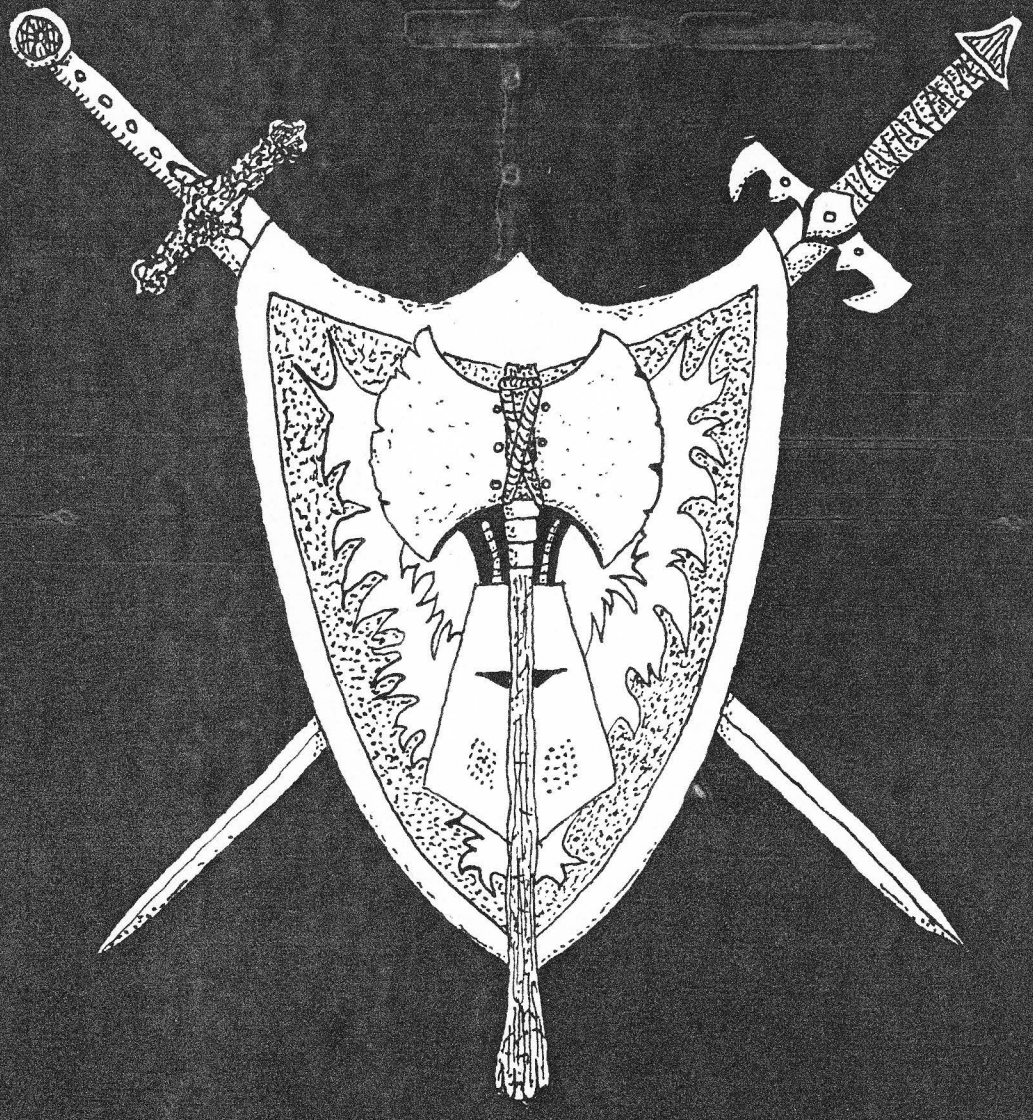
THE BOOK OF THE ORDRE OF CHYVALRY OR KNYGHTHODE



THE CHI OMEGA RHO HANDBOOK

ROYAL RANGERS

THE BOOK OF THE ORDRE OF CHYVALRY OR KNYGHTHODE : THE CHI OMEGA RHO HANDBOOK

BY Michael D. Harris

1984

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THE KNIGHT

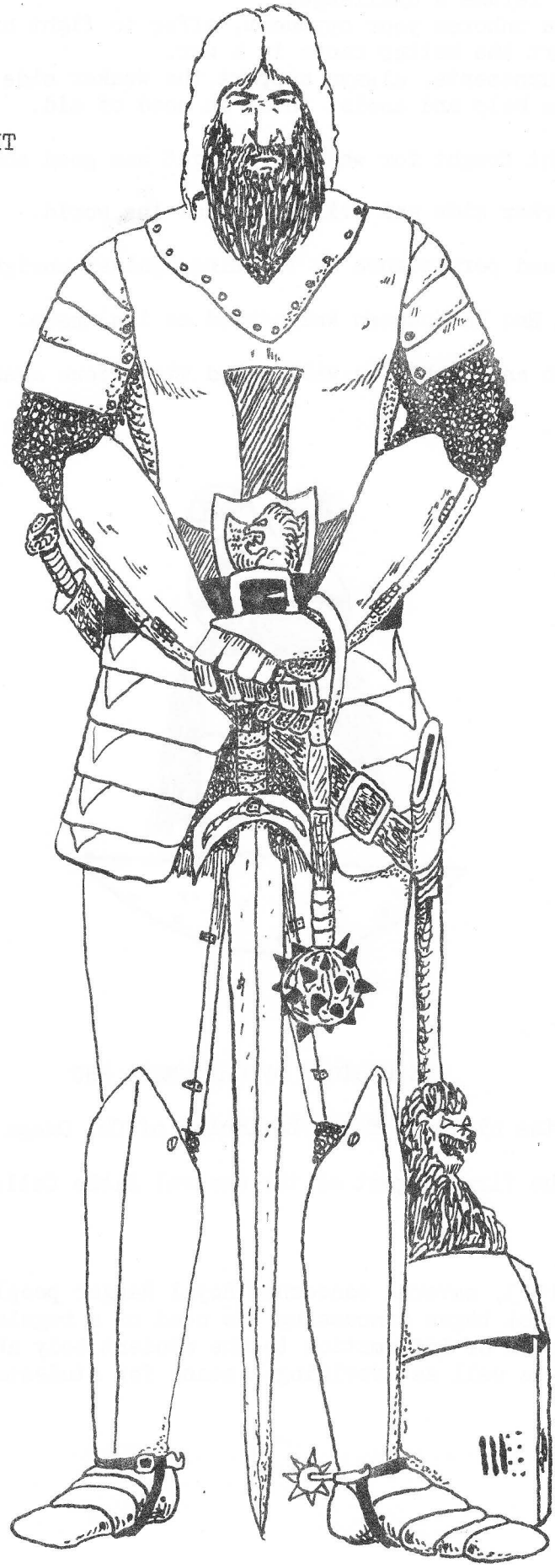
The knight was a robust individual, whose days were filled with adventure, love and danger. The average life span of a knight was only 30 to 35 years. This was due to the childhood diseases that claimed many at an early age. Physically, the knight was a little shorter than the 20th century man. He had broader shoulders and stronger arms than the man of today.

Knights were vain about their appearance. They would permit their hair to be combed, washed and oiled, some even had their hair curled with hot tongs. But, the most painful experiance of their grooming would be haircuts and shaves. At the time, scissors were very much like crude garden shears, which would not cut cleanly and razors resembled giant carving knives. For these reasons, long hair and short, tufted beards were the style.

Contrary to popular belief, knights did take baths frequently. It relaxed them after many hours of riding in the saddle in full armour or to ease the pain of bruises and grazes received in battle. It also took care of the constant bother of flea bites, which was part of castle living. When visitors came to the castle, they were offered a bath and change of clothes. Knights were less interested in the care of their clothing. It was rarely washed, if ever.

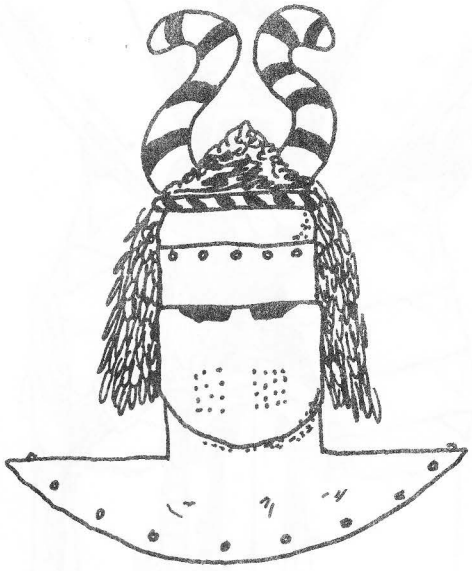
The knight's prime function was his search for honor. He was to follow these five rules:

THE KNIGHT



1. Never refuse a challenge.
2. If you unhorse your opponent, offer to fight him with swords.
3. Support the better cause in a war.
4. In tournaments, always support the weaker side.
5. Always help and assist those in need of aid.

The knight fought for what he thought was good and pure, challenging the darker side and evil forces of the world. It is because of dedication and persistance in fighting against unrighteous living that Chi Omega Rho has chosen knighthood as its theme. Through our King's strength and might, we will stand victorious against the Dark Knight (Satan).



THE HISTORY OF CHI OMEGA RHO

This is the history of the beginning of Chi Omega Rho as told by Dave Hudson, the first Regent of the Central Bible College Chapter of Chi Omega Rho:

> During 1973, several concerned Royal Ranger people at CBC and Evangel began discussing the need of a regular, consistant system of imformation to the student body about Royal Rangers as well as providing a means for students to be

involved in the Royal Ranger ministry while at either college.

These discussions resulted in the idea of a collegiate fraternity. During the 1973 fall session, plans for an initiation ceremony were made. A constitution and by-laws, an emblem and official letterhead were presented to the charter members following the initiation ceremony.

There were 21 would-be members from CBC and about 23 candidates from Evangel that gathered at Fantastic Caverns, west of Springfield, for that first induction ceremony. Johnnie Barnes, Paul Feller and Steve Davidson were assisted by David Barnes, President of the Evangel Chapter, and Dave Hudson, President of the CBC Chapter, in the actual initiation ceremony. Enthusiasm was high as the ceremony ended and we all returned to campus determined to develop the Chi Omega Rho chapters into meaningful, worthwhile campus organizations.

THE PURPOSE OF CHI OMEGA RHO

1. To become involved in service and training endeavors such as:
   A. The Royal Rangers Leadership Training Course (LTC).
   B. Providing leadership contact and placement in local outposts as a means of Christian Service.
   C. To promote Royal Rangers among the youth and to educate the church and local communities of Royal Ranger's purpose in the chapter's service objectives.

2. To provide fellowship for:
   A. Non-member students who are interested or are currently involved in the Royal Ranger program.
   B. Student Members
   C. Alumni.

3. To provide opportunities for occasional outdoor activities, social events and special projects.

4. To provide manpower for campus and community service projects and assistance with Royal Ranger projects at all levels.

RESPONSIBILITIES FOR MEMBERSHIP

Each Chi Omega Rho chapter has its own unique set of guidelines for membership. Here are some basics:

1. The member has to be currently enrolled as a student at the college or school where the chapter is located.

2. Adhering to the principles of Royal Rangers.

3. Meeting attendance.

4. Participating in the functions sponsered by Chi Omega Rho.

5. Payment annually of a membership due.

6. Having one vote during an election or a voting session.

THE INDUCTION CEREMONY

Each new member will be inducted into membership through a special installation ceremony conducted at least once a semester, under the supervision of the officers of the chapter. Each point of the induction ceremony must have a beneficial purpose whether implied, indirect or evident. These purposes must be understood or explained at the completion of the ceremony and in keeping with the chapter's induction theme of MEDIEVAL KNIGHTHOOD regarding honesty, ingenuity, mental and physical development. Each induction is unique in its experience, but it must follow basic designs. Consideration may be taken in inducting female members according to the design of the tests. Confidenthity of the induction should be implied to keep it special and mysterious. Each test should cover one aspect:

1. Chivalry 2. Humility 3. Loyalty 4. Obediance 5. Resourcefulness 6. Courage 7. Spiritual

THE KNIGHTING CEREMONY FOR CHI OMEGA RHO

A knighting ceremony follows each induction. This dubbing ceremony should be taken as a serious step in the leader's ministry. Contemplation of what the knight stood for and fought for should be considered. We are of the King, sent out to do His bidding. In this ceremony, it is suggested that the member kneel on his left knee, bowing slightly forward. The Regent is to tap him first on the right shoulder, then the left. He is to be knighted with the words," I dub thee, Knight (or Sir) _____, be gallant, be courteous,

be loyal." This is then followed by the command," Arise Sir _____."

