

Marshaling Instructions

1. For best results, you should try to have three marshals for each fight.
 - a. One marshal watching each fighter
 - b. One marshaling the fight as a whole. This will be the marshal running the list.
 - c. I expect the marshals on the field to be there to work. It might be the best seat in the house, but you still need to do your job.
2. Safety
 - a. Before the tourney begins, look over the area where the fighting will take place. Look particularly for large holes, soft spots, rocks and other safety hazards.
 - b. As the fighters come onto the field, take a quick look to see if they have their full armor, especially elbow, neck, and hand armor. These are the likeliest to be removed and then forgotten. This should not take much time. It is not a full inspection, just a quick double-check to help someone who may have inadvertently forgotten something.
 - c. Once the fight has started, watch for:
 - i. broken armor
 - ii. broken weapon
 - iii. lost temper
 - iv. injuries
 - v. unauthorized people/pets/objects on the field
 - vi. dropped weapon (if it is their only weapon). A two weapon fight should only be stopped if the now empty hand is no longer legally armored.
3. Witness
 - a. You are an impartial witness to exactly what happens during a fight.
 - b. You should be able to describe the last several blows on your side of the fight:
 - i. Location
 - ii. Striking surface orientation
 - iii. The apparent force of the blow on their armor
4. Examples of when to step in:
 - a. If you see a blow land above the knee, but is called low.
 - b. If you see someone lift their leg to force the blow to land low.
 - c. If you see a thrust hit on the grill but is called high or on the side.
 - d. If you see a thrust hit high or on the side of the helm and is being taken.
 - e. If you see a blow landing flat.
(You tend to see this with back edge leg shots not turning all the way over and the quick left-right head combinations.)
 - f. If you see a second blow to a lost limb.
 - g. If you see repeated calibration issues with a fighter.
If you need to stop a fight for this reason, discuss it first with the other marshals on the field before approaching the fighters. This is to insure that everyone was seeing the same issues. Remember, we as marshals not judging force. If you have to stop a fight for apparent calibration issues, just consider it information that the fighter need to know, but leave the blow counting to them. Quite often, with adrenalin up fighters miss things, and after a short stop the sting of the blow gets realized.

Remember, we as marshals are only judging location and orientation if needed, but not force. For example, if a fighter calls a leg shot low and the marshals see that it landed in a legal area, we tell them it landed in a good location. They then call the force of the blow.