

Lethbridge Medieval Club

*Membership
Handbook*

*A Treatise on what you need to know in order to stop
worrying and learn to love the middle ages*

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Introduction

“The Lethbridge Medieval Club is a non-profit society dedicated to exploring aspects of the human experience across the medieval world. Members learn, discuss, and teach activities such as bardic arts, brewing, cooking, dancing, fibre arts, leather and metal working, and martial techniques. Together we rebuild small fragments of medieval culture through events such as feasts, camps, and tournaments”

Greetings! And welcome, fellow adventurer to our humble gathering of like-minded enthusiasts, bent upon the quest for knowledge and skills from ages past. Herein lies knowledge for those brave enough to seek it, and a word to the wise: tarry not on trivial qualms and self doubt. Around you gathers a community of friends, all with similar aims as you: to explore an age half-remembered, and celebrate the living history of the world.

Turn the page; step into the fold.

This document, cunningly devised as an introduction, provides you with the basic understanding of our shared purpose. To achieve greatness, one must set oneself to the task of gathering about them those tools and accoutrements necessary for one’s quest.

Never fear! If you lack skill or knowledge or coin in plenty to purchase what your require, some hard work and camaraderie shall provide. Within our merry band exist those skilled in many forgotten arts and crafts, and like good wine our cups brimmeth over with the willing eagerness to share our experiences.

Whether you be stout hearted and ready to test the swing of a blade, a craftsman of some note, or more to the amusing arts inclined, our hearth always has a place for you. So read on and take your first steps into a world long past and, yet, just around the corner.

Club Members

Members of the Lethbridge Medieval Club (we abbreviate it “LMC”) are people who continually seek to expand their knowledge and understanding of the middle ages. As a group oriented towards living history, we take a research-based approach towards a practical understanding of the middle ages. Our club has a two-tiered membership system:

Probationary Members: Everyone begins their journey as a probationary member. This membership grants access to club activities that do not have any minimum standards associated with them. Fight practice, workshops, classes, and movie nights are all examples of these types of activities.

Full members: Once an LMC member meets all of the minimum standards of the club, and has been approved by the club vigilator, they become a full member. Full LMC members are able to take part in public demonstrations, formal events, and any other activity held by the club.

Probationary members have the greater of: one year from their start date, or the next club annual general meeting, to become invigilated and reach full member status. If someone does not accomplish this, they must be invigilated before renewing their membership in the club.

Code of Conduct

The LMC strives towards a culture of safety and inclusion. This code of conduct is intended to promote that culture.

All members of the LMC are expected to abide by this code whenever they are taking part in any LMC event or activity, or any other event that LMC members are attending in an official capacity. This code is a minimum standard for LMC members; additional requirements may exist for specific activities (eg. Archery, Swordplay, Public Programming).

Members are expected to behave in a respectful manner at all times during any LMC activity. The club exists to allow its members the opportunity to explore medieval history. By acting honestly and in good faith towards one another, we can acknowledge and learn from some of the more controversial aspects of the middle ages, without repeating them.

Inappropriate behaviour at LMC events includes, but is not limited to:

- Aggressive, bullying, or challenging behaviour (including taunting),
- Socially unacceptable conduct (eg. offensive or vulgar behaviour, unwanted advances, etc.),
- Creating a safety hazard (eg. Not following LMC rules for martial activity),
- Violating local, provincial, or federal laws,
- Violating the Canadian Charter of Rights and Freedoms,
- Any kind of harassment or discrimination.

It is not necessarily inappropriate to portray some historically accurate examples of medieval behaviour, for the purposes of exploring medieval social norms. Members are cautioned, however, to take prudent steps (communication and consent) to avoid misunderstandings, either between members, or among the general public. For example, two members may mutually decide on re-creating the conditions for a medieval duel; it would be appropriate for challenges to be uttered to each other. In such a case, it is important to ensure that everyone present knows and understands that what is going on is “all part of the show”.

If a member sees any behaviour that may be inappropriate, it can be handled in one of three ways, depending on that member's individual comfort level and the type of inappropriate behaviour:

1. You can handle the situation yourself, by having a conversation with the people acting inappropriately. If you aren't comfortable with doing so, or if that conversation doesn't work:
2. You can report the behaviour to an instructor or event organizer (or other officer in charge of an activity), and finally:
3. You can report the behaviour directly to a board member.