The dubbing ceremony for the female members is somewhat different. The lady bows slightly and the Regent says," I grant thee Lady _____, be gracious, be couteous, be loyal." He then takes a single rose, touches the blossom to her lips and then presents it to her. He then says," My Lady" and she stands erect again.

These ceremonies may be preformed in different creative variations, to the discretion of the chapter. The Sir or Lady name of the member is to be decided upon during the night of the induction. It is to have dignity and honor, reflecting a personal quality observed or an action preformed by the member during the induction. Knights and Ladies are given names that reflect a quality by which they would want to be remembered.

THE SPIRIT OF CHI OMEGA RHO

The Medieval Knight followed a very strict code of ethics, conduct and morals. He also followed an unwritten code of conduct that called upon his courage, obediance and spirituality. The chapters of Chi Omega Rho endeavor to encourage each member to follow the seven vital goals to produce high morale, proper conduct and inner potential in the body of Christ.

1. Chivalry - The knight conducted himself in a very gentlemanly manner. He not only acted properly to the ladies but with respect to his elders and trustworthy with his fellow knights. As Christians, we should follow this example. Matthew 7:12
2. Humility - When the knight was a page, then a squire, he had to be humble before those in authority. He also, most importantly, was humble and reverent before God. Members of Chi Omega Rho should also

be humble. Many times we show our pride and arrogance to other people. When this happens, the strength of our example is lost. 1 Peter 5:5

3. Loyalty - The King's knights were very loyal to their lord. They would place their lives on the line for their King. This kind of loyalty should be prevelent in the lives of Chi Omega Rho members. We need to strive to be loyal to God, our families, friends and all others that we put our allegiance in. Ephesians 4:16

4. Obediance - Although not always understood, a knight was sent on missions that were very dangerous. His willing obediance shows us the proper example for our obediance to God and authorities over us. Sometimes it is not fully understood, but we do it to please our King. 2 Corinthians 10:5

5. Resourcefulness - The knight, when going to battle or on a quest, was always prepared. There were times though, when he was called upon to preform tasks that forced him to use resources other than what he already had. We feel that we are also prepared even when we find ourselves lacking because with God's help, we can be resourceful in all situations. 1 Samuel 17:38 - 50

6. Courage - The one thing that stuck out in the minds of many of the medieval knights was the courageous deeds preformed by other knights. A knight of great courage was highly sought after and greatly respected. The Chi Omega Rho member must demonstrate this courage in his daily walk. There will be times that the Dark Knight will step out and deal a swift blow to the brave knight to divert him from his heavenly quest. Only through his courage and his holy armour will he withstand the blow. Psalms 27:14

7. Spiritual - Through the entire life of the knight, he was taught to place his trust in God. His training and learning of God and His ways started at a very young age. Knights of Chi Omega Rho must learn to submit to the calling of God on his life, whatever it is. We must pray, read and meditate upon God's Word, to maintain a relationship that is pleasing to God. 1 Peter 2:5

THE CHI OMEGA RHO EMBLEM

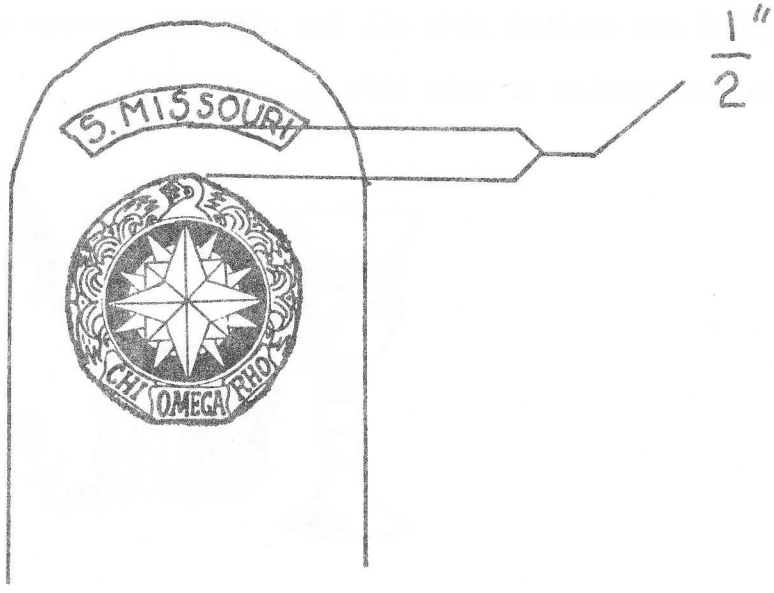
A shield is the official symbol of Chi Omega Rho. The shield provides protection from blows received in battle and wards off flying arrows. The Royal Ranger emblem is found in the center of the sheild. This signified that Chi Omega Rho is based on the principles and beliefs of the Royal Rangers program. A helmet (symbol of salvation) rests on top of the emblem to signify that, in the heat of battle if one loses his helmet, all is lost, a blow from the enemy can destroy him. The shield of faith and the helmet of salvation is spoke of in Ephesians 6:17. It also speaks of all the armour which protects the soul from the fatal blows of the enemy. We must endeavor to always be on our guard and clothed with all the righteous armour of God to protect us in the battles of this life.



THE CHI OMEGA RHO EMBLEM



Should be worn 1/2 inch below the district strip and centered



ADVANCEMENT IN CHI OMEGA RHO

KNIGHT ESQUIRE

1. Fill out a Chi Omega Rho application for membership.
2. Agree to the responsibilities of membership.
3. Pass requirements of the school that apply to students in extracurricular activities under school policies.
4. Pass through the Page level of Chi Omega Rho.
5. Pass the special tests during the induction.

The pin for the Knight Esquire is the spur.

KNIGHT BACHELOR

1. Be an active member in good standings for 2 semesters.
2. Complete the LTC courses 1-5.
3. Be active in a Royal Ranger outpost.
4. Participate in 1 induction.
5. Design a coat of arms. (A copy is to be submitted to the Regent.)
6. Make a sword.

The pin for the Knight Bachelor is a battleaxe.

KNIGHT BARONET

1. Be an active member in good standings for 4 semesters.*
2. Participate in 2 inductions.
3. Be active in a Royal Ranger outpost.
4. Make a knight outfit and wear it at special Chi Omega Rho functions.
5. Sponser a page.

* Officers on the Executive Board are exempt due to time placement.

The pin for the Knight Baronet is a helmet.

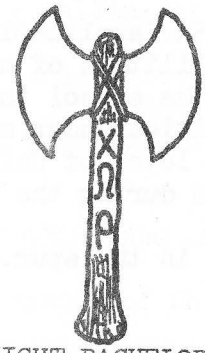
APPROVAL AND SUPERVISION

Advancement into Knight Bachelor and Knight Baronet must be approved by the Executive Board. The induction should be done under the supervision of the Executive Board of the chapter. It is strongly recommended that the Friar (Faculty Sponser) be present.

ADVANCEMENT AWARDS
FOR CHI OMEGA RHO



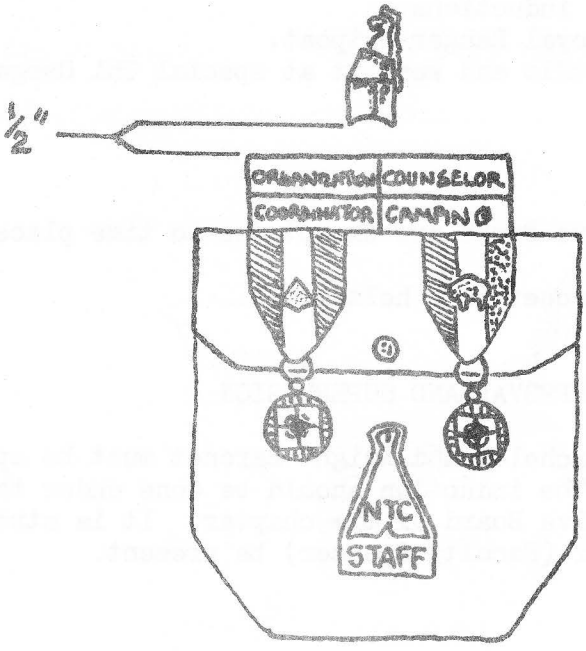
KNIGHT ESQUIRE



KNIGHT BACHELOR



KNIGHT BARONET



The Chi Omega Rho Advancement pin is to be worn centered 1/2 inch over the left pocket of the uniform---above other awards.

TRADITIONS OF KNIGHTHOOD

Chi Omega Rho follows in the traditions of the Medieval Knight. This period covers from 1200 to 1500 A.D. Chi Omega Rho members are encouraged to follow in that tradition by learning what the knight wore in everyday life and in battle, and becoming familiar with the skills learned by the knight for battle and recreation.

