***

- Using any of their weapon forms, the candidate must defend against: sword and shield, mace or axe and shield, double weapon, great sword, and pole-arms; single and multiple opponents.
- The candidate must be able to lead a group of fighters in assaulting and/or defending positions of various strengths and weaknesses. The candidate's group must variously contain an inferior or superior number of fighters.

#### ***Yeoman***

- Using any of their weapon forms, the candidate must demonstrate their skills against stationary and moving targets, and while in open-field and covered situations.
- The candidate must show leadership skills as applicable to Yeoman as indicated in the Sergeant's requirement above.

#### ***Gallant***

- Using any of their weapon forms, the candidate must defend against: single blade, single blade and dagger, case, single blade and parrying device; single opponent and multiple opponents.
- The candidate must show leadership skills as applicable to Gallant as indicated in the Sergeant's requirement above.

## ***Lancer***

- The candidate will be tested in marshallate and non-marshallate equestrian activities, including: ground work, Beheading the Enemy, Ring Tilt, quintain, and basic horsemanship.
- The candidate must show leadership skills as applicable to Lancer as indicated in the Sergeant's requirement above.

## **Service (Courtiers)**

Courtier candidates should be an example of service to others in the Barony, Principality and Kingdom. Candidates must hold a minimum of one Baronial office or deputy office by the completion of the trials. They must have performed at least three hours of service at a Baronial, Principality or other local branch event. Each candidate will develop, plan, and execute a service project that will benefit the Barony. Service projects are to be approved by the Baronial Coronets in advance. Each candidate should use the project to demonstrate their ability to plan, organize, and lead people to accomplish their set goals in an efficient manner. The project will be evaluated by the Baron along with the individuals that worked on the project.

## **Final Event**

While the event where our Final Trials will be held has yet to be determined, candidates can work through the requirements with an eye towards what will be expected at the Final Trials.

## **Final Court**

During the Final Trials event, the Baronial Coronets will ask the candidates questions pertaining to the concepts of honor, chivalry, their place in medieval society, the SCA, and modern society, and a final question of the Coronets' choosing. The candidates are encouraged to seek out members of the peerages and other outstanding members of our populace to discuss chivalric principles and the place of honor in our society.

## **Display**


Candidates will display:

- Either their Arts & Sciences project or the information from the class that they taught
- A copy of the article they wrote for The Privy, The Echoes, or The Crier
- Submitted device, submitted name, and related documentation (if applicable)
- Their scribal entry and related documentation
- For Courtiers, information related to their service project
- For Sergeants, the equipment for the weapon in which they qualified

If the candidates have anything else that they accomplished during the Trials of which they are particularly proud, we would love to have them share that as part of their display. Items on the checklist that will be displayed are indicated by the ☐ symbol.

### Scholarly study

**A Sergeant of Terra Pomaria must be knowledgeable of the workings of the Kingdom and Barony. They must also have thought long and hard about their place and goals in the Society.**

Understanding the Laws of the Land		
Milestone	Date Completed	Authorizing Mentor
<b>Baronial Council Meetings</b>		
<input type="checkbox"/> Attend one Terra Pomaria Business Meeting		
<input type="checkbox"/> Attend one non-Terra Pomaria Business/Council Meeting		
<b>Laws &amp; Customaries</b>		
<input type="checkbox"/> Read Kingdom Law, Principality Law, and Baronial Customary		
<input type="checkbox"/> Send the Baronial Coronets an email with: what you learned, what you have questions about, and your thoughts about the governing documents.		
<b>Curia Meeting</b>		
<input type="checkbox"/> Attend a Principality or Kingdom Curia Meeting		
<b>Board of Directors</b>		
<input type="checkbox"/> Read notes from a recent meeting		
Persona Development		
Milestone	Date Completed	Authorizing Mentor
<b>Give us your back story. Cite at least 3 sources (Pick one presentation form)</b>		
<input type="checkbox"/> A 5 minute story told to the Baronial Coronets		
<input type="checkbox"/> A one page essay		
<b>Heraldic Submission</b> 		
<input type="checkbox"/> Name		
<input type="checkbox"/> Device (describe)		