Inappropriate behaviour is dealt with depending on severity. In many cases, behaviour is often unintentional, and a simple reminder might suffice. More serious cases may result in temporary suspension from club activities, for a specified length of time. The most serious cases may result in permanent ejection from the club.

Regardless of how it is dealt with, inappropriate behaviour ALWAYS needs to be documented. Any instructor, event organizer, or board member should be able to help you with this process, which involves a single sheet of paper (appendix B). Documentation is kept in club records, according to provincial law.

Any disciplinary action beyond temporary suspension from an activity needs to be handled either through the board, or via special resolution (see the club bylaws for procedures on special resolutions).

Minimum Standards

To become a full member of the Lethbridge Medieval Club you will need at least one ensemble for a medieval portrayal, which must be approved by the club Vigilator. This is intended to be a guide on how to start and what you need in order to become “vigilated”.

The “Stop Light” Principle

It can be difficult to tell what is actually medieval, versus what isn't. Unfortunately, modern media does a terrible job of relating historical accuracy to entertainment – there are very, very few historically accurate movies, games, books, or other forms of entertainment out there. At the very least, you will be looking through museum collections and academic books for your references. The club also has a pinterest page, complete with many pre-vetted examples of medieval artifacts. None of these remove your own responsibility for thinking critically about the suitability of your sources – beware the Dunning-Kruger effect!

Any time you are looking at something and wondering whether or not it might be medieval, it can be useful to classify it, using the same colours as a stop light:

Green is 100% medieval. No question. An extant, dated museum artifact from right in the middle of the middle ages, would be green.

Yellow is probably medieval. A manuscript illustration might be yellow – there are some artistic conventions that need consideration, whenever looking at a medieval drawings or paintings – medieval artists often depict things in their own contemporary styles, regardless of what the artwork is about.

Red is probably not medieval. Modern reproductions are generally red, regardless of quality. They might even be decent reproductions, but they are never as good as an extant artifact.

Black (or no colour) is definitely out of the scope of the LMC. Anything hollywood or mainstream entertainment is generally black. This includes computer games, tabletop RPGs, and fantasy novels, with only a few exceptions.

New members should try to start out “in the green” - branching into the late or early middle ages only after mastering a firm grasp of what is DEFINITELY medieval. Those early/late eras can be very interesting and rewarding to explore, but they are NOT a place for beginners to start.

Here are some other examples of the stop light principle, applied to various topics. Note how dates don't necessarily all line up as one might expect:

Religion:

Black:	Council of Nicaea (325)
Red:	Council of Ephesus (431)
Yellow:	St. Augustine (597)
Green:	First Crusade (1099)
Yellow:	Gutenberg's Bible (1439)
Red:	Martin Luther (1505)
Black:	Church of England (1532)

People:

Black:	Justinian I (527)
Red:	St. Augustine (597)
Yellow:	Charles Martel (732)
Green:	Charlemagne (800)
Yellow:	Richard III (1483)
Red:	Henry VIII (1509)
Black:	Magellan (1520)

Warfare:

Black:	Rome (410)
Red:	Vouille (507)
Yellow:	Nineveh (627)
Green:	Crecy (1346)
Yellow:	Reconquista (1492)
Red:	Siege of Vienna (1529)
Black:	Conquest of Mexico (1519)

Technology:

Black:	Ballista (ancient)
Red:	Greek fire (500s?)
Yellow:	Lamellar (700s?)
Green:	Crossbows (universal)
Yellow:	Matchlock Firearms (1475)
Red:	Movable type (1439)
Black:	Scientific method (1543)

Getting Started

When putting together a portrayal, you want something that is as homogenous in time and place as possible. We do not mix items from western and eastern Europe without good evidence that it was done. Likewise, we do not mix early medieval clothing with late. Copying an outfit from primary (extant artifacts) or secondary (manuscript illustrations) sources makes it much easier to keep all of the items of your kit coherent and practical.

What you wear is also related to the social class you are portraying. The LMC does not restrict social class portrayals, so you *can* choose to portray an insanely wealthy monarch, but your clothing and material culture *must* back it up! For your first outfit, the best place to start is something simple, which makes it easier to add to or change, if another time and place in the middle ages strikes your interest.

How you put your outfit together is up to you, but here is some final advice: It is far easier to do your research ahead of time and then build your kit, than it is to build a kit and then come up with a plausible (or, for that matter, ridiculous) back-story to explain it! Remember that we are exploring what actually happened before our time, and by getting TOO creative in our re-creations, we are doing history a disservice.

