**Kingdom of Atlantia Royal Forestry Guild  
Regarder Trial Application**

The “Regarders” are one of the three membership-based Houses that are aligned with specific interests and advanced competencies developed by Forester-level members of the Kingdom of Atlantia Royal Forestry Guild. Regarders are the house whose members have incorporated martial activities as an area of expertise of their guild persona. The inspiration for this house come from historical regarders, who were typically rural English knights responsible for a survey of Royal Forests (the “regard”) focused on collecting information relevant to taxation and resource management. The choice to seek membership in this House is open to anyone who has been promoted to the rank of Forester or above within the Kingdom of Atlantia Royal Forestry Guild. Those interested in participating in the Regarder trial must complete the application below; applications are generally evaluated as they are received but may also be reviewed annually shortly before a trial.

The Regarder Trial typically takes place at an outdoor event and is designed to be physically taxing and mentally exhausting. At any trial a minimum of 3 additional individuals must be present for safety and to witness and verify the outcome of the trial attempt; these individuals may serve as a water bearer, assist in retrieval of ammunition, serve as a marshal to supervise for safety, and act in any other related roles necessary. Ideally at least two Guild officers should also be present to witness the trial, though they may also serve in these other roles as appropriate.

Applicants first spend a night taking shifts on watch, by starting a campfire using a period method and then ensuring that it stays burning overnight. If only one or two applicants are attempting the trial, each applicant’s watch will be 3 hours long (midnight to 3 am or 3 am to 6 am); if there are three or more applicants, the fire must be watched and kept burning continuously from sunset to sunrise. When not on watch, applicants will “sleep rough”, using only gear appropriate to their persona (typically this would be what could be carried on their back or in conjunction with a saddle). The martial portion of the trial takes place the following morning. Applicants blow a note on a forester’s horn to begin this portion of the trial, then spend 18 minutes exerting themselves physically, before blowing the horn a second time to indicate the conclusion of the trial. The exact nature of this physical part of the trial will be dictated by each applicant’s chosen martial pursuit, but all applicants will spend 18 minutes actively engaged in their discipline as follows:

* **Archers** must hit a Royal Round-sized target 108 times with arrows at 20 yards over 18 minutes
* **Atl-atl throwers** must hit a Royal Round-sized target 36 times with darts at 20 yards over 18 minutes
* **Thrown weapons** applicants must stick 54 standard weapons (axe, knife, spear, or plumbata) in a 60-cm round target at 20 feet over 18 minutes. As the thrown weapons community establishes distance and target standards for sling, those will be used to establish requirements for a sling-based trial.

Retrieval may be done by assistants in any of these three areas; however, applicants should possess sufficient ammunition to allow for engaging their targets continuously during the 18-minute period.

* **Heavy fighters** and **fencers** will face a rotating group of fresh opponents in one-on-one bouts. Each opponent may use their choice of weapons form, but the applicant should use the same weapon form throughout the trial.

In heavy fighting or rapier, being defeated does NOT result in failing the trial; taking a break does. If an applicant becomes exhausted to the point of no longer fighting safely (controlling their own shots or correctly calling hits), the applicant and/or the presiding marshal shall end the trial before the 18 minutes have passed.

Successful applicants will be given the opportunity to reflect on their trials and decide if they wish to move forward with the process of becoming a Regarder. Unsuccessful applicants may apply again immediately but must wait (up to a year) until the next scheduled trial before retaking it. Applicants who pass the trial but then do not accept the offer to join the Regarders are respected as skilled members of the guild and are eligible to serve in officer positions. They may subsequently join another house within the guild (should they pass the required trial); however, they are not considered “Regarders”. All participants will be given a time of reflection following successful completion of the trial, and if they choose to join the house, they will then learn the Regarder’s Oath and swear it. The trial and oath-swearing are the beginning, not the end of an individual’s journey as a Regarder; upon their recognition as skilled members of the Forestry Guild, Regarders are expected to continue to share their knowledge with others.

To attempt the Regarder Trial, applicants must have at minimum the following items:

* Garb that meets the requirements for the forester rank (to be worn overnight, and on the range if applicable)
* Period-appropriate gear for ‘sleeping rough’ in the weather expected the night before the trial
* Martial equipment appropriate to their discipline and guild persona (within SCA rules)
* A hunting horn

**Regarder Applicant Information and Questions**

*This form should be completed digitally and sent to the guild Chronicler (atlantiaforesters@gmail.com) electronically. The Chronicler will forward the information to the appropriate officers, who will contact the applicant directly with necessary information about the trial and any questions.*

**Legal Name:**

**SCA Name:**

**Emergency Contacts (Name, relation to applicant, phone number)**

**1.**

**2.**

1. **What information do you believe it is important for the organizers to know for your safety? This may include medications taken, medical conditions/considerations, or anything else. Your privacy is important; please only include as much information as you feel necessary for your safety, and that you feel comfortable disclosing.** *Note: Proof of Medicare/Medicaid/health insurance coverage must be carried on your person during the trial.*
2. **How do your martial activities fit into your guild persona / focus?**
3. **Why are you interested in attempting the Regarder trial?**
4. **If your first attempt at the Regarder trial is not successful, will you apply to try again? Why or why not?**
5. **If you successfully complete the trial, what would being called “Regarder” mean to you? Is it a title, a job description, or something else entirely?**
6. **In what martial discipline will you be attempting the trial? Please include information about your equipment – images may be helpful but are not required.** *Note: equipment should be as appropriate to an individual’s persona as the rules governing SCA martial activities and personal resources allow.*
7. **Do you have opponents / assistants in mind for the martial portion of your trial?**

*This application is for internal Kingdom of Atlantia Royal Forestry Guild use only and will not be shared by the guild with any outside groups or individuals. The information in this application will be destroyed upon the request of the applicant upon completion of the Ranger Trial.*