Enrichment

<b>Arts &amp; Sciences – Choose one (1) of the following:</b> ☒				
	<input type="checkbox"/> Submit an Arts & Sciences project meeting the requirements of entrance into a Terra Pomaria Championship			
	<input type="checkbox"/> Teach an Arts & Sciences class/workshop at the Baronial level or higher			
<b>Study and be able to identify/relate/demonstrate the following:</b>				
	<input type="checkbox"/> Heraldry of the branches within the Principality of the Summits and Rivers region (Stromgard, Hauksgardr, River’s Bend, Kaldorness, Three Mountains, and Dragon’s Mist)			
	<input type="checkbox"/> Heraldry of the current Baronial Coronets of Terra Pomaria			
	<input type="checkbox"/> Identifying regalia of the Peerages			
	<input type="checkbox"/> Crowns/Coronets/Circlets of baronies within the Kingdom of An Tir			
	<input type="checkbox"/> Geography of An Tir, and The Summits			
	<input type="checkbox"/> General history of the SCA, Kingdom of An Tir, Principality of The Summits, and the Barony of Terra Pomaria			
<b>Write and submit an article for The Privy, The Echoes, or The Crier. CC the Baronial Coronets on your submission.</b> ☒				
<b>Martial Sergeants (Yeoman, Gallant, Lancer, Heavy Sergeant)</b>				
	Take a class in a new-to-you art/science. This can be at an event, social night or an arranged 1:1. This class cannot be counted for any other part of the sergeantry trials			
<b>Courtiers</b>				
	Take a class in a new-to-you art/science. This can be at an event, social night or an arranged 1:1. This class cannot be counted for any other part of the sergeantry trials			
	Take a second class in a new-to-you art/science. This can be at an event, social night or an arranged 1:1. This class cannot be counted for any other part of the sergeantry trials			



## Practical and Domestic Sciences

**What better way to survive an apocalypse that involves less electricity and internet than to utilize the skills you have learned in the SCA?**

Milestone	Date Completed	Authorizing Mentor
<b>Be able to demonstrate five (5) of the following:</b>		
<input type="checkbox"/> Put an edge on a cutting tool		
<input type="checkbox"/> Set a rivet		
<input type="checkbox"/> Start a fire		
<input type="checkbox"/> Sew leather		
<input type="checkbox"/> Find directions at day or night		
<input type="checkbox"/> Food preparation		
<input type="checkbox"/> Husbandry		
<input type="checkbox"/> Agriculture		
<input type="checkbox"/> Hunting		
<input type="checkbox"/> Herbology: common plants of Terra Pomaria and their uses		
<input type="checkbox"/> Folk medicine: diagnoses, treatments, and cures		
<input type="checkbox"/> Flat-fell a seam		
<input type="checkbox"/> Rectangular construction		
<input type="checkbox"/> Other (please discuss with Baronial Coronets and provide description here)		

## Competition

**Competition is a key aspect of the SCA and striving for continual improvement. As a sergeant, we expect you to have participated in the competition as well as understanding and supporting the structure that allows competition to thrive**

Milestone	Date Completed	
<b>Heavy Sergeants and Gallants</b>		

	Compete in a tournament of your focus. This can be at any level.		Event: Tournament:
<b>Courtiers</b>			
	Enter a single entry into an Arts and Sciences competition (in addition to the other A&S entry requirement).		Event: Competition:
	Student Judge an Arts and Sciences entry		Event: Competition:
<b>Yeomen</b>			
	Put up at least one official score for your weapon of choice.		Weapon: Score:
<b>Lancer</b>			
	Compete in an equestrian tournament at any level.		Event: Tournament:

## Courtly Graces

**It is not enough to be born noble. A Sergeant must be able to offer entertainments and hospitality in a variety of circumstances for a wealth of audiences.**

Milestone	Date Completed	Authorizing Mentor/Event
<b>Serving in Court (Pick 3)</b>		
<input type="checkbox"/> Take a Retinue Class		
<input type="checkbox"/> Serve 'behind the thrones' for a court		
<input type="checkbox"/> Spend a day as an attendant for Royalty/Coronets		
<input type="checkbox"/> Take a shift as Court Guard		
<b>Be able to define the titles of and know the proper forms of address for the Peers of the Realm.</b>		
<b>Make an award recommendation for a baronial, principality, or kingdom award. CC a copy of your recommendation to the Baronial Coronets.</b>		

<b>Scribal Arts</b> ?			
	Submit a scribal entry done by your own hand and in a recognized period hand		
<b>Bardic Arts</b> ?			
	Learn one of the following songs:		
	<input type="checkbox"/> Land of Apples		
	<input type="checkbox"/> Summits' Song		
	<input type="checkbox"/> Brave and Bonnie Host (An Tir)		
	<input type="checkbox"/> Stefan's song		
<b>Dance</b>			
	<input type="checkbox"/> Attend a period Dance class		
	<input type="checkbox"/> Participate in an event dance or ball		

Milestone	Date Completed	Authorizing Mentor/Event
<b>Games</b>		
Be able to play one of the following: Nine Man Morris, Fox and Geese, Alquerque, Glaukhaus, skittles, or Tables		
Be able to name, describe, and demonstrate the play of one other game appropriate to their persona, if possible.		
Be able to set up a (modern) chess board, identify the pieces, describe their moves, and shown an understanding of the game by playing at least 10 moves		
<b>Attend Workshops in:</b> (some videos available on Terra Pomaria YouTube channel)		
<input type="checkbox"/> Inclusion, Equity, and Belonging <input type="checkbox"/> SCA Etiquette <input type="checkbox"/> Care and Feeding of your Newcomer <input type="checkbox"/> Bullying and Harassment		

## Service

As a volunteer-run society, Service is the backbone of the SCA experience. Being familiar with and capable of several forms of Service is essential for a Sergeant of Terra Pomaria.