There is Value in the Typical

As you add to your portrayal, it is important to keep with items that were known to be common in your chosen timeframe. You can have items that would be considered exotic or out of place for your place, time, social station, but you should have a plausible explanation for your choice, and you should also be able to explain why it is unusual. Finally, you should also not have more than one (at most, two) unusual or exotic items on your person. In Re-enactment, there is value in portraying the typical.

For more information on this, Ian LaSpina of Knyght Errant has a very good article on the subject: <http://knyghterrant.com/index.php/2016/07/10/there-is-value-in-the-typical/>

LMC Minimum Clothing and Accessory Requirements:

1. Undergarments: Period and class appropriate, made of either bleached or untreated linen. *For most of the early, high, and late middle ages, these garments are quite similar.*
2. Outerwear: Period and class appropriate made from wool, linen or silk. *Solid colour wool or linen is always a safe bet. In general avoid neon colours and modern patterns.*
3. Head-covering: Period or class appropriate hat, hood, cap, coif, headwrap, veil, etc. *For all of the middle ages, it would be uncommon for hair to be left uncovered while in public.*
4. Belt: Leather or woven, with period and class appropriate fittings (Steel, brass, pewter). *A belt makes an excellent first metalworking project!*
5. Pouch or purse: In the middle ages, they were pretty much the same thing, for both males and females. *Period and class appropriate design. Leatherwork was often highly embossed.*
6. Knife: With period appropriate sheath of leather or wood. *Kept on your belt, a knife is an extremely handy utility tool. Also great to have with you in case food happens!*
7. Shoes: Class and period appropriate footwear – Leather, welted and vibram soles are OK. *These can be difficult to source, but the club has a stock of shoes available via the quartermaster.*
8. (Optional): Pieces of flair, period and class appropriate. Examples include pewter pins, jewellery, garters, belt fittings, swords, weapons, tools, Pater Nosters, religious insignia, talismans, etc. *This is your chance to really customize your kit and your own personal look. We don't expect everyone to look the same in the LMC!*

Vigilation – Becoming a Full Member

The process of Vigilation is one that every club member has to go through. If you pay attention, ask good questions (one of the Vigigator's jobs is to help with finding answers!), and start from good historical sources, the process is fun and challenging. On the other hand, if you start from fantasy artwork or hollywood sources, and don't listen to advice, you will find the process expensive and frustrating, and you may even end up getting turned away from events. The principal of “Garbage In, Garbage Out!” is never more true than here.

Once you have your kit put together, contact the Vigigator and set up an appointment to get yourself vigilated. The process takes about fifteen minutes, and the Vigigator will ask you some questions about your kit, and then give you one of three verdicts. You shall: Pass, Conditionally Pass, or Not Pass. Here are examples of each:

The ideal example (you shall pass):

An LMC member wants to portray a town-person from mid-15th century France. The member has gone online and looked up various manuscript illuminations from the time period, as well as some extant garments from an online museum repository. Following the minimum standards, the member puts together a complete outfit, making or buying everything on the list.

Result: The member looks like they stepped out of a medieval manuscript. The vigilator passes the member with flying colours, and asks that member to be a reference for 15th century France for others in the future.

An okay example (you shall conditionally pass):

An LMC member likes the look of a modern picture of an Irish Kern from an osprey history book, and wants to portray that, but the picture is too late to be considered “medieval”. The member interpolates that Irish Kerns probably looked the same thirty years prior, and does some research that backs this up with a little bit of modification. Unfortunately, there aren't very many illustrations from that period or region, so a little bit of “reading between the lines” is necessary. The member puts together the outfit. The cloth for the outer garment is a synthetic mimic of linen, which looks okay, but some people can tell it isn't linen from a few feet away.

Result: The vigilator conditionally passes the member for one event, with the requirement of upgrading the outer garment (to linen, rather than synthetic fibre) in time for the next event. In the future, the member is also encouraged to start from period sources, rather than a modern picture, and work from that starting point.

A “store-bought” example (you shall conditionally pass):

An LMC member wants to attend an event, but they don't have enough time or inclination to do much research, or make things themselves. So, the member asks the vigilator for a reputable supplier to buy an outfit from. The vigilator makes some recommendations, and tells the member what to avoid. The member buys a complete 13th century English outfit from an online vendor. Unfortunately, one of the outfit components, the hat, is a poor example of an obviously modern rendition of an obscure extant artifact. In other words, it is obviously “a copy of a copy”, and doesn't look at all medieval.

