

# **Avalon Marshallate Manual ~ V 1.0**

*Welcome to the realm of the Marshallate! The Marshallate is a very integral part of the safe study of historical medieval combat, and as such we are always looking for people willing and eager to help maintain the safety of their fellow combatants. If you're looking for a place to make a difference and are willing to shoulder the responsibility that being a Marshal entails, then read on!*

*~Antoine*

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## **I. Introduction: What is a Marshal?**

### **Who/What is a Marshal?**

Marshals are those individuals who have dedicated a portion of their time to ensure the safety of combatants on the field and that of the onlookers. Such individuals are not required to be active combatants themselves but must be knowledgeable about the combat style and must be very safety oriented. We take very seriously the safety of everyone on the field and take it personally when that safety is violated or someone gets hurt.

*"It is the responsibility of the Marshallate to maintain a proper safety level while still allowing the combat to be as historically correct and realistic as possible."*

A Marshal must have completed a training period of no less than 1 month under a Warranted Marshal and must have the approval of the appropriate Crown Marshal (example: approval of the Minister of Joust & War for a Shinai Marshal is required) and must hold at least the rank of Sergeant (or equivalent knowledge as approved by the appropriate Crown Marshal) in the given style. The majority of this training may take place over the internet provided that at least 8 hours is practical experience under a Warranted Marshal in person. For new groups forming in areas where there is no current Avalon membership to teach the marshaling duties and extreme distances preclude travel to such an area, the Earl Marshal may make an exception and allow all training to be over the internet.

### **When is a Marshal Required?**

A marshal needs to be present at any approved combat function, such as practices, events, etc. If there is no Marshal, there shall be no combat. This is not to prevent new groups from forming nor to prevent practices from taking place, but is required to maintain a level of safety that we are all comfortable with.

### **What is the Marshallate?**

The Marshallate refers to all the combat marshals as a whole.

### **What does this Manual cover?**

*This manual covers marshaling for all forms of Combat. Combat Archery is the one exception in that Marshals overseeing melee combat are responsible for the ranged combat while the inspection of their weapons and ammunition is done by the Minister of Archery or his duly appointed deputy.*

## **II. Duties of each Marshallate Level (in decending order):**

### **Earl Marshal**

Responsibilities:

- Wellbeing of Live Combat throughout the Realms.
- Organize Imperial Wars or delegate their organization
- In conjunction with the Emperor & Empress recommends (selects?) individuals for the Imperial Master of Fence and Imperial Minister of Joust positions (for vote selection by the appropriate Marshallate?).
- Makes changes to the Marshallate & Combat Handbooks as needed to keep them current, with approval as required.
- Organizes and collects data (through the imperial marshals) on play-testing of possible rule changes & places these changes on the schedule for Imperial debate and approval/rejection.
- Prepares a report on the state of Combat within the Realms on a semi-yearly basis (which will be public record) for use by the Emperor & Empress and disclosed to the populace via the internet.

### **Imperial Master of Fence / Imperial Minister of Joust & War / Imperial Minister of Archery**

Responsibilities:

- Responsible for Live Combat throughout the Realms within their area of expertise
- Collect reports & data from their respective Crown Marshals & collate them into a Quarterly Imperial Report for use by the Earl Marshal
- Organize & collect data on the play-testing of possible rule changes within their area of expertise
- Is the first step of Conflict Resolution at the Imperial Level

### **Crown Marshal**

Responsibilities:

- Responsible for Live Combat within their respective Realm
- Organize Crown Wars or delegate their organization
- Maintain the integrity of the Marshallate within their Realm
- Collect reports from the Crown Master of Fence, Crown Minister of Joust & War, & Archer General and collates them into a quarterly report for Imperial & Crown use
- Works with various marshals on the play-testing of new rules
- Is the final step in conflict resolution at the Realm Level