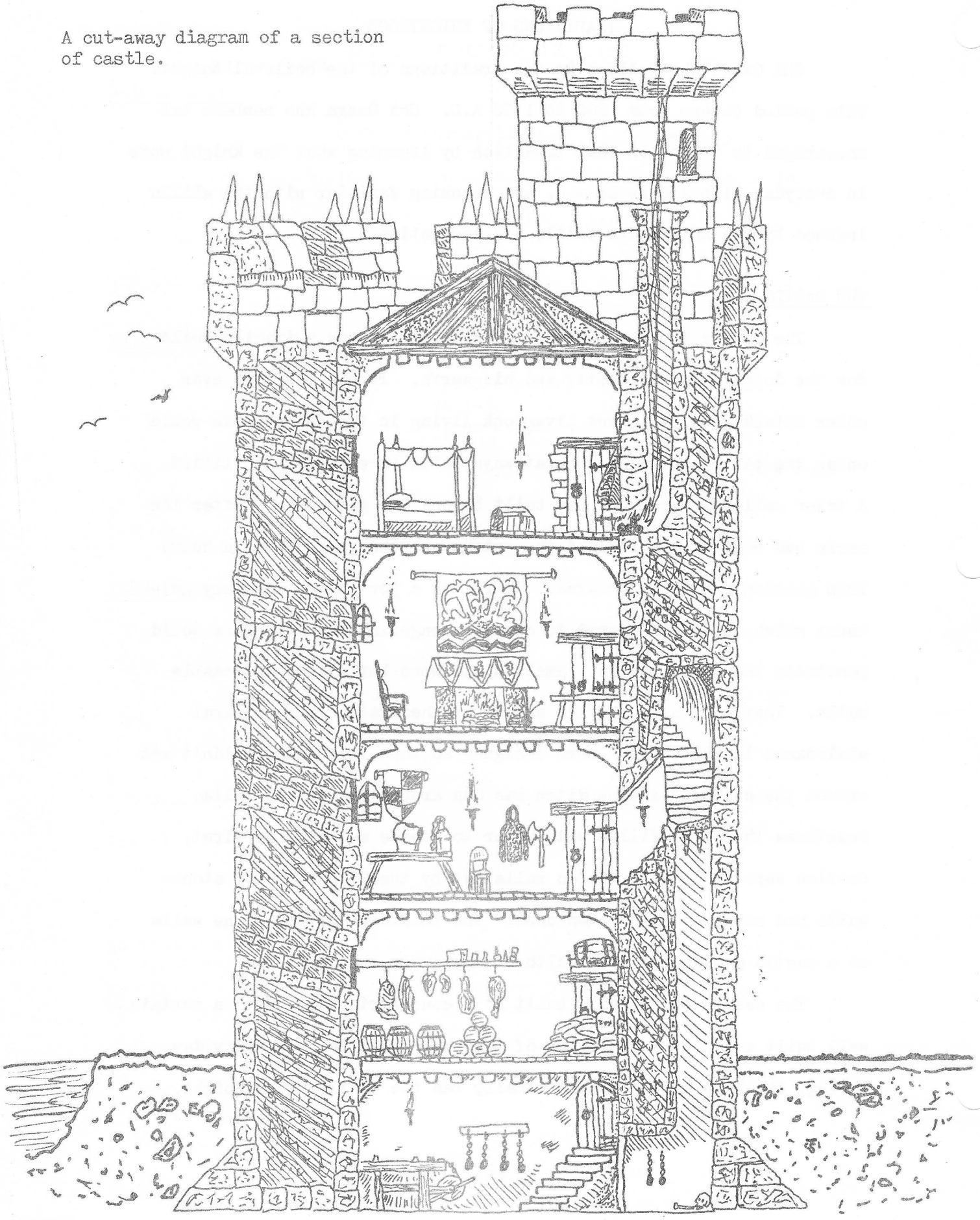
THE CASTLE

The castle was the home of the knight. It was primarily built for the defense of his family and his serfs. If his land was ever under attack, the serfs and livestock living in the countryside would enter the castle, closing the gateways which were heavily fortified. A tower called a barbican, was built beyond the gatehouse. After the serfs had entered and reached the gatehouse, the portcullis, a heavy iron grating, would be lowered. There was a portcullis at every gate-house which could be lowered to create a cage in case attackers would penetrate the castle walls. Small slits were built into the castle walls. They were used to fire arrows at their attackers. Spiral staircases in the castle, were designed so that intruders couldn't see around the corner. A deep ditch was dug around the castle walls. Sometimes they were filled with water to create a moat. At first, castles were built with wooden walls but by the 12th century, stone-walls had replaced the wooden ones. The thickness of the stone walls on a castle designated the wealth of the owner.

The castle was usually built in a concentric plan, with a curtain wall built around the perimeter of the whole edifice. In every day living, the wife of the knight usually ran the castle. The knight,

THE CASTLE

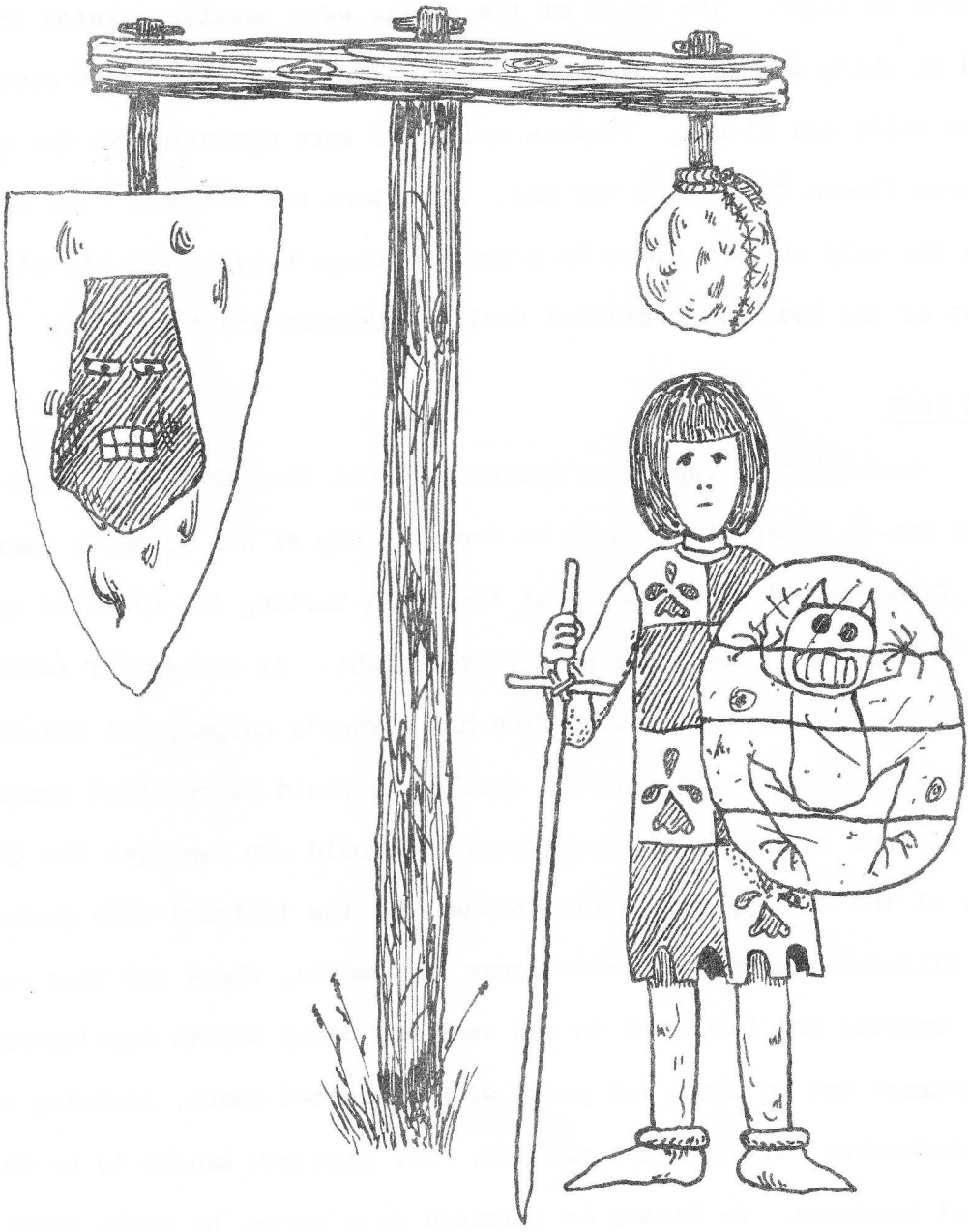
A cut-away diagram of a section of castle.



more than often, was in the way. The castle was hot and airless in the summer and cold and drafty in the winter. Chimneys were inadequate to carry away smoke in the fireplaces. Whole tree trunks were burned for warmth and cooking. Reeds in dishes of oil were used as the only source of light. The walls of the castle were usually painted bright red or white and tapestries and animal skins were hung up to cover the drab walls and floors. Flowers and herbs were sprinkled on the rush-strewn floors to sweeten the air. Furniture was minimal. The knight was the only one who slept in a bed. A large heavy chest sat at the foot of the bed. It contained family valuables and treasures.

THE PAGE

According to legend, a knight believed that the first piece of food fed to a baby boy should be from the tip of his father's sword. The father hoped that because of the child tasting the steel of the blade, the child would grow up to be a brave knight. At the age of seven, the child was taken by invitation from his mother's company and placed in the castle of a knight. At the castle, he would learn about armour and weapons in the castle's armoury. He would run messages for the Lady of the castle, and develop himself in the tiltyard with games. The tiltyard was an open meadow near the castle, where the page would run, wrestle and learn how to use weapons, using wooden duplicates. He learned how to slash and parry with a blunted sword, learning all the defensive and offensive tactics. The page was taught to be an expert horseman. He became so balanced on a horse, he could vault on a horse and stand upright while in a canter. The page learned to blow the hunting horn and was taught to attend the mews. Here he learned falconry with certain restrictions. Other rules that a page



THE PAGE AND THE QUINTAIN

was taught were:

1. Do not sit until told to.
2. When spoken to, do not fidget, wiggle, scratch or lean against a post. (He was told to stand as still as a stone.)
3. Do not speak until spoken to.
4. To kneel on one knee before the lord of the castle.
5. To bow his head when answering.
6. To be courteous and helpful to ladies.
7. To follow and adhere to the principals of the Christian religion.
8. To sing and learn how to play a musical instrument.

The pages played with marbles and toy knives, played ball, seesawed, and walked on stilts. These sports helped develop the page and prepare him to enter squirehood.

THE SQUIRE

The page became a squire at the age of 14. Sometimes a simple ceremony was given to mark his advancement. The squire was taught the rules of chivalry and his skills continued to develop. He was taught how to properly clean the knight's armour, a ritual that he would do everyday. One of his favorite games was "tilting at the quintain". This involved riding at a full gallop with his lance, striking a target, usually a brightly painted shield which pivoted. If the squire wasn't fast and agile enough, the quintain would quickly spin around and knock him from his horse. The squire learned to groom the horses and take care of the falcons and the hunting hounds. Other sports the squire enjoyed were wrestling, fencing, boxing and swimming. The squire also learned more quiet games such as backgammon and chess. For the most part, the squire was to serve his overlord. The squires attended tournaments with the knight and would help the knight during the tournament. He would wait in the lists ready to aid the knight by handing the knight another lance or weapon, holding a captured knight or sometimes, during the heat of a tournament, join in the fighting illegally. A squire could strike a blow, if his knight was in mortal

danger. In battle, this is one of the ways that a squire could be knighted before his 21st birthday. If a squire saved the life of his lord during a battle, he probably would be knighted on the battlefield. In one instance, a squire captured an enemy knight during battle. The knight was shocked to discover that his captor was nothing more than a squire, the knight dubbed him a knight on the battlefield to save face. The personal services that the squire had to preform for the knight were:

1. To stand guard on the castle walls.
2. To help his master into his armour.
3. To keep his master's armour polished and repaired (due to rusting).
4. To wake the knight up in the morning and help the knight dress.
5. To welcome visitors on the master's behalf.
6. To carve meat on the table according to special custom.
7. To help the knight prepare for bed and to sleep at the foot of his master's bed in case the master would need him in the middle of the night.

Sometimes the squire remained a squire the rest of his life, mainly because the squire couldn't raise sufficient funds for his armour and knighting. When the squire reached the age of 21 he was eligible for knighthood.

KNIGHTHOOD

There are three steps into entering knighthood. First, the initiation, second, the vigil and third, the actual dubbing.

THE INITIATION

At first, the initiation was simply a girding on a sword, but in later centuries, it became a more elaborate ceremony. The ceremony usually took place on a Christian festival, such as Easter, and if weather permitted, it took place outdoors. The initiation required

the squire to go without food for 24 hours before the initiation. The ritual started with a ceremonial bath. The bath was symbolic of purification. Some knights even took the bath fully clothed. The squire was asked if he was ready to wash away his former life and after a positive response, the squire was drenched. After the bath, the squire had his beard and hair shaved off as a symbol of submission to God's will. Many were reluctant to lose all their hair so it was modified to a simple cutting of a token lock of hair. The next step was dressing. The squire wore a white tunic, a symbol of purity. Under this tunic was a smaller tunic with black hose and shoes to remind him of death. A red cloak was then placed over all of this to symbolize nobility and his willingness to shed his blood for God and the church. Then a white belt was placed around his waist symbolizing chastity. Then the squire was ready for the vigil which would take place in the church.

THE VIGIL

At the church, the squire's new armour and weapons are placed on the alter's steps. The squire either had to stand or kneel in front of the alter all night, meditating on the duties and responsibilities of knighthood. The squire's sponser would be at hand in case the tempation to go to sleep would become too great. During this vigil, he may repeat this prayer over and over:

> "Hearken we beseech Thee, O Lord, to our prayers, and deign to bless with the right hand of Thy Majesty this sword with which Thy servant desires to be girded, that it may be a defence of churches, widows, orphanes and all Thy servants against the scourage of pagens, that it may be just in both attack and defence."