Milestone	Date Completed	Authorizing Mentor/Event
<b>Marshal at an event or a local practice with each of your new marshallates (see page 7)</b>		
Event:		
Marshallate:		
Event:		
Marshallate:		
<b>Event Team Classes</b>		
<input type="checkbox"/> Take Gate Class		
<input type="checkbox"/> Take Event Steward Class		
<input type="checkbox"/> Take a Pre-reg/PayPal management class		
<b>Event Team (Pick 2)</b>		
<input type="checkbox"/> Serve at Gate		
<input type="checkbox"/> Serve on Event Staff		
<input type="checkbox"/> Event Steward an event		
<input type="checkbox"/> Tourney/War Support		
<input type="checkbox"/> Organize an event Bardic		
<input type="checkbox"/> Serve at a Demo event		
<b>Tent Day - Learn to safely set up and take down the Terra Pomaria pavilion.</b>		
<b>Event Heraldry (pick Two)</b>		
<input type="checkbox"/> Town Cry		
<input type="checkbox"/> Court Herald		
<input type="checkbox"/> Tourney Herald		
<b>Assist in assembling the Terra Pomaria Coronet Chairs</b>		

## Position-Specific Requirements

More extensive descriptions of these requirements are in the first section of this document.

### Heavy Sergeant – Emphasis on Heavy Fighting

Additional Requirements	Date Completed
Authorized in Heavy Combat for two weapons forms  Weapon #1: _____  Weapon #2: _____	
Senior Marshal in Heavy Combat	
Junior Marshal in one additional discipline (Combat Archery, Target Archery, Thrown Weapons, Rapier, or Cut and Thrust, Equestrian)  Chosen Discipline: _____	
Using any of their weapon forms, the candidate must defend against: sword and shield, mace or axe and shield, double weapon, great sword, and pole-arms; single and multiple opponents.	

### Courtier - Emphasis on Service and Arts & Sciences

Additional Requirements	Date Completed
Junior Marshal in one discipline (Combat Archery, Target Archery, Thrown Weapons, Rapier, Heavy Combat or Cut and Thrust, Equestrian)  Chosen Discipline: _____	
Take a deputy Office in the Barony or Deputy Retinue Role  Office or Role: _____	
Plan, present, and complete a Service project that has been approved by the Baronial Coronets.	

### Gallant - Rapier or Cut and Thrust

Additional Requirements	Date Completed
Authorized in Rapier or Cut and Thrust with two weapons forms  Weapon #1: _____  Weapon #2: _____	

Senior Marshal in Rapier or Cut and Thrust Chosen Discipline: _____	
Junior Marshal in one additional discipline (Combat Archery, Target Archery, Thrown Weapons, Heavy Fighting, Siege Weapons, Equestrian) Chosen Discipline: _____	
Using any of their weapon forms, the candidate must defend against: single blade, single blade and dagger, case, single blade and parrying device; single opponent and multiple opponents.	

**Yeoman (Target Archery, Combat Archery, or Thrown Weapons)**

<b>Additional Requirements</b>	<b>Date Completed</b>
Authorize in the Weapon style of your choice Weapon: _____	
Senior Marshal in Weapon style of your choice	
Junior Marshal in one additional discipline (Combat Archery, Target Archery, Siege Weapons, Thrown Weapons, Heavy Fighting, Rapier, or Cut and Thrust, Equestrian) Chosen Discipline: _____	
Using any of their weapon forms (except target archery,) the candidate must demonstrate their skills against stationary and moving targets, and while in open-field and covered situations.	

**Lancer**

<b>Additional Requirements</b>	<b>Date Completed</b>
Senior Marshal in Weapon style of your choice	
Junior Marshal in one additional discipline (Combat Archery, Target Archery, Siege Weapons, Thrown Weapons, Heavy Fighting, Rapier, or Cut and Thrust) Chosen Discipline: _____	
The candidate will be tested in marshallate and non-marshallate equestrian activities, including: ground work, Beheading the Enemy, Ring Tilt, and basic horsemanship.	