## **Crown Master of Fence / Minister of Joust & War / Minister of Archery**

### Responsibilities:

- Responsible for Live Combat within the Realm in their area of expertise
- Organize regional practices & Marshallate meetings
- Authorize Deputy Marshals & Fighters
- Maintain a sufficient Marshallate in their area of expertise
- Clarify rules questions
- Are the first step in resolving conflicts after events within the Realm
- Approve unusual off-hand parrying only weapons for general use
- Suggest/implement disciplinary actions as required by the Crown

## **Deputies of Fence, Joust & War, & Archery (aka Field Marshal at events, Warranted Marshal)**

### Responsibilities:

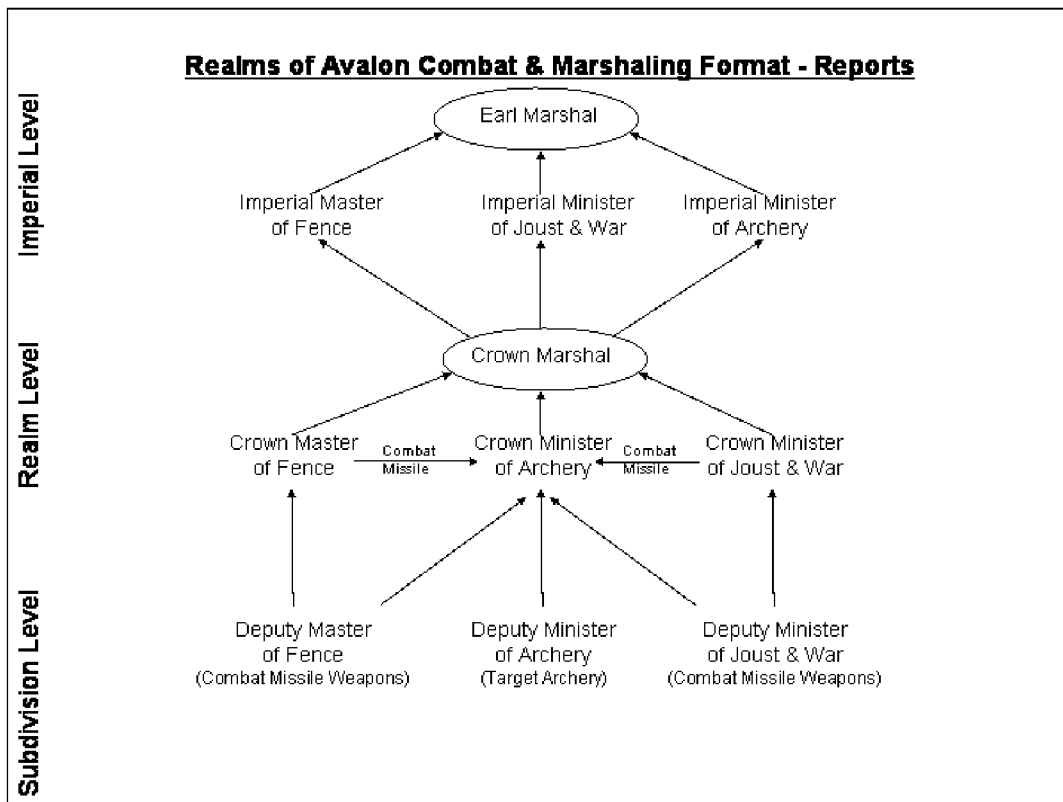
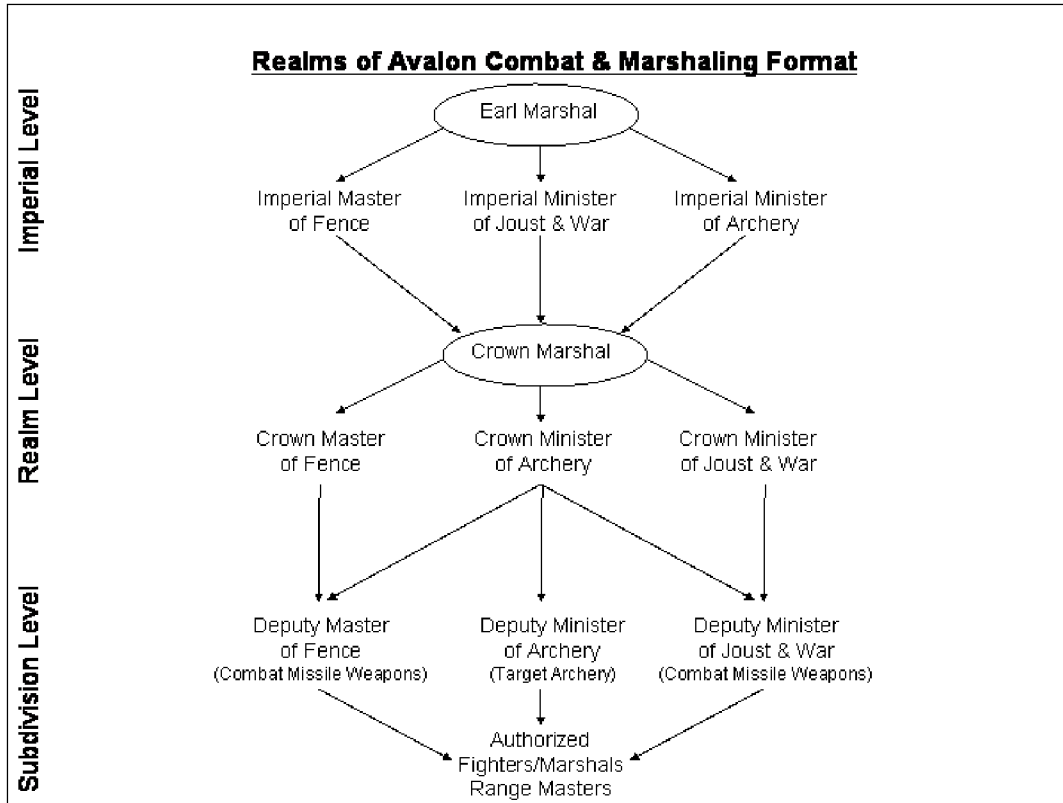
- Responsible for Live Combat within their subdivision in their area of expertise
- Organize group practices & training
- Organize fighting at events or delegate that organization to another Marshal (who is then known as a field marshal)
- Authorize fighters (aka assistant marshals)
- Maintain safety of the field
- Approve unusual off-hand weapons for use on an event by event basis
- Implement disciplinary actions as required on the field
- Report monthly on events, practices, and the state of combat within their area to the group and their Crown counterparts