THE DUBBING

This ceremony took place the morning following the squire's



THE VIGIL

vigil. In view of the church congregation, the priest would lay the squire's sword on the alter. He would then bless it and any other pieces of armour. The squire's sponser would fit him in his armour just before the ceremony. After the squire was armed with his weapons, he was fitted with his golden spurs, the right one always put on first. Finally, the sword was placed on the squire's right side. The sword was then removed and branished three times. The squire then would kneel to receive the dubbing with the sword of the king or overlord. The priest would remind the young squire of his responsibilities at this point. This was followed by the accolade, or colée, from his sponser. The colée was a small tap or slap to the right side of the head. After this blow, the sponser would say:

> "Awake from evil dreams and keep watch faithful in Christ and praiseworthy in fame."

The origin of the colée is a mystery. Some say it is a symbol of awakening from sleep into a new life of knighthood.

Squires also could be dubbed knights after preforming heroic feats in battle. The ceremony would be much simpler and was usually reduced to, "Be thou a knight." For this dubbing, the squire would pluck three blades of grass to symbolize the Trinity and to remind the knight of his new role in life.

Some of the responsibilities of the new knight were:

1. Use his wealth carefully.
2. Choose his company well.
3. Go frequently to church.
4. Practice knightly deeds and seek "whole victories".

After the ceremonies were over, feasting and celebrating all day was in order. Sometimes, according to the wealth of the knight, the feasting would go on for a week.

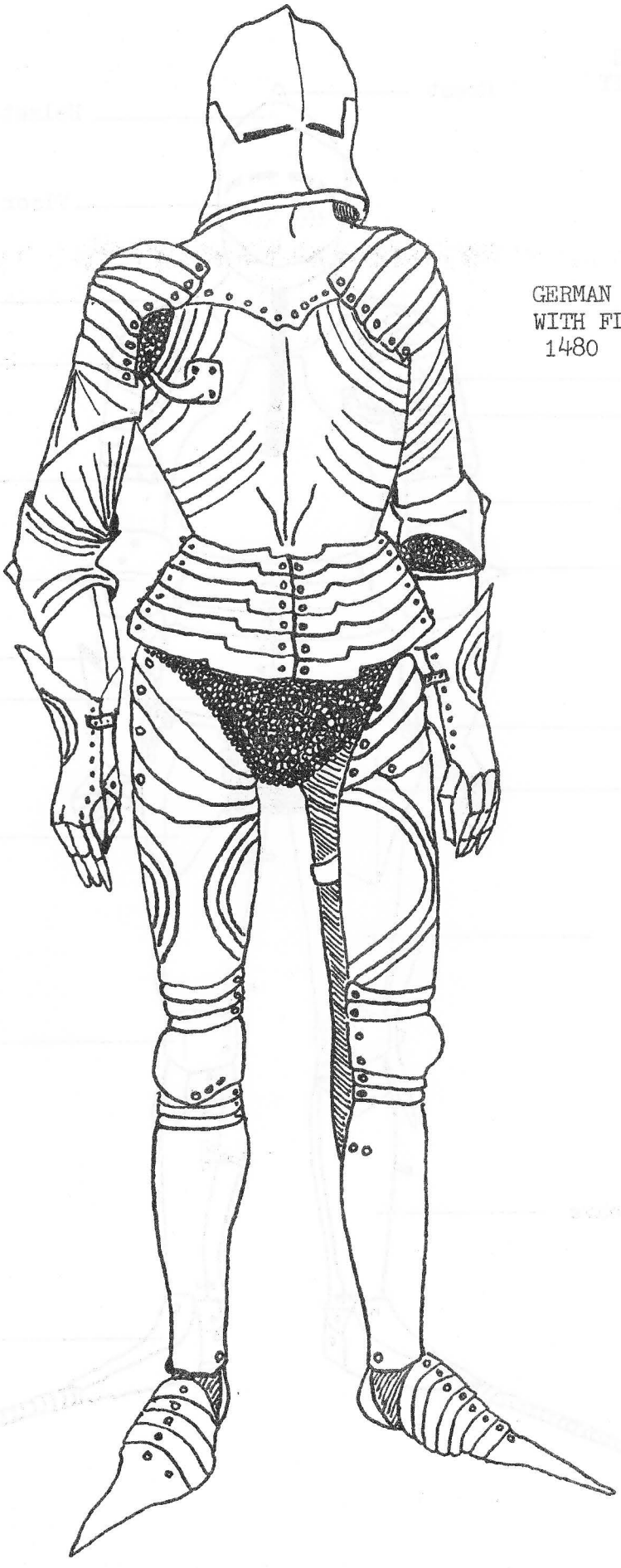
THE ARMOUR

Probably one of the most essential parts of a knight's role was his armour. He needed something to protect him from sword thrusts, flying arrows and blows from the battleaxe. Usually there was an armoury shop on the castle grounds.

THE ARMOURER AND HIS CRAFT

Armourers passed their trade down from generation to generation, like mst trades of that day. The Armourer studied every muscle and joint movement in the human body so he would be able to make a suit of armour that wouldn't restrict the knight's movement. Good Armourers were very few and highly sought after. Making armour was a long and tedious process, usually taking up to a year to make a harness, the name used for a suit of armour. The armour was designed so a knight could walk, run, climb a wall, lie down, get up quickly and mount his horse without assistance. The armour was light, yet strong. The armour was tested by firing a crossbow bolt at the armour to test its strength. The cost of a harness in the 9th century was £500, about the same as the cost of his horse and about six times the cost of a cow.

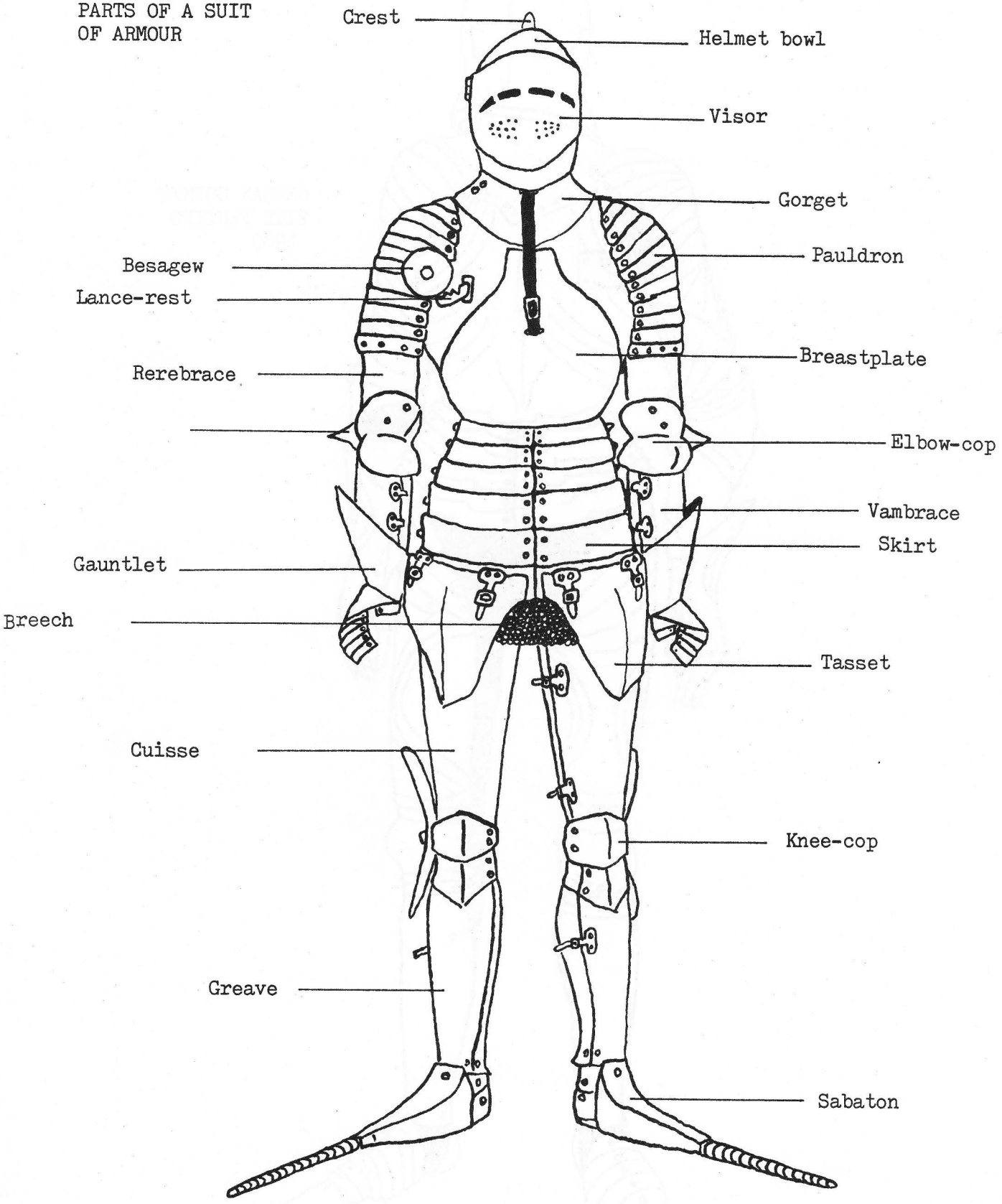
The hauberk was used as the main body protection. It was made of chain mail and was constructed of 200,000 interlinking metal rings. It was flexible and could be rolled up. As defensive clothing, it would stop a sword thrust but not without bruising the wearer. To help stop bruising, the knight wore a gambeson, a thickly padded garment next to the skin. It was padded with felted hair or cotton to prevent chafing. Some knights would emerge from battle uninjured, but would look like porcupines because of arrows sticking in the chain mail links. One



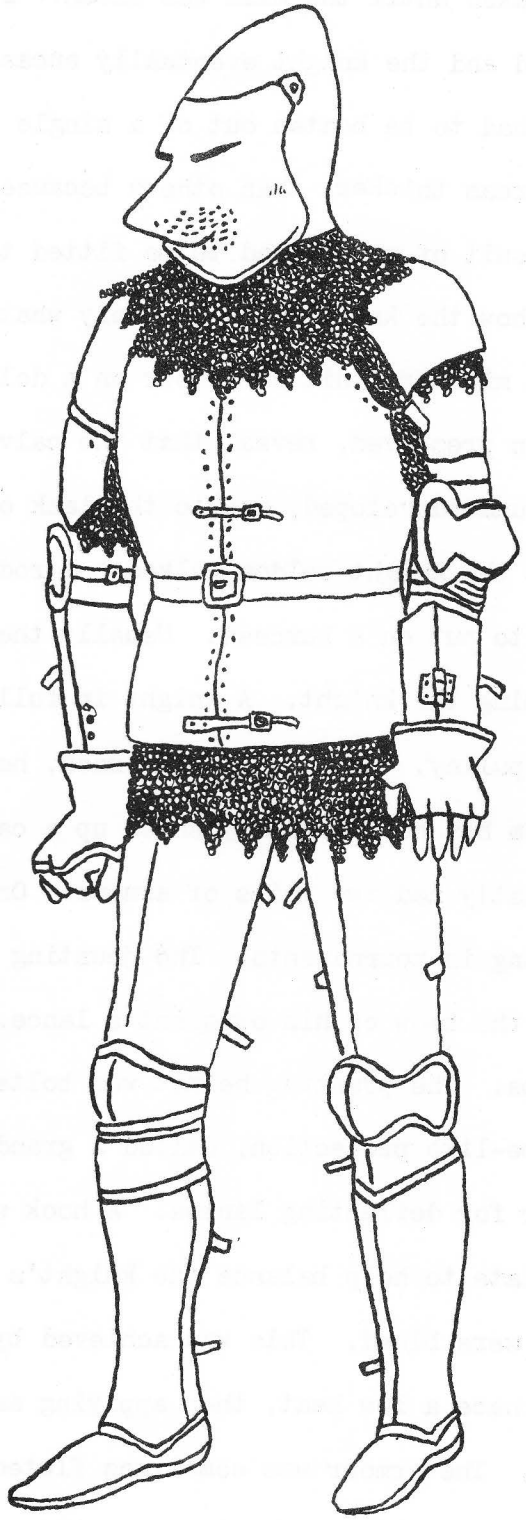
GERMAN GOTHIC
WITH FLUTING
1480

ARMOUR

DIAGRAM OF THE PARTS OF A SUIT OF ARMOUR



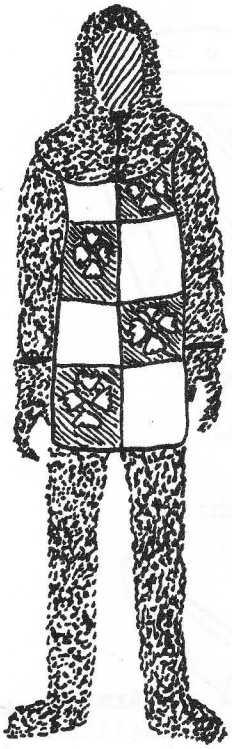
ITALIAN
1400



problem with chain mail, it would rust very quickly. To clean the chain mail, it was placed on a leather sack with a mixture of sand and vinegar. It was sealed and shaken until the mail was clean. Soon, plates of metal were introduced and the knight eventually encased himself in armour. The armour had to be beaten out of a single ingot of iron. The Armourer left some areas thicker than others because of the vulnerability of that area. Each suit of armour had to be fitted to the purchaser. The Armourer would show the knight approximately what the harness would look like by using a miniture suit of armour on a doll. Suits of armour that have been preserved, reveal that the calves of the knight's legs were extremely underdeveloped, due to the lack of exercise. This is due to the fact that the knight seldom walked but rode his horse everywhere.

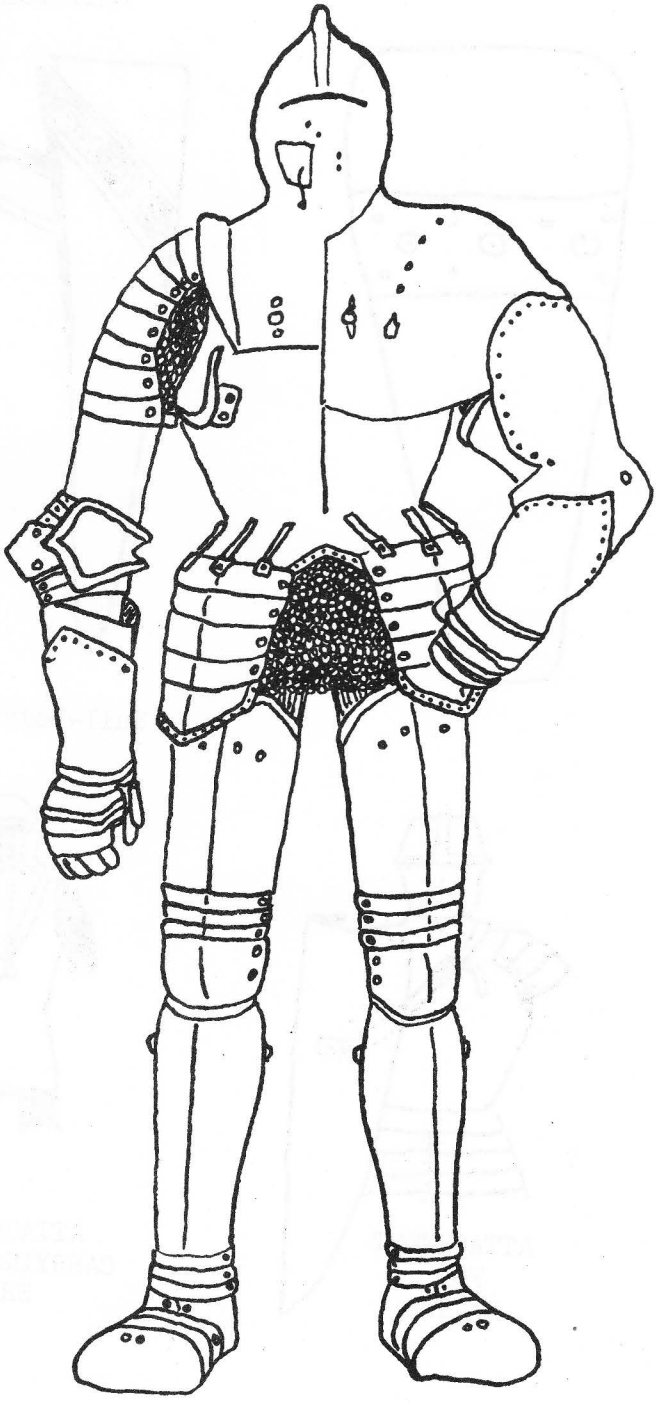
It took hours to put on a harness. Usually the night before a battle was spent arming the knight. A knight in full armour was lowered on his horse with a pulley. Once he was unhorsed, he was helpless. A knight knocked from his horse usually ended up a casualty.

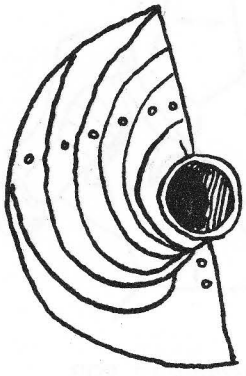
The knight usually had two suits of armour. One for battle and the other for jousting in tournaments. The jousting armour was heavier and thicker to take the blow of his opponent's lance. The helmet itself, weighted up to 20 lbs. The jousting helmet was bolted to the breast-plate. An extra cape-like protection, called a grandguard, was added to the left shoulder for deflecting lances. A hook was added to the right side of the breastplate to help balance the knight's lance. Sometimes the suits of armour were blued. This was achieved by passing the armour through a furnace a low heat, then applying an oil while the metal was still hot. The armour was sometimes fluted for added strength and the fluting helped deflect weapon blows.



HAUBERK

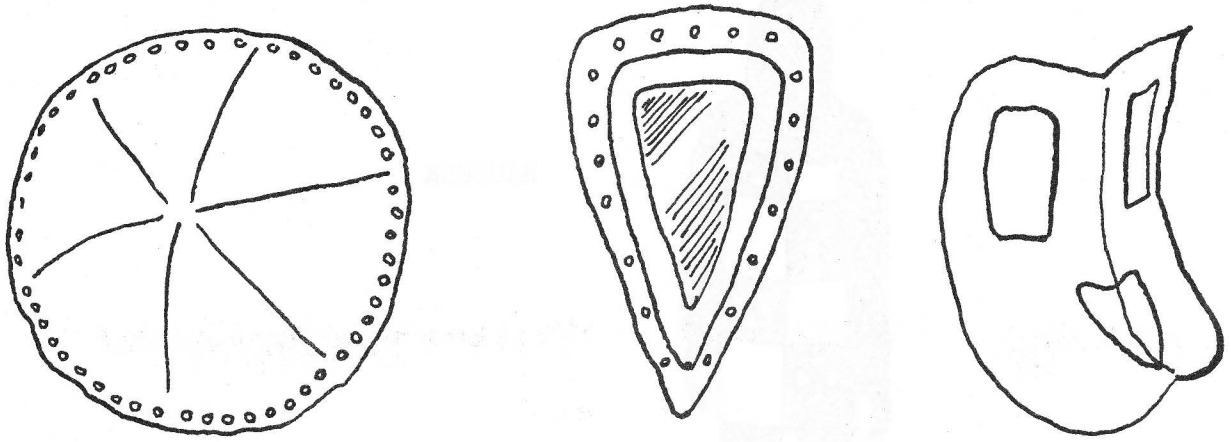
GERMAN JOUSTING
ARMOUR
1580-90



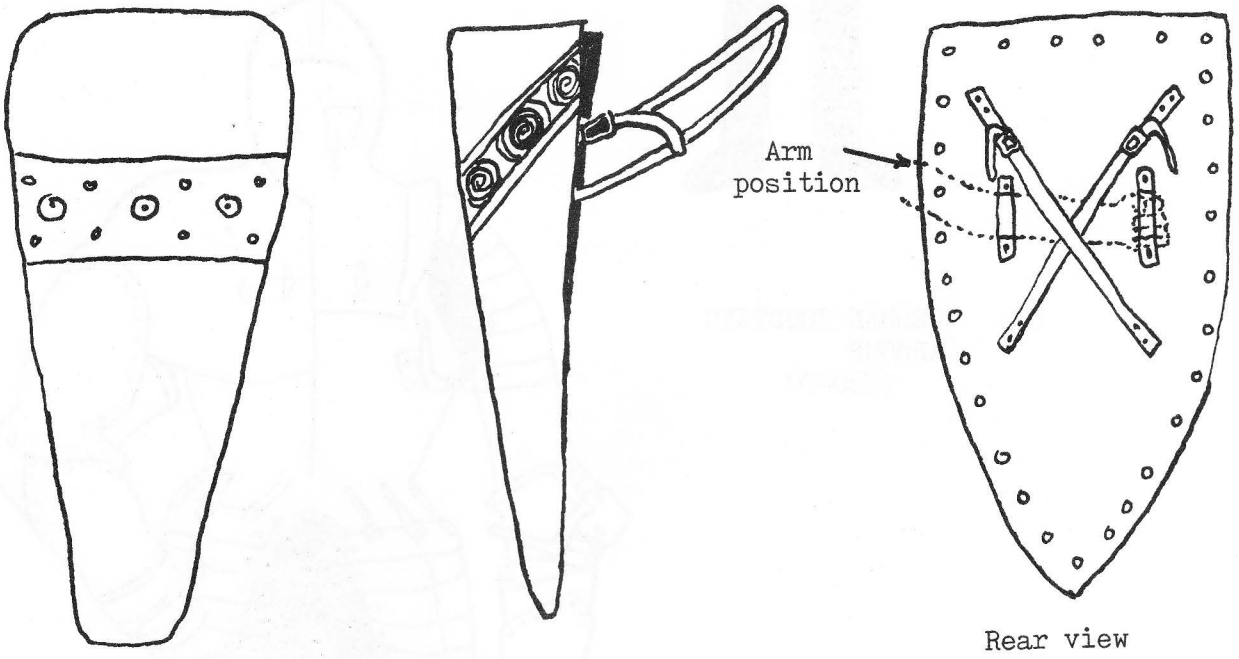


VAMPLATE FOR BUTT
OF LANCE

SHIELDS



Half-body shields



Rear view

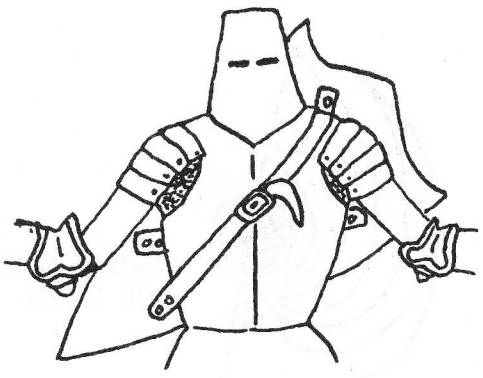
Full-body shields



ATTACHMENT
FOR
BATTLE



ATTACHMENT FOR
CARRYING HALF-BODY
SHIELD



ATTACHMENT FOR
CARRYING HALF OR FULL
BODY SHIELD ON
HORSEBACK

Armour for the horses developed along with armour for men. The armour of a horse protected the horse's head, neck and chest. The head covering was called a chanfron and the neck covering was called a crinet.

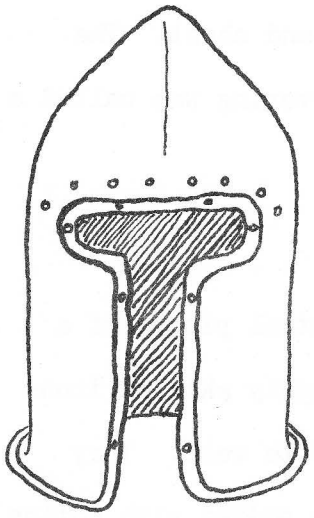
THE HELMET

The helmet was probably one of the most essential pieces of a knight's harness. The helmet also was made by a highly skilled iron-smith or Armourer. Helmets were very uncomfortable to wear. They sometimes weighed from 20 to 30 lbs. A leather cap padded with cotton or straw was placed on the head before placing the helmet on the knight. Hopefully, the padding would also help soften the shock of a sword's blow. The helmet was always the last piece of armour to be bolted on the harness because once the helmet was on, it was difficult for the knight to hear or give commands. One problem was his inability to wipe away perspiration during battle. If a knight was knocked from his horse while his helmet was still attached, he might risk the danger of drowning in no more than a few inches of water. On ceremonial helmets (and some battle helmets), crests of carved wood or cuir bouilli (leather boiled until soft then shaped), were placed on the helmet to symbolize their character. Crests took on the form of birds, animals, banners and even crowns. Usually the crests were decorated with real feathers and glass eyes in animal-shaped crests.

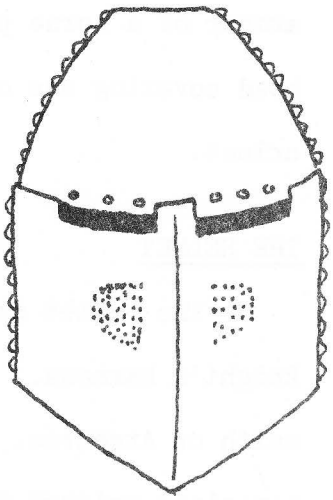
THE SPURS

Spurs are a symbol of a knight. When a squire is finally knighted, whether at his 21st birthday or on the battlefield, it is said that he had "won his spurs". This term was originally used for those who had earned their knighthood in battle. Later this term was used whenever

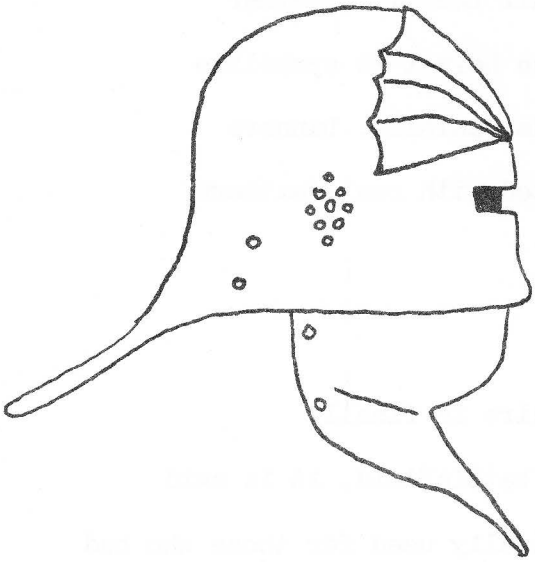
HELMETS



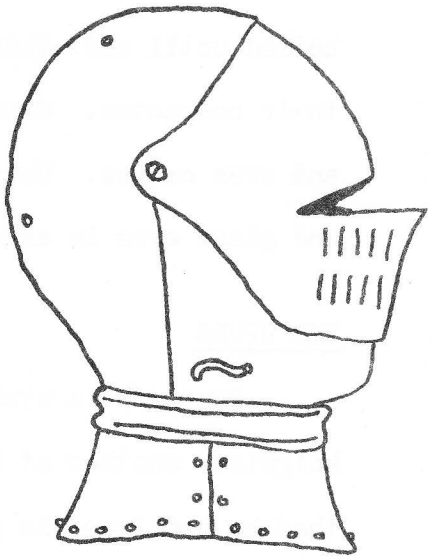
BARBUTE



GREAT HELM

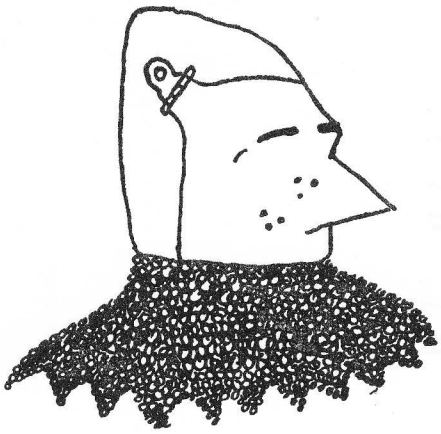


SALADE
(with chin guard)

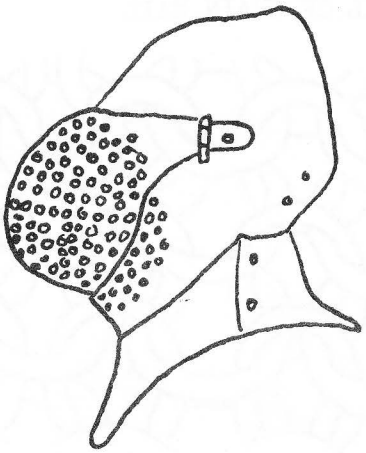


ARMET

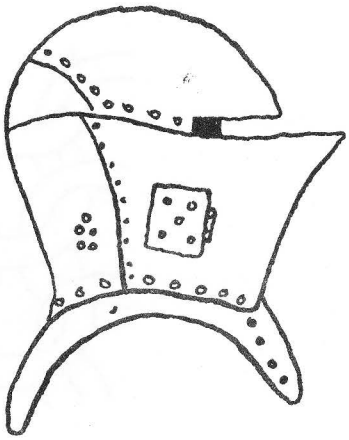
EXAMPLES OF HELMETS



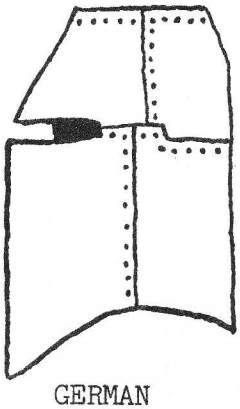
Pig-faced Basinet
with camail
GERMAN 1400



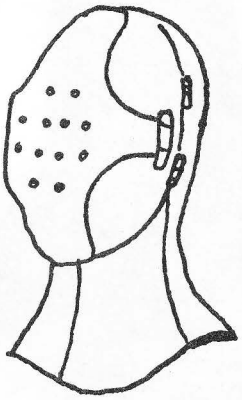
Great Basinet
ITALIAN 1551



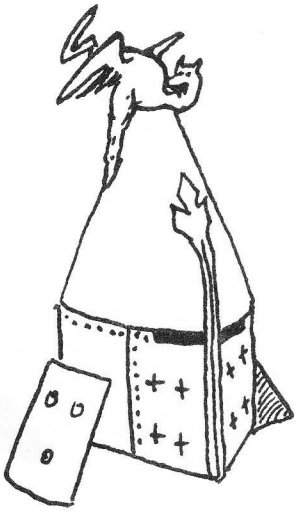
1560



GERMAN
1370



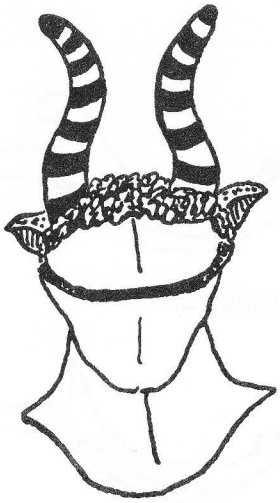
1430



1270

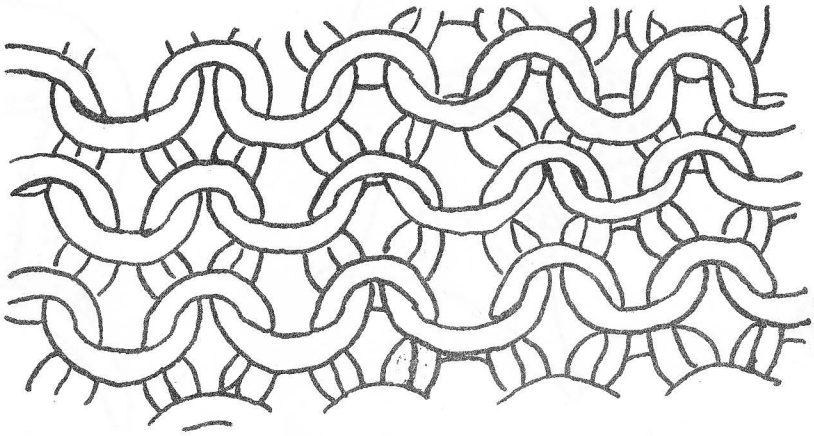
CRESTS





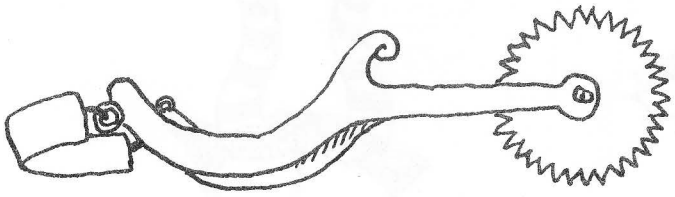


DETAIL OF CHAIN MAIL

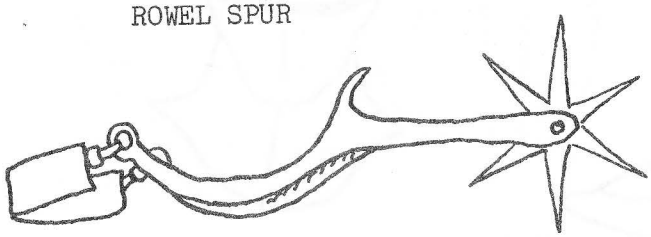




CAMAIL

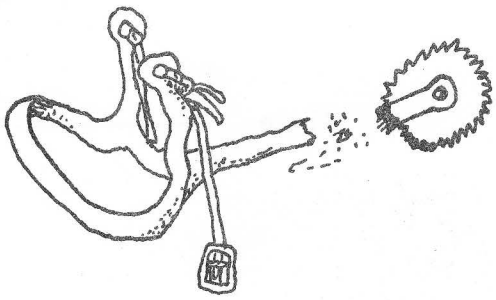


ROWEL SPUR



PRICK SPUR

a knighting took place. Spurs were so highly prized by the knight, they were usually buried with the knight. The greatest disgrace that a knight could experiance was that of having his spurs cut off.