Result: The vigilator passes the member, on condition that they aren't allowed to wear the hat. The member hasn't really learned much about the middle ages, but they also aren't going to disturb anyone else at the event by being blatantly modern, so it isn't a problem.

An unacceptable example (you shall not pass):

An LMC member shows up to an event in a fantasy costume, with no evidence to support the historical existence of any part of the outfit. When asked, the member simply replies that they thought the outfit “Would be good enough. After all, if they had it, they would have used it! And it totally looks medieval!”

Result: The outfit does not pass. The member is not allowed into the event without a suitable outfit; other members are kind enough to help out, and lend the member some stuff for the day that does pass. The member has to start over from scratch – although, at least they now own a killer cosplay outfit!

Okay, where can I find all of this stuff?

GREEN sources (most of the items on these sites will pass. NOT necessarily everything, though – even green sources require care when purchasing!):

Historic Enterprises (<https://historicenterprises.com/>) Sells all kinds of medieval wares. They are expensive, but one of the “gold standards” of re-enactment vendors.

Medieval Design (<http://www.medievaldesign.com/english.asp>) is primarily an Italian clothing supplier. Their wares are about on-par with Historic Enterprises.

Fabrics Store (<https://fabrics-store.com/>) Sells raw fabric for making clothing. Cotton/linen blends are not generally appropriate for the middle ages, but their linen is of very high quality. Even shipped, their cloth is cheaper than almost anything you can buy locally.

Reconstructing History (<https://reconstructinghistory.com/>) Looking for a pattern to go with your fabric? This website has you covered, specifically the “historical patterns” section.

Fabri Armorum (<https://www.fabri-armorum.com/en/homepage/>) Is a Czech manufacturer of weapons and armour. Their goods are very high quality, but be aware that they also sell renaissance and modern items. Be sure that you are purchasing medieval-era items!

Panther Primitives (<http://www.pantherprimitives.com/medieval.html>) Sells tents. Make sure the tent you want to buy is medieval, but other than that, Panther is one of the best tent manufacturers for re-enactment in the world.

Midwest Tents (<http://www.midwesttent.com/website/>) Slightly less expensive option from Panther. Their “pyramid” tents may not be suitable.

Raymond's Quiet Press (<https://raymonds-quiet-press.myshopify.com/>) Looking for pieces of flair, belt fittings, or pouches? This is an excellent source.

Billy and Charlie's (<http://www.billyandcharlie.com/>) Sells medieval pewter as well, including tablewares such as spoons, candle holders, and bowls. They are a US-based supplier

Lionheart Replicas (<https://www.lionheartreplicas.co.uk/>) An England-based supplier of pewter, similar to Fettered Cock and Billy & Charlie's. Their belt buckles are excellent, in particular.

English Cutler (<https://todcutler.com/>) is a UK-based supplier of knives, daggers, and other reproduction cutlery. Their stuff is not cheap, but one of their knives will last your lifetime, if well taken-care of.

YELLOW sources are reputable suppliers, but exercise extra caution when purchasing from these sources. They often sell a mix of medieval and not:

Forge of Svan (<https://forgeofsvan.com/>) Sells items specifically for combat. Mostly of high quality, but some of their stuff is geared for sport combat, and is not medieval in the slightest.

Tandy Leather (<https://www.tandy-leather.ca/en/>) Sells leather. This is strictly a source of raw materials. Under no circumstance should you purchase any of their patterns that say “medieval”!

Viking Leathercraft (<https://www.vikingleathercraft.com/>) Their shoes are nice. Everything else is hit-and-miss. Be careful.

Sharukhan Market (<http://www.sharukhanmarket.com/>) Sells a variety of combat equipment. Not all of it is medieval – some is sport-combat oriented, and inappropriate for the LMC.

Age of Craft (<https://ageofcraft.com/>) A European supplier of generally good-quality wares, both clothing and armour. Their payment system is a little suspect, but LMC members have successfully ordered many items in the past.

Purpleheart Armoury (<https://www.woodenswords.com/>) Sells HEMA gear exclusively – no clothing or other medieval-era products can be found on this site. For more modern-looking practice gear, they are excellent.

Master Ark's Fine Medieval Jewelry (<https://www.masterark.com/index.html>) Sells, as the name implies, jewelry. There is some modern stuff intermixed with the medieval.

Fettered Cock Pewters (<http://www.fetteredcockpewters.com/>) Is a Canadian supplier of pewter objects, belts, belt fittings, and other small sundries. They do sell some modern items as well (beware the “SCA” section).

Raymond's Quiet Press (<https://raymonds-quiet-press.myshopify.com/>) Be sure to sort through time periods here, as Raymond sells non-medieval stuff as well.

Lori Factor (<http://lorifactor.com/>) A source for ceramic tableware, as well as other sundries.

Armour and Castings (https://armourandcastings.com/en_US/) A fairly comprehensive supplier – they sell a little bit of everything. There is a fair amount of modern and fantasy items on their site.

RED sources are often inexpensive, but expect the non-medieval to heavily outnumber medieval wares. Use extreme caution and do your research before you make a purchase!

Get Dressed for Battle (<https://www.gdfb.co.uk/>) Sells all kinds of stuff. Most of it is not medieval. If you know what to look for, you might find a deal.

Dark Age Creations (<https://www.darkagecreations.com/>) Is good mostly for swords and fencing masks. They sell Black Fencer polymer swords, which is nice. Under NO CIRCUMSTANCE should you buy a piece of armour from them – virtually none of their armour is LMC-appropriate.

Kult of Athena (<http://www.kultofathena.com/>) Excellent website, excellent service. Wide selection. Unfortunately, there is as much non-medieval stuff as there is medieval. Buyer beware.

Alchem Inc (<http://www.alcheminc.com/>) Makes steel fencing equipment. Most of their products are acceptable for fighting, although there are also quite a few non-medieval blades to be found on their website.

Paul Chen (<https://www.paulchenhanweiswords.com/>) Are an inexpensive American supplier of weapons (they also have a line of shoes). Be very cautious when selecting anything from them.

Wulflund (<https://www.wulflund.com/>) Sells all manner of “historical” items, many of which are appropriate for the LMC, many of which are not. Buyer beware.

Reliks (<https://www.reliks.com/>) is a Canadian supplier. Most of their wares are not appropriate for the LMC in the slightest, although you might be able to find the occasional gem. They do sell Kingston Arms swords, which are of fairly high quality.

Club Structure & Governance

Annual General Meeting – Elected Directors

Early every year, all members are invited to the Annual General Meeting (AGM), which is your chance to exercise your democratic rights in the club. The club is governed by a board of directors (the “BOD” or “Board”), numbering not less than three, and not more than seven people. The board handles all of the day-to-day business of the club, making decisions, deciding where club money is spent, and executing various club activities. Holding a seat on the board is an act of service – any board member is expected to listen to the desires of the club membership, and do their best to see that those desires are met, as fairly and equitably as possible.

By custom, directors generally serve for two years, with half of the board “turning over” every year, to provide some continuity in club governance. In practice, many board members serve for more than two years. It is rare for two members to seek election to the same board position in the club; most of the time it is more difficult to find qualified, willing, motivated directors!

Appointed Officers

The board will, after the election, appoint various officers to help in running the club as they are needed. Officers are specialists, each expected to perform in a specific realm of influence. They include (but aren't limited to):

The Vigilator: This person is an experienced club member, with a broad and scholarly knowledge base of the middle ages. They are tasked with ensuring that all members meet the minimum material culture standards of the club. The Vigilator has the final, ultimate say in which items are allowable at club events, and which are not.

The Quartermaster: This person is in charge of physical club assets. The club possesses a stock of items for use, rental, or purchase by members.

Instructors: These are people with direct experience in martial activity. Instructors are primarily charged with making sure nobody does anything unsafe or inappropriate during club activities involving martial activity of any sort – swordplay, archery, test cutting, etc.

Event organizers: The person in charge of an event is also an officer. They get to herd all of the cats necessary for putting together any club event. Sometimes this committee can be as small as two or three people. For larger events, multiple people are required.

Volunteer Committee Work

Whenever the club needs to get stuff done, whether it's organizing events, making or changing club policy, searching for new suppliers of equipment, or anything else that needs doing, the LMC always works by committee. Put another way: Formal LMC business is never conducted by a single person. Even less formally: We get stuff done together, not solo. This serves as a check for members, gives everyone opportunities for input, and ensures that we're all on the same page.

Every club member is encouraged to participate and volunteer in running the club, as they feel comfortable and as their own skills and aptitudes allow for. The LMC exists only because of the volunteer efforts of all our members!

Bylaws

The LMC is a registered not-for-profit organization in the Province of Alberta. As such, we have formal bylaws that detail the legal framework of our club. LMC members need to know that these bylaws exist, even if you don't know the details. Of course, if you ever feel like serving on the Board of Directors, you'll have to read those bylaws!

Life After Invigilation

Okay, so you've read this document, put together a basic kit, and understand what we're all about. Time to get medieval, right? Right! Our email list is constantly full of messages, giving details for all sorts of activities. It does mean you need to get in the habit of regularly checking your email, but opportunity abounds.

Always be learning

Current knowledge of the middle ages is constantly changing, and modern technology has increased this rate of change dramatically. There are always new information and new discoveries being made, which can and will change what we know about what “medieval” really means. As a club, we're always nerding out about medieval history, and discussing the topic, both among ourselves, and the larger re-enactment community.

Attend Events

The LMC puts on a variety of events, from camps, to feasts, to educational seminars, to public performances (what we call “public programming”). Once you've been invigilated, you are 100% welcome to take part in any, or all, of these events. It all depends on what you'd like to get out of the club – some people really enjoy performing in public, while others just like to camp out in medieval gear, once or twice a year. The level of your involvement is totally up to you.

It's also a great idea to attend events outside of the LMC. There are a lot of different organizations out there, doing things similar to ourselves. You can learn a lot from these groups – in fact, you can probably learn more from groups with different perspectives, than you can from a bunch of people you already know. Going to events outside of Lethbridge is a wonderful way to avoid stagnation.

The Re-Enactor's Ethos

Anyone can own a bunch of cool, old stuff – lots of people are collectors, for whatever reason pleases them. While collecting is certainly a part of what the LMC does, there is more to it than simply putting together an assortment of medieval gear.

It is one thing to have all the right period stuff for a particular time and place, but something else to understand a person's thinking about the world, and their place in it. The past is truly a foreign land, and a medieval person's world view would be just as alien to us as ours would be to them.

Everyone has a different way of expressing this ethos. Some do this by creating a “persona” - an entire back-storied portrayal of a medieval person, with plenty of opportunity for role-playing. Others prefer more introspective approaches, but all have a common thread: we are seeking to immerse ourselves in history, and thereby, to learn more deeply than by simply reading and understanding a book.

The Real Journey Begins

Congratulations, fellow adventurer. You have proven yourself capable, and been found worthy by your peers. The past awaits your discovery, via whichever paths you might choose. Those paths might be difficult, or perhaps even treacherous at times, but they are also full of satisfaction and joy and wonder. Many others wander these paths – ahead, alongside, behind. Some can barely be glimpsed, exploring trails far distant. All are seeking together, as best they are able.

You are now one of these people.

Appendix A: Interests/Abilities Checklist

Please indicate what activities you would like to learn, as well as what activities, if any, you are experienced in and may be able to teach to other members. An established LMC member may follow up with you to establish your level of knowledge and experience before you are permitted to instruct.

Interested in Learning:

Combat Arts:

- SCA
- HEMA
- IMCF/HMB
- Archery
- _____

Textile Arts:

- Spinning
- Weaving
- Sewing
- Nalbinding
- _____

Craftmanship:

- Smithing
- Leatherworking
- Woodworking
- Casting
- Cooking
- _____

Performing Arts:

- Singing
- Dancing
- Musicianship
- Storytelling
- _____

Events and Activities:

- Camping
- Feasts
- Workshops
- Public Programming
- _____

Administrative Activities:

- Record-Keeping
- Event Planning
- Policy Development

Prior Experience In:

Combat Arts:

- SCA
- HEMA
- IMCF/HMB
- Archery
- _____

Textile Arts:

- Spinning
- Weaving
- Sewing
- Nalbinding
- _____

Craftmanship:

- Smithing
- Leatherworking
- Woodworking
- Casting
- Cooking
- _____

Performing Arts:

- Singing
- Dancing
- Musicianship
- Storytelling
- _____

Events and Activities:

- Camping
- Feasts
- Workshops
- Public Programming
- _____

Administrative Activities:

- Record-Keeping
- Event Planning
- Policy Development

Name: _____

Date: _____

Appendix B: LMC incident report form

Date/Time:	Location:
Name of person writing this report:	
Name(s) of those involved in the incident:	
Witnesses to the incident (if any):	
Details of the incident: What happened? (facts only):	
Resolution of the incident: How was this incident handled?	