

# Barony of Adiantum

## Sergeantry Trails



Candidates who are interested in trying for Sergeantry will have the option of a year long or single day process. Both testing processes will include the same material and requirements. Current Sergeantry will assist with the testing of the candidates, but the Baronial Coronet will be solely responsible for making the final determination of acceptance for all candidates.

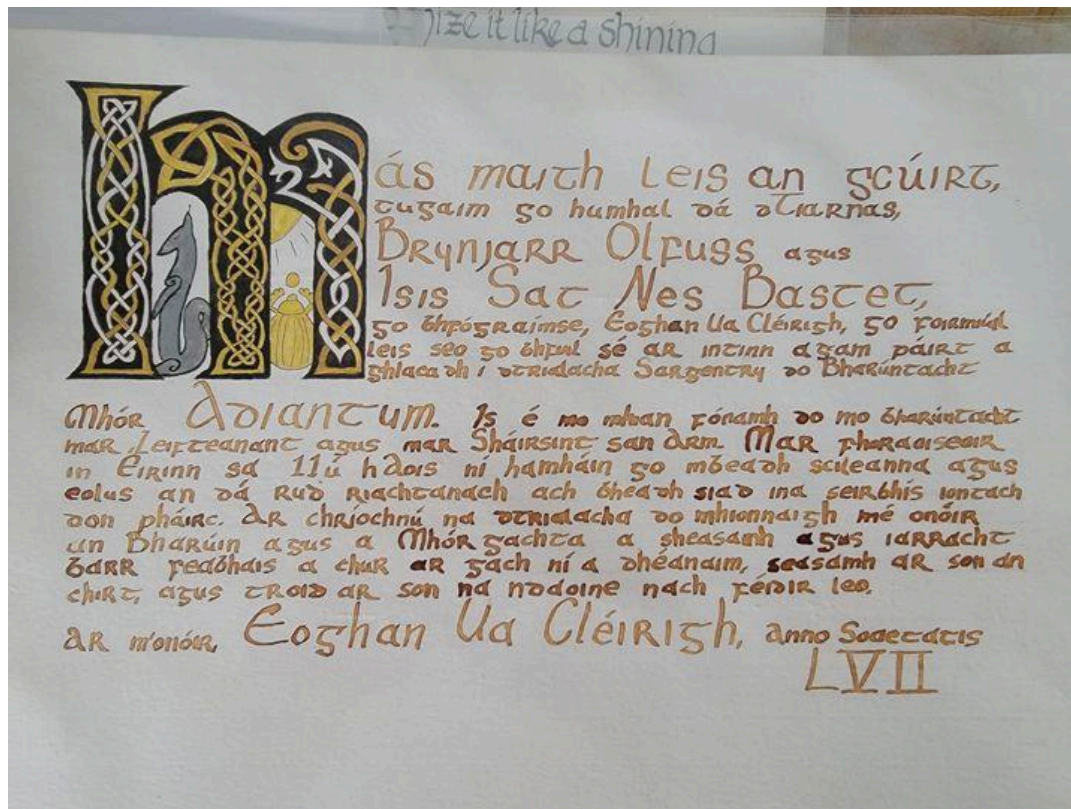
Throughout the year the Baron/Baroness will keep a record of each of the candidates completed tasks. In order for a task to be considered completed the task must be witnessed or evaluated by either the Baron/Baroness or the member of Sergeantry that was assigned with evaluation for that task.

The checklist is available [here](#), followed by further explanations of the requirements. Any current member of the Sergeantry, Emeritas, or the Baron & Baroness can check off a task.

## Entry Requirements

- Candidates must have current SCA membership.
- Candidates must reside within the Principality of Summits (or petition for permission).
- Candidates must submit a formal Letter of Intent to the Coronet at Birthday Bash court where the trials will begin. The letter should include but is not limited to:
  - What rank/class the Candidate wishes to aspire to.
  - A brief introduction of the Candidate's persona.
  - A statement on why the Candidate wishes to join the Sergeantry of Adiantum.

- Below is an example of a Letter of Intent:



Candidates may petition to join multiple classes of Sergeantry, however:

- All tasks for each class must be completed.
- Must declare this desire in the letter of intent.
- Available sergeantry classes (all classes of sergeantry shall swear to the Coronets of Adiantum)

*Artisan:* emphasis on the arts and sciences

*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

*Artillerist:* emphasis of siege weapons

## The Trials

*Required of all candidates:*

- Possess a current copy of Corpora, Summits Law, and Kingdom Law (Hard copy or electronic)
- Hold at least a deputy officer level position within the barony.

- Have name and device submitted to the SCA College of Heraldry
- Attend at least 4 Baronial Council Meetings
- Serve one shift as baronial guard or attendant.
- **Court Etiquette:** Candidates will demonstrate the ability to present themselves to and depart from court according to customs.
- **Define the titles and know the proper form of address** for the Crown, Crown Prince/Princess, landed Prince/Princess, Tanist/Tanista, Duke/Duchess, Count/Countess, Baron/Baroness, Knight, Master or Mistress at Arms, Laurel, Pelican, Master of Defense, holders of patents, grants (including OWS and OGGS), Award of Arms, and unranked individuals. Includes terms of address and sumptuary law.
- **Period Gaming:** candidates must be able to set up and teach a period game.
- **Equipment:** candidates are to gain and demonstrate a working knowledge of the Barony's equipment and how it is set up. This includes pavilions and the throne.
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## Persona development

Candidates will display a clear understanding of the life their persona would live, which may include:

- Environment
- Occupation
- Religion/Faith
- Dialect
- Clothing
- Food
- Travel
- Life Story
- Housing Conditions

## Voice Heraldry

Must demonstrate proficient voice heraldry by one of the following

- Acting as a field herald for at least one round of a tournament
- Acting as a court herald for a piece of business in court
- Working a shift as town crier

## Period Dance/Bardic

Candidates are required to show proficiency in one of the following:

- Teach a period dance (supply/arrange for your own music)
- Perform a song or musical piece
  - Supply the instrument if required
  - Must be original, in period style, or period
  - Must be within the bounds of courtesy and good taste
- Perform a poem or story
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## Chivalric Behavior

- 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 that break it and bring dishonor upon themselves
- A courteous individual is always ready with 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

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## Arts and Sciences

Demonstrate knowledge of practical domestic arts and sciences by performing or correctly explaining how to do two of the following:

- Sharpening an edged weapon or tool
- Setting a rivet by hand
- Sewing leather
- Finding directions by day or by night
- Food Preparation
- Animal Husbandry
- Hunting
- Herbology of common plants and their uses
- Period First Aid knowledge
- Woodcraft
- Making period tools from raw materials
- Period dye material and their uses
- Book binding
- Calligraphy
- Period textiles
- Compete in at least two competitions in their discipline.
  - Stewards will discuss how they plan to meet an equal requirement with the Coronets.

## Tests

- Three tests to be taken before Adiantum's Birthday Bash at the end of the trial year. The tests 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 may be different. The goal is for each test to be challenging but not exhausting.

- **Book Heraldry**
  - 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 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 know the awards of the Barony of Adiantum and the Principality of Summits
- **Geography**
  - Must be familiar with the branch geography of An Tir
  - 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 Adiantums founding and branch status elevations
  - The previous and current members of the Sergeantry of Adiantum
  - The names of past Baronial Coronets

## Required of Artisan and Steward candidates only:

- Paint at least one charter
- Serve one shift at gate or gold key
- Assist in a feast (steward)
- Provide largess
- Submit article to the Bicranial Bear
- Take a class
- Assist chatelaine with a demo (steward)

## Marshalling & Rules of the List

- 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

Beautify one public space.

Examples:

- Hang banners or buntings in a meeting hall or event
- Create a work of wall art
- Bring flowers for a gathering (table top, given out individually, etc.)
- Improve the lighting with candles, lanterns, etc.

Required of martial candidates only:

Martial Skill

- Teach at least one class/workshop in their chosen path.

Combat

- All candidates must be able to compete in their chosen martial skill with all weapons and safety measures meeting ABC and Summits standards (become authorized).
- Each candidate must be authorized in all weapon styles.
- Must own a complete set of armor/arms, of which at least one piece must have been made by the candidate

Sergeant-at-Arms

Must defend against and present a challenge in:

- Weapon and Shield
- Two-handed Weapon
- Spear

Gallant

Rapier and Cut and Thrust authorized in

- Single Sword
- Sword and Offensive Secondary

- Sword and Defensive Secondary
- Two handed sword

#### Yeoman

- Combat - competent against moving and stationary targets
- Target - competence in all target styles

Authorized in Missile combat (If emphasizing missile combat)

- Bow and arrow
- Crossbow
- Hand Thrown Weapons

#### Artillerist

- Siege authorised as a member of siegecrew
- Combat - competent against moving and stationary targets
- Target - competence in all target styles

#### Marshalling & Rules of the List

- Must be, at least, a warranted junior marshal (or equivalent) in their chosen martial skill by the end of trials.
- Are expected to run a weapon/armor/equipment inspection before a tournament

#### Military Science *(for Sergeant in Arms and Gallant only)*

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

If you're interested in becoming a sergeantry candidate, please enquire with a current sergeant or the baron and baroness.