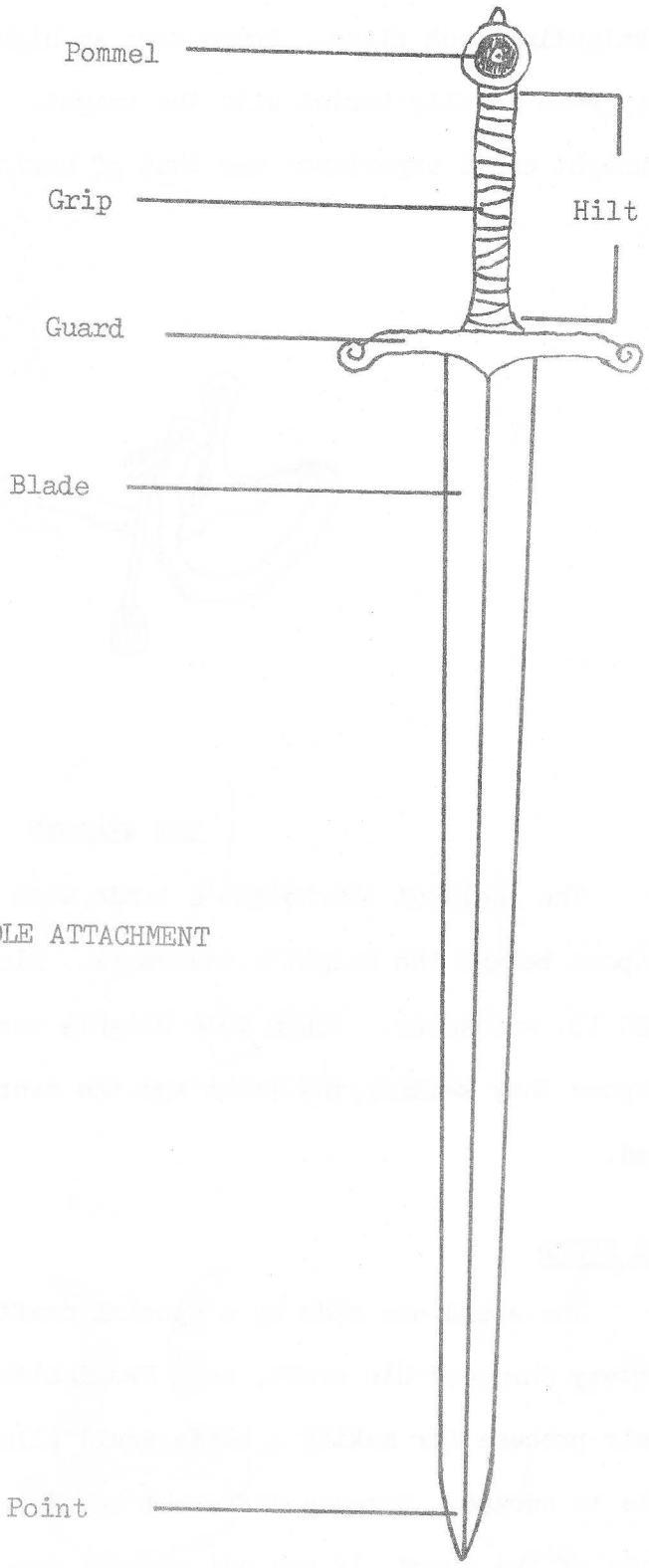
THE WEAPONS

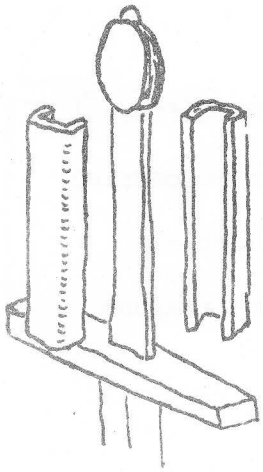
The tools of the knight's trade were swift and deadly. Different weapons became the knight's trademark. Richard the Lionhearted carried a 20 lb. warhammer. Tough some knights were known for the special weapons they weilded, the lance and the sword were the primary weapons used.

THE SWORD

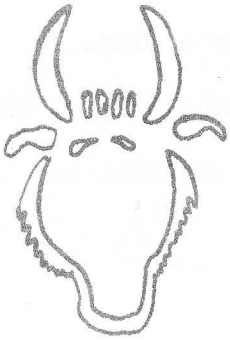
The sword was made by a special craftsman called a Swordsmith. Mystery shrouded his craft, some Swordsmiths thought that revealing their process for making a blade would allow the special strength in the blade to escape. Because different countries were famous for different parts of the sword, it was not unusual for a knight to buy a blade in one country, then go to another country to have the hilt made. In a typical Swordsmith shop, the Swordsmith smelted ores over charcoal to

THE SWORD

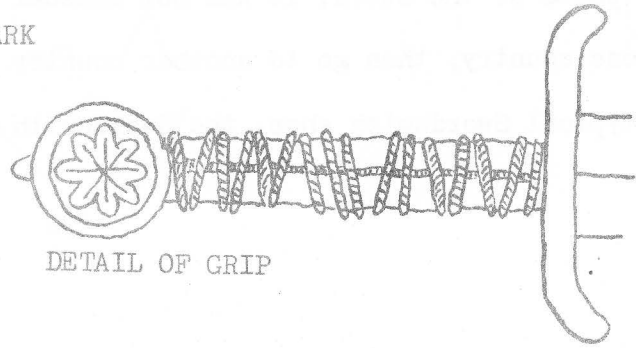




DETAIL OF HANDLE ATTACHMENT

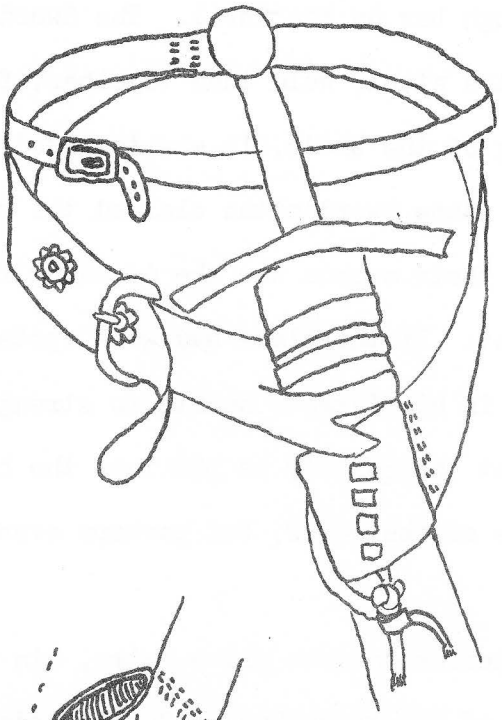


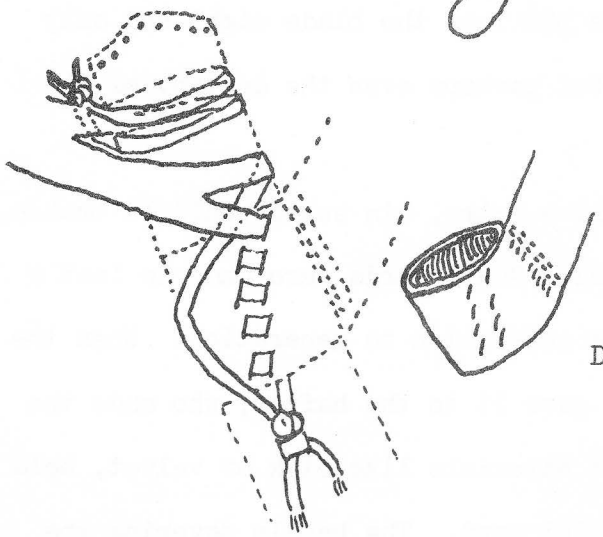
A SWORDSMITH'S MARK



DETAIL OF GRIP

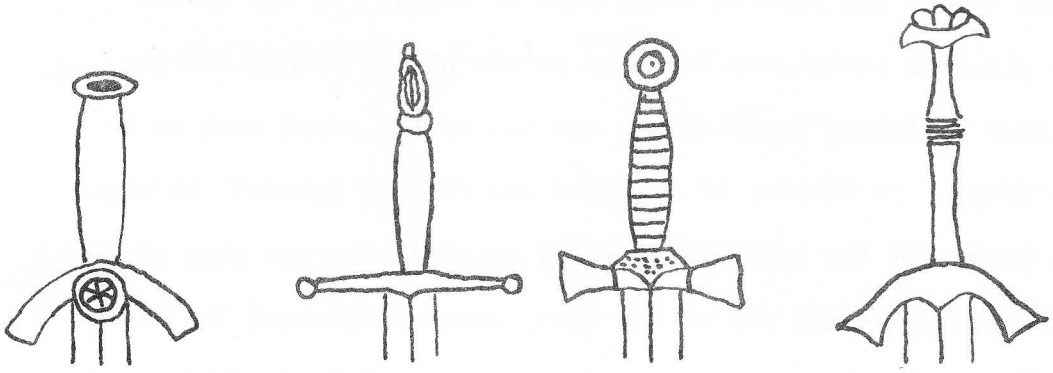
THE GIRDLE OR
BELT





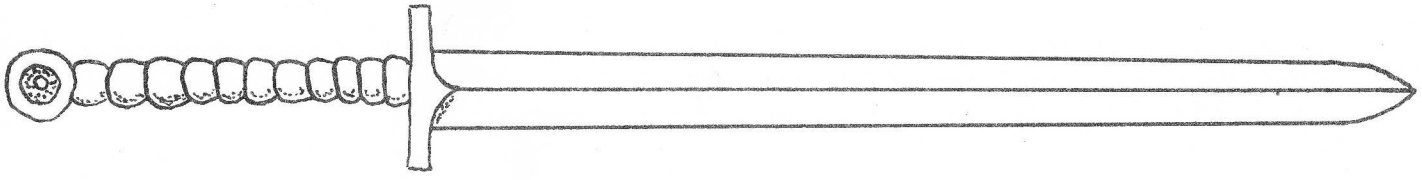
DETAIL OF SWORD SCABBARD ATTACHMENT

EXAMPLES OF GUARDS,GRIPS AND POMMELS



1375 1480 1400 1350

TWO-HANDED BROADSWORD



form a molten mass of steel. After the steel was tested, it was hammered into a rough bar on the anvil. The Swordsmith would then cut out pieces of the steel, weld them together, forming a blade. During the layering of the blade, it was tempered in water to make it strong and shiney. Some Swordsmiths claimed the river and spring waters used for tempering their swords was the deciding factor in making their swords the strongest. If the blade had weak spots, he would bury it in charcoal powder in his forge's hearth to strengthen it. The Swordsmith knew that the quality he put into the blade might not only determine the state of the owner, but perhaps even the destiny of the kingdom.

If a knight performed some grave crime, his sword would be broken, thus stripping him of his knighthood. Some swords were made to last a life time and were passed down from generation to generation. When the Swordsmith completed the blade, he gave it to the hafter, who made the handles. The grip was made of rich materials like silk or velvet, held on by strips of leather, wire or thick cord. The handle covering the hilt of the blade, was made of wood, bone or ivory. It was either welded in place or sandwiched together on the hilt. Because of the knight's deep religious convictions, the top of the sword took on a cruciform shape. In battle, if a knight was fatally wounded, he might raise his sword and the last sight he saw on earth was the sign of the cross. The pommel on the end of the hilt, counter balanced the blade.

The Sheather made the scabbard for the sword. It was made of a wooden frame with leather stretched over it. The more ceremonial scabbards were made of precious metals and jewels. The sword itself, was two-edged, approximately 32 to 33 inches in length. It was 2

inches in width at the base and tapering to the point. The blade weighed approximately 2 lbs. The blade had to be razor-sharp, sharp enough to cut a thread hanging in mid-air. The two-handed broadsword was the same length as a single-handed, but was much heavier, weighing from 5 to 30 lbs. The tactical use of a broadsword was to clear the battlefield for advancing soldiers. Its weight alone could crush some of the heaviest armour. Knights often gave their swords names.

THE MACE

The mace was used for breaking and tearing through armour. It had a leather loop attached to the handle which the knight attached to his wrist. If during battle the sword or lance was dropped, the mace was quickly brought into play.

THE HALBERD

The halberd was used as a thrust and cut weapon. The hook on the back part of a halberd was used to drag a knight from his horse, fell a horse or climb a wall. The halberd was attached to a pole that was 6 to 12 ft. in length.

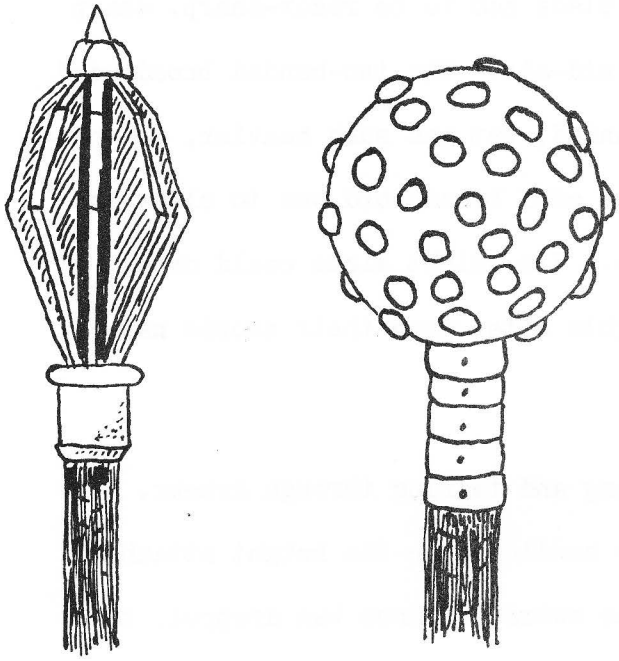
THE BATTLEAXE

The battleaxe, or better known to knights as "the bonecrusher", was used where a sword was inadequate. The head was attached to a handle that was 2 to 4 ft. in length. The blade was either one or two edged.

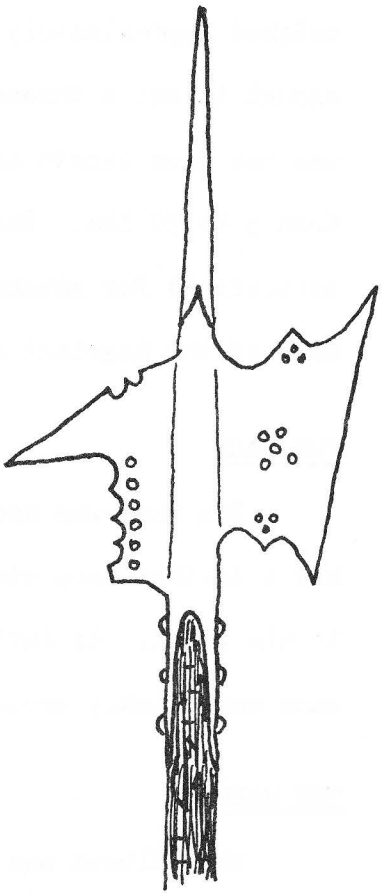
THE FLAIL

The flail was designed to rip away armour. Swinging it could cause the spiked ball to build up terrible momentum. The ball was

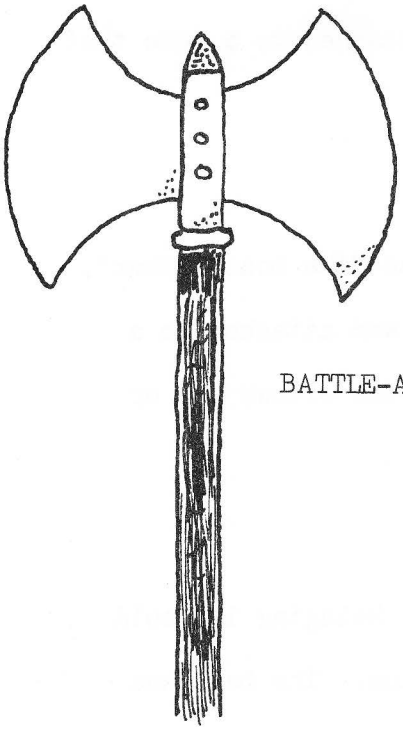
WEAPONS



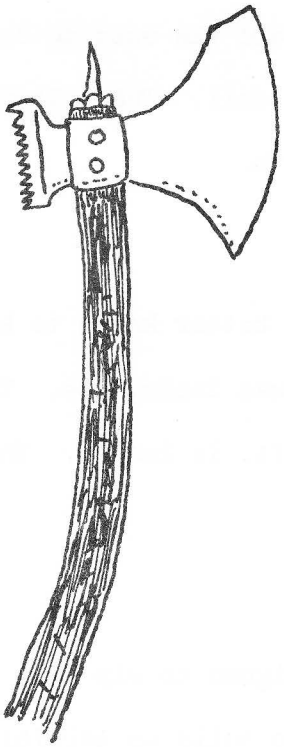
MACES



THE HALBERD



BATTLE-AXES



either made of wood with metal spikes or one solid iron spiked ball. The ball was attached to a pole with a chain. The pole was 15 inches to 4 ft. in length.

THE DAGGER

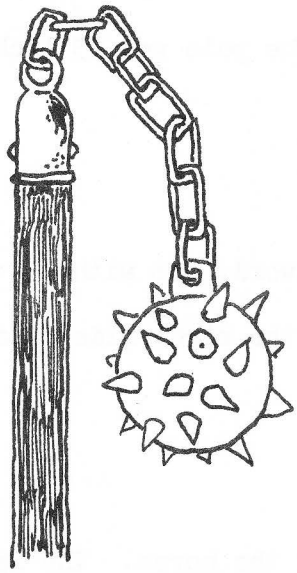
The dagger was nothing more than a small sword, but with a shorter, thinner blade. The dagger was worn on the right side, and the sword was worn on the left.

THE LANCE

The lance was a knight's primary weapon on the horse. The lance was 8 to 12 ft. in length, about 3 inches in diameter, tapering towards the point. Great skill was needed to hold a lance steady as the knight cantered on a horse towards a target. A softer wood was used in making lances for tournaments; designed to break on an opponent's shield during a joust. However lances for battle, were made of a much stronger wood to prevent breakage. During tournaments, the point of the lance was capped with a special button called a coronal, to make it blunt.

CROSSBOWS AND LONGBOWS

There are many weapons between the 1200's and the 1500's that the knight didn't use. This doesn't mean that he didn't know how to use them, but rather it was a social conviction. The longbow and crossbow could not be used on horseback due to the length of the longbow and the difficulty of cocking the crossbow. Aside from the difficulty, both weapons could penetrate armour, especially the crossbow (which had a penetration power at 300 yards). Because of this distant firepower, they were not considered honorable for personal combat. However the

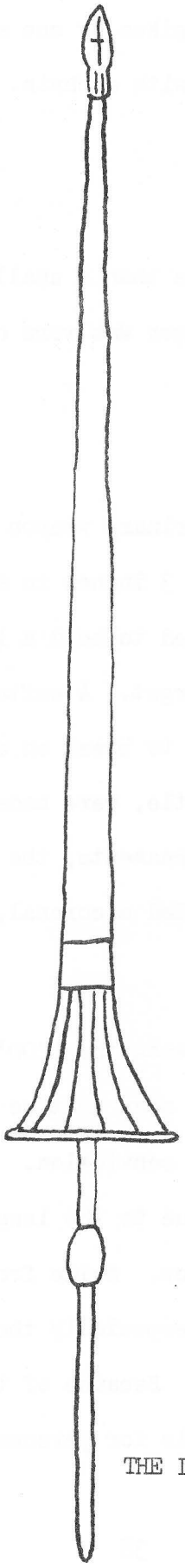


FLAIL OR
MORNING STAR

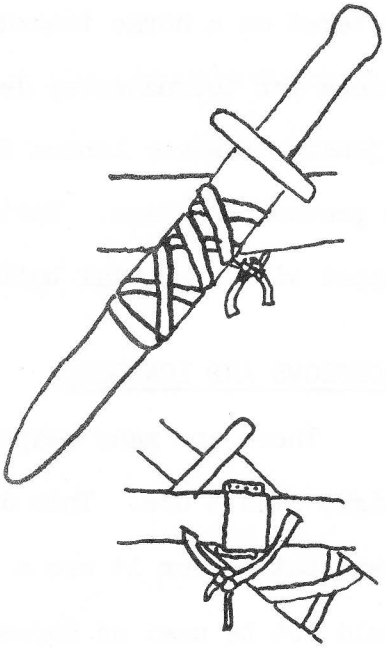




DAGGERS



THE LANCE

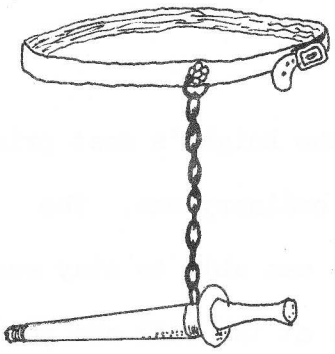


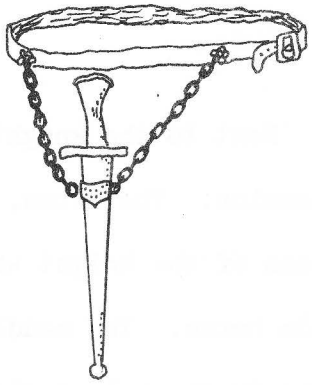
DETAIL OF KNIFE ATTACHMENT
ON RIGHT SIDE OF BELT



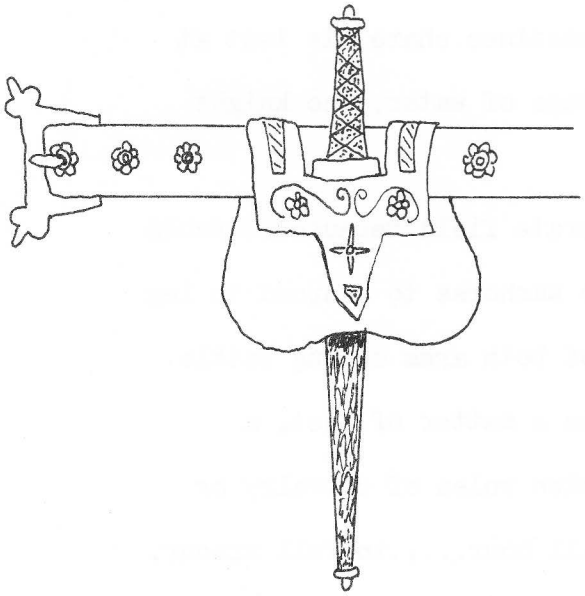
CORNALS

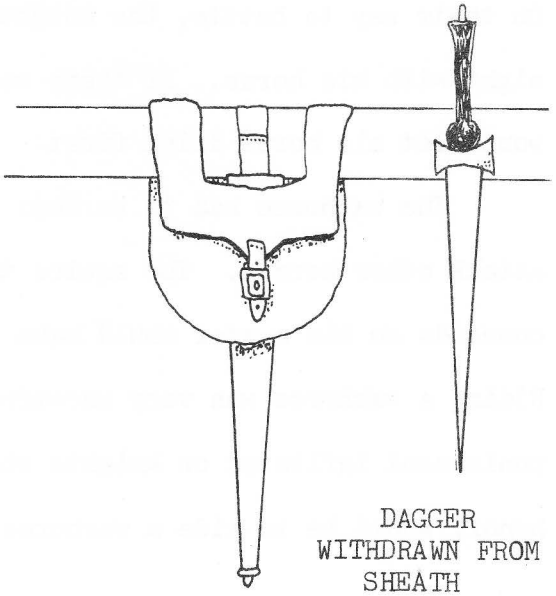
OTHER WAYS OF ATTACHING THE DAGGER





DAGGER AND POUCH COMBINATION





DAGGER
WITHDRAWN FROM
SHEATH

knight utilized both weapons in his attack or defense forces, who were usually peasants and mercenaries.

THE HORSE

Next to the knight's sword, the horse was the knight's most prized possession. The horse, set the knight above the ordinary man. The success of the knight was due to the fact that he was able to stay seated on his horse. The saddle, with its raised cantle at the back and pommel in the front, helped give the knight a secure seat. The use of stirrups, which originated in China, helped the knight remain in the saddle. The knight often gave his horses names that would reflect their characteristics. Knights would often decorate their horses with small, golden bells hanging from their harnesses and richly decorated tapestry fittings. Horses were coveted prizes for the victors of tournaments or battle. On their way to battle, the knight would sometimes share his tent at night with his horse. If there was a shortage of water, the knight would let his horse drink first.

The warhorse had to be kept in a seperate field because it would attack other horses. The squire taught the warhorse to respond to leg commands so his master would have the use of both arms during battle. Riding a warhorse was very uncomfortable, as a matter of fact, a punishment inflicted on knights who had broken rules of chivalry or honor, would be to ride a warhorse for a full hour.....in full armour.

THE KNIGHT'S CLOTHING

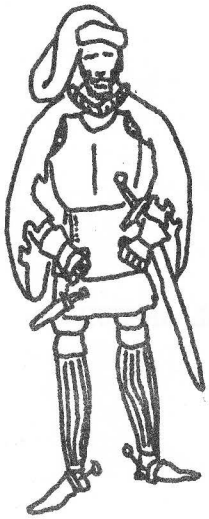
Everyday clothes of the knight were limited to a small wardrobe of basic design. