

Standard Operating Procedures (SOP) for planning, organizing, and conducting Youth Rapier activities at Gulf Wars.

### **Things to do before the war**

Gain access to Gulf Wars Youth Rapier Gmail account.

Contact [coordinator of Youth Armored Combat activities](#) to organize needed pavilion, chairs, etc.

Contact coordinator of Youth Armored Combat activities to verify participation in Meridies Youth Rose Tournament and the Youth Root Beer and Bratwurst dinner

Identify what Youth Rapier activities offer. Try to schedule at least one per day Sunday-Friday. Include social activities, pick-ups, classes, tournaments, and melees. Don't forget the melees as the kids really love them.

Try to find list managers for any tournaments needing them. Don't assume someone will magically appear to do it.

Post notifications to SCA Facebook pages for as many kingdoms/principalities as you can (e.g., Ansteorra, Trimaris, Meridies, Glean Abhann, Vindheim) and Gulf Wars asking for groups to sponsor tournaments and provide format for posting. Also send emails to each Kingdom Youth Rapier marshal or Kingdom Rapier Marshal asking for them to sponsor and help with activities.

Submit updates for the Youth Rapier page on the Gulf Wars site to provide conventions and rules.

Wait and watch for the War Point schedule to be released

Schedule activities around war points as much as possible. Don't schedule too early or too late (e.g., 8 AM or 6 PM)

Schedule some activity before the Root Beer and Bratwurst dinner so the kids are already gathered for that. Make it a fun activity.

Try to drum up interest and attendance. Post notifications to SCA Facebook pages for Ansteorra, Trimaris, Gleann Abhann, Vindheim, and Gulf Wars. (activities, requirements, etc.).

Organize some loaner equipment

Organize some prizes and/or scrolls for some activities.

Send list of activities to Master Scheduler

Arrange to borrow a list field and get it transported to and from the war. Be open to sharing with the Youth Armored fighters.

Remember to sign up with the volunteer coordinator. An activity coordinator automatically gets a set number of volunteer hours (GW34 is 40 hours).

Consider getting thank you largess to hand out to helpers

Bring marshal sticks

### **Things to do during the war**

Set up the youth combat area before the war starts

Check authorizations (once per youth) and enter a log

Show up to the youth combat area at least 15 minutes before the start of a scheduled activity to do cleanup, set up, check equipment, etc.

Remember to get every one of your volunteers on your log each day and turn it in each day.

Inspect all equipment before each combat activity

Arrive at Youth Rapier area at least 15 minutes before each activity

Try to have assistants during activities.

Thank and hand out largess to helpers

Remember to thank the Roses/Doves/Royalty who attend any tournament but especially the Meridies Youth Rose Tournament

Clean up youth combat area after each activity

Do any needed equipment repair work

Pick up trash from the youth combat area on the last day. Leave it cleaner than we found it.

Report successes to relative kingdoms as possible.

### **Things to do after the war**

Post thank you messages on Facebook pages.

Remember to thank everyone!

- Youth Armored Coordinator for sharing space and dinner
- People who do list management
- People who help fight and/or marshal the youth rapier fighting

**Ideas for tournaments and activities (please add them to the list)**

- Tavern Brawl
  - first one out the list field entrance with the rubber chicken wins that round
  - Four rounds in 1 hour
- King of the Lava Hill
  - non-lava spots to stand
  - center one wins every 15 minutes
  - stepping in lava requires resurrection
- Standard two out of three fight elimination rounds
- Swiss 3 or 5
- 2-5 kids against an adult
  - especially White Scarf or Master of Defense
- Adult/youth paired fighters in resurrection fight
  - adults can only res if youth also res
- Pick up fights
- Classes in fighting

**Fighting rules/conventions used (GW 32+33)**

- No plastic blades or masks
- Light rapier (foils/epees) are the baseline standard weapons
- Heavy rapier can be used if both combatants are old enough and safe
- If any combatant on the field cannot or is not using heavy rapier then all must use light rapier
- Offhand weapons and parry devices are allowed