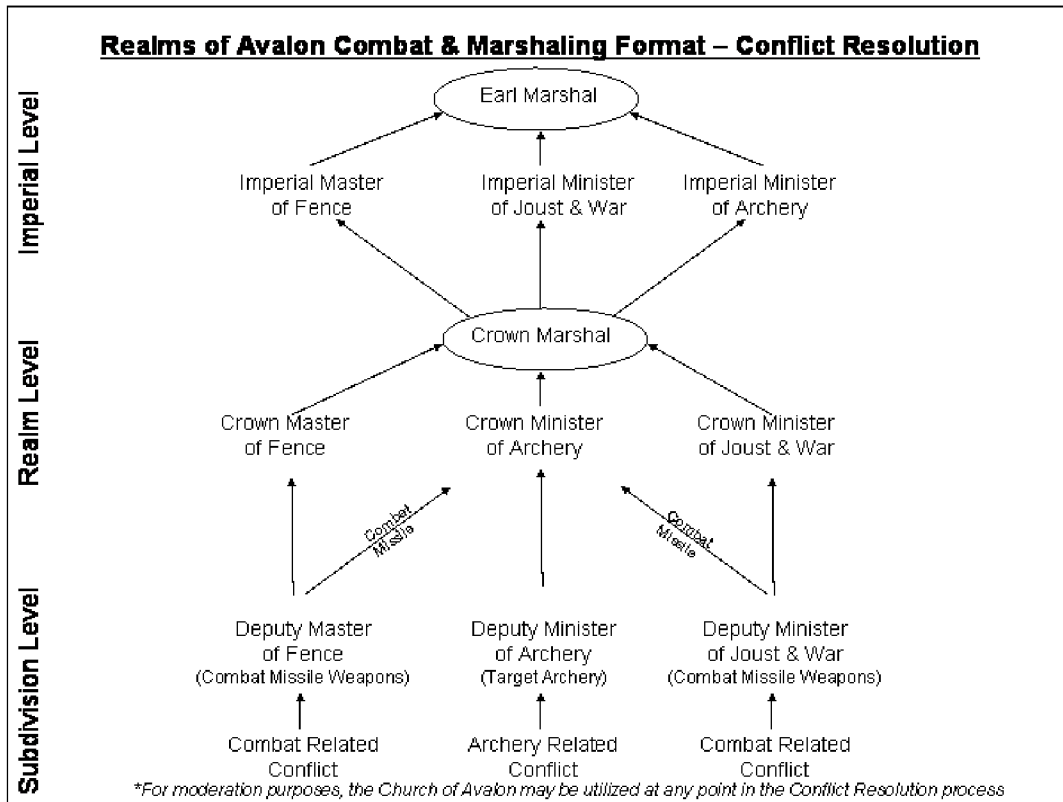
## **Authorized Fighters (aka assistant marshals)**

### Responsibilities:

- All fighters are responsible for safety on and off the field.
- Upkeep of their own equipment
- Duties at events as given to them by the Field Marshal
- May not oversee all combat at an event, but may assist a Field Marshal in any duties such as armor & weapons inspection, marshaling combat, etc.
- May not authorize fighters or marshals or oversee combat without a Field Marshal present
- May not organize combat on their own authority

### III. Marshallate Organization:





#### IV. Armor & Weapons Inspection:

Inspecting Armor:

- Inspect from head to toe, conducting the inspection in the same manner for every individual.
- Ensure proper protection as noted in the combat manual.
- At the end of armor inspection, ask the individual on their Honor if this is all the armor they will be wearing into combat that day.

Head/Neck:

- Ensure proper head protection including condition of steel mesh or metal plate and all straps/buckles.
- Ensure proper fit.

Torso:

- Ensure proper padding/layers and condition of fabric/leather/metal.
- Look for wear, gaps, tears, and ensure proper overlap as required.
- Inspect fastening devices (buttons, buckles, ties).
- Ensure proper Female protection if required.

Arms:

- Inspect materials as above.
- Ensure proper protection & overlap as needed.
- If appropriate, check fasteners.
- Check Gloves and sleeves for sufficient overlap (at full arm extension).

- Check gloves between fingers for wear & tear.
- Ensure sufficient gloves for combat styles being used, if multiple styles inspect all gloves to be used.

Hips/Legs:

- Ensure proper coverage and padding.
- Inspect materials for wear.
- Ensure proper Male & Female protection as required.
- Check for proper foot attire.

Weapon Inspection:

- Ensure weapon suitability for combat style.
- Ensure that no weapons have an edge.
- Check for proper maintenance (as appropriate)
  - Burrs removed from steel weapons.
  - Rapiers flex in one direction and flex suitably well.
  - Tape/wrapping is in good condition.
  - Blunts are sufficiently attached.
  - No loose parts.
  - No rust/pitting.
- *Ranged weapons shall be inspected by the Division Minister of Archery or his duly appointed deputy*
- Ask the fighter on their Honor that they are properly knowledgeable of all weapons being used, do not allow use if they are unsure.

The Final Question:

Ask each fighter the following question:

“On your Honor do you know of any reason why you should not compete today?”

Assuming the above inspection is acceptable; notify the combatant that they are approved to take the field.

Note: Any fighter caught substituting equipment that has not been inspected shall be removed from the field and is subject to a complete re-inspection at the discretion of the Field Marshal. Depending on the circumstances further disciplinary action may be taken.

## **V. Guidelines for Marshaling at Events:**

**Prior to Events:**

- The Deputy Marshal of the subdivision sponsoring the event is responsible for either organizing their form of combat or finding another marshal willing to do so.
- Each style of fighting needs to be cleared with the site coordinator & owners to ensure the legality of each fighting style for that area.
- An area(s) of the site should be designated for combat. Only this area(s) should be used for this purpose.
- Proper barriers should be placed to prevent accidental involvement of bystanders in the combat and to prevent the combat from roving into areas

that have not been setup/inspected for combat. These barriers can be rope w/ flagging, hard barriers such as feast tables, or, if nothing similar is available, 1 marshal for each exposed side of the combat area is required. Bystanders need to be kept at least 1 ½ the maximum reach of any weapons on the field behind said barriers.

- *If the melee plans include ranged weapons suitable lines of fire shall be established and all combatants made aware of them..*

### **At the Event, prior to Combat:**

- The field should be inspected prior to combatants being allowed on it. Remove any obstructions that could potentially cause injury (within reason) and those that cannot be should be flagged or guarded by a marshal.
- If an obstacle that presents a clear and present danger to the combatants cannot be removed then the field should be adjusted so the obstacle is no longer within its bounds. Some examples of such obstacles are a bare piece of rebar sticking out of the ground or large amounts of broken glass on the field.
- Holes on the field should be filled in within reason; this is obviously not possible in heavily wooded areas.
- A designated entrance, inspection area, and list area should be setup as needed.

### **Just prior to Combat:**

- An armor & weapons inspection must be done by the Field Marshal or delegated to an assistant marshal.
- The field should be quickly visually surveyed for missed obstructions or new changing field conditions.
- Make certain that all participants on the field are aware of the conventions of combat (rules, obstacles that couldn't be removed, etc), if not then explain them.
- *Make certain to outline the ranged combat restrictions to all combatants.*
- Make CERTAIN that any real weapons are removed.

### **Marshaling of Combat:**

- The Marshal of the Field must be present.
- There should be at least 1 field marshal on any field and an additional number of assistant marshals as conditions require, this shall be at least a 1:10 ratio for melee. (number based on combatants active on the field)
- Fighters disobeying the rules as stated in the Combat Manual shall be warned on a first offense, removed from the field on the second.
- Fighters intentionally trying to cause harm shall have their fighting privileges revoked immediately and they will not fight again until the circumstances are reviewed by the Crown Marshal. Upon review, the Crown Marshal may take whatever actions he/she deems warranted up to permanent revocation of fighting privileges within the Realm.
- Any situation that has the potential to involve unarmored individuals in the combat shall result in an immediate "Hold" being called.

- Any situation that has great potential to cause harm to a fighter or a marshal shall immediately result in an immediate “Hold” being called.
- At any time during combat, should an armor or weapons failure occur, a “Hold” shall be called and the fighter shall be removed from the field for re-inspection.
- Should the Marshal of the Field take a turn at fighting, another Warranted Marshal must be present, not fighting, and willing to take on the responsibilities of the field.
- Any injuries on the field that stop a combatant from continuing shall immediately stop all combat and it shall be suspended until the cause can be eliminated to the satisfaction of the field marshal.
- If for any reason the above guidelines cannot be followed or safety is greatly reduced due to changing field conditions (such as lightning), all combat on that field shall cease.

**After Combat Checklist:**

- Confirm that all equipment is off the field and that the field is in equal or better condition than when combat started.
- Complete any necessary paperwork/forms.
- Follow up on any injuries incurred.

**VI. Disciplinary Actions:**

The following is a guideline of what disciplinary actions may be taken by the marshal of the field at an event. Further disciplinary actions may be taken at the crown & imperial level if it is so recommended and justified by the marshal of the field in writing. All actions taken must be included in the monthly reports. The following offenses are assumed to be occurring at the same event.

Actions that:

Cause a clear and present danger to oneself:

- First offence – Warning & correction of condition
- Second offense – Removal from the field
- Third offense – Removal from combat for the length of the event & recommendation for removal of all fighting privileges until the fighter can prove the condition has been corrected and a reauthorization can be done.

Cause a clear and present danger to others:

- First offense – Warning & correction of condition
- Second offense – Removal from field & recommendation for removal of fighting privileges until the fighter can prove the condition has been corrected & a reauthorization has been done.

Actions that Intentionally Violate the safety standards:

- Removal from the field & recommendation for further action as required.

Clarification of Situations:

Example of a danger to oneself:

- Armor Failure, unintentional
- Removal of armor on the field while fighting is underway
- Too ill to fight
- Failure to follow field marshal's instructions

Example of a danger to others:

- A Weapon Failure or Concealed Live Steel, unintentional
- Firing a missile weapon within range of bystanders or at too close a range to the target
- Excessive Force
- Failure to follow field marshal's instructions

Example of an Intentional Violations:

- Replacing a piece of equipment already inspected with an obviously inferior piece and not having it inspected – specific example: Replacing a regulation fencing mask with a mask covered with window screen (yes, this has happened in another organization)
- Use of illegal drugs, prescription drugs that adversely affect mind or body on a temporary basis, intoxicated – any of these on the field
- Failure to follow field marshal's instructions
- Intentionally attempting to cause harm to another

Of course, these are only guidelines. The intent of a marshal is to call upon his/her experience to determine when/what actions are appropriate. If the combatant believes that the marshal excessively penalized him, he may file a protest with the appropriate Crown Marshal after the event. Marshals found abusing their status may be removed as marshals at the discretion of the Crown Marshal.

## **VII. Conflict Resolution**

Should a combatant feel overly penalized by a marshal for actions on the field, and the combatant and marshal in question cannot come to a satisfactory resolution, the combatant may submit a protest to the next higher level officer in the Marshallate. In the interest of not disturbing the activities at an event, this protest should be made after the close of the event via letter or e-mail.

The first step that should be taken between the combatant and the marshal should be to discuss the matter outside of the event and, if requested by either party, a member of the Church of Avalon may act as an impartial mediator to help resolve the matter. (See the Church of Avalon Manual for details on requesting a mediator).

If the matter cannot be resolved by doing so, a letter of protest may be submitted by the combatant within 30 days. As shown in "Section III. Marshallate Organization", the first step of official conflict resolution is a letter of protest written to the Crown Master of Fence, the Crown Minister of Joust & War, or the Crown Master of Archery. That individual acts for all intents and purposes as a judge of the events, and he will call upon all individuals involved in the matter to give their written account of the events and

actions taken. At this level, a member of the Church of Avalon may also be used to help resolve the conflict.

Should the conflict not be resolved to the satisfaction of all parties, then any party may advance a letter of protest, within 10 days of notification of the last decision, to the Crown Marshal who will retrieve the statements of the conflict and attempt to resolve the matter. If the penalty given to the combatant by the field marshal only lasted the duration of the event in question this shall be the final step in the conflict resolution process, the Crown Marshal's decision is final.

However, should the penalty duration exceed the event in question, and a resolution satisfactory to all parties not be obtained, a letter of protest may be advanced to the appropriate Imperial Officer within 10 days of notification of the prior decision, who will then review the case and decide the matter. Should this also fail to be resolved to the satisfaction of all parties, any party may with 10 days of the last decision submit a letter of protest to the Imperial Marshal who will decide the matter. This is the last step of conflict resolution and the decision is final.

### **VIII. Warranted Marshal Exam**

These exams are given separately for each combat style and must be done and approved by the marshals appropriate to that style (example: the test is given by a Warranted Marshal for Shinai and then the warrant is approved/issued by the Crown Minister of Joust & War). Marshals may only serve as field marshals for those combat styles for which they are warranted.

In order to become a warranted marshal there are two steps that must be taken.

1. Recommendation for local officer position by either the local Viceroy or a Warranted Marshal
2. Successful Completion of the Warranted Marshal Exam.

The exam shall be given by an impartial Warranted Marshal with the approval of the appropriate Crown Marshal. The testing Marshal must submit a report on the exam with the names & contact information of the potential marshals. The exam shall consist of the following:

- Verbal quiz on the Combat Manual for the given style
- Verbal quiz on the Marshallate Manual
- Practical discussion of "What ifs" about possible situations, used to gauge the safety concerns of the potential marshal
- Completion of a practical Armor & Weapon Inspection
- Final Exam, perform as the acting Field Marshal for at least 1 Tournament and 1 Melee. Includes assisting the actual Field Marshal in field setup & inspection, and assist in the marshaling duties of the field.

Optionally, this exam may be given with a group of up to 5 potential marshals.

Assuming that the exam is completed to the satisfaction of the Warranted Marshal and the appropriate Crown Marshal, the new marshal will be mailed or presented with a warrant of office. The following is a list of all standard field marshal warrants:

- Shinai
- Renaissance (rapier)

- Waster
- Live Steel
- Missile Weapons (arrows, rubber band shot, etc.)

## **IX. Authorized Combatant Exam (Assistant Marshal)**

The Exam for an Authorized Combatant (also known as an Assistant Marshal) is very similar to the Warranted Marshal Exam. Any Warranted Marshal may authorize combatants in their appropriate style of combat. This exam includes:

- Verbal quiz on the Combat Manual
- Practical discussion on possible “What if’s” of combat to gauge the potential fighters safety level
- Completion of a practical Armor & Weapon inspection, with verbal quizzing by the marshal
- Field test of the potential fighter during with a volunteer authorized combatant will:
  - Fight the student, calling but not taking blows
  - Fight the student, calling & taking blows
  - Press the student in one fight to gauge their safety reactions
  - Give their honest evaluation to the marshal

The marshal will then give the student a few notes on their combat, noting any deficiencies and, if satisfied that the student is safe for both themselves and their opponents, they will be authorized as a combatant. The new combatant will be issued an authorization card which will be noted with the appropriate authorization and their new authorization number, or if the student is already authorized in another style, their existing card will be updated.

*This same process is done for each authorization, including missile weapons.*

In order for the authorization to be official, the Warranted Marshal MUST note the authorization in his monthly report so the authorization can be tracked and noted on the rolls. All authorizations are good for 2 years unless revoked.

Below you will see a sample authorization card. As you can see, the member name is the combatants’ real name and the dates issued/expired are two years apart. The back of the card has the Authorization Number, which is a realm code in order of precedence (01 for Caereleon) followed by the last then first name. Below that are the authorizations earned. Each authorization notes W for Warrant of Marshal and A for Authorized Combatant and are signed by the marshal who authorized with their authorization number. A couple of things to note are:

- W for Missile weapons – Warranted only. Why would someone warrant only? Let’s say we have someone with a lot of experience with archery, but has developed a handicap that will no longer allow him to shoot. By allowing for Warrants without Authorization we can still make use of a keen mind and vast knowledge.
- Cyrano de Bergerac’s authorization number, note the placement of a middle name.
- For Shinai, note that he is both Authorized and Warranted. The given marshal was for the initial authorization in this case with the warrant being issued by the crown (and hence on file).

**Realms of Avalon, INC.**  
 Member Name: John Doe  
 Date Issued: 1/1/2003  
 Date Expires: 1/1/2005  
 All authorizations are good for a period of 2 years, this card can be reissued within 6 months prior to its expiration date without reauthorization. This card is only valid with a current insurance membership. Authorizations on this card can only be approved by a Warranted Marshal

Front Side of Card

Realms of Avalon – Authorization Card  
 Authorization Number: 01-DOE JOHN  
 A = Authorized, W = Warranted  
 Missile Weapons W - 01-TELL WILLIAM  
 Foil Instruction     -      
 Renaissance A - 01-BERGERAC DE CYRANO  
 Shintai W - 01-PENDRAGON ARTHUR  
 Waster     -      
 Steel     -    

Back Side of Card

**X. A Last Word on Marshaling**

A marshal is not judge, jury, and executioner but is more a safety officer. The ultimate goal of any marshal should be to set up combat such that everyone has a good time and no one is hurt. That said, marshals should strive to make tournaments and battles as realistic as possible, but also keeping the fun and safety in the game. The rules set down here are minimums and guidelines, a marshal may find a situation that doesn't quite fit the circumstances outlined here. When that occurs the marshal must make a judgment call, and should consider the following when doing so:

- Is it historically accurate?
- Does it add to what we're doing?
- Does it impact safety at all?
- Would YOU feel safe doing it?
- Would YOU feel safe facing it?

If you can answer all of these with "yes" with no misgivings, then you're probably safe to give the go ahead. Marshals are there to make the tough judgment calls, if there were none to make we wouldn't be needed. Trust your gut, use good judgment, and be safe.

**XI. Addenda & Clarification**

Addenda that change one portion of this manual shall be noted below after they have been approved as required. Spelling changes and grammar corrections do not require approval but will be noted as addenda. Clarifications that do not change the meaning but simply clarify the intent of a statement shall be noted here by the Earl Marshal and do not require approval, these include word definitions. This section will be incorporated into the main manual as each new version of the manual is released.

**Addenda:**

A1 Add as needed

**Clarifications:**

C1 Add as needed

## **XII. Reports & Authorization Forms**

The following pages are the standard report form for marshals. These are meant to show the critical information, but marshals are encouraged to add additional comments that add depth to the report. These reports must be done monthly. The Authorization Form, as you will note, has several cards on one sheet. These sheets are meant to be printed back to back and cut apart for use by the marshal. The card is issued to the fighter and notes of who was authorized must be kept and reported monthly. Failure to do so will keep the fighter from being noted as authorized and may result in him not being allowed to enter a competition until a reauthorization can be done.

**Marshallate Report Form – Events & Point Bearing Tourneys**

Group Name: \_\_\_\_\_ Date(s): \_\_\_\_\_

Warranted Marshal Authorization # \_\_\_\_\_ - \_\_\_\_\_

Event Name & Location \_\_\_\_\_

Tournaments:

_____	Win: _____
_____	Win: _____
_____	Win: _____
_____	Win: _____

Injuries/Conflicts: \_\_\_\_\_

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**Marshallate Report Form – Monthly Tally**

Group Name: \_\_\_\_\_ Dates Covered: \_\_\_\_\_  
Warranted Marshal Authorization # \_\_\_\_\_ - \_\_\_\_\_  
Combat Style(s) \_\_\_\_\_

Practices/Demos (P/D):

Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____
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Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____
Date: _____	Location: _____	Type P/D _____	# Participants: _____

Total # Participants: \_\_\_\_\_

Authorizations:

Date: \_\_\_\_\_ Name: \_\_\_\_\_  
Authorization # \_\_\_\_\_ - \_\_\_\_\_  
Home Group \_\_\_\_\_  
Date: \_\_\_\_\_ Name: \_\_\_\_\_  
Authorization # \_\_\_\_\_ - \_\_\_\_\_  
Home Group \_\_\_\_\_  
Date: \_\_\_\_\_ Name: \_\_\_\_\_  
Authorization # \_\_\_\_\_ - \_\_\_\_\_  
Home Group \_\_\_\_\_

Comments/Injuries: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Realms of Avalon, INC.**

Member Name: \_\_\_\_\_

Date Issued: \_\_\_\_\_

Date Expires: \_\_\_\_\_

All authorizations are good for a period of 2 years, this card can be reissued within 6 months prior to its expiration date without reauthorization. This card is only valid with a current insurance membership. Authorizations on this card can only be approved by a Warranted Marshal

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Date Issued: \_\_\_\_\_

Date Expires: \_\_\_\_\_

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Realms of Avalon – Authorization Card

Authorization Number:

\_\_\_\_\_ - \_\_\_\_\_  
 A = Authorized, W = Warranted  
 Missile Weapons \_\_\_\_ - \_\_\_\_\_  
 Foil Instruction \_\_\_\_ - \_\_\_\_\_  
 Renaissance \_\_\_\_ - \_\_\_\_\_  
 Shinai \_\_\_\_ - \_\_\_\_\_  
 Waster \_\_\_\_ - \_\_\_\_\_  
 Steel \_\_\_\_ - \_\_\_\_\_

Realms of Avalon – Authorization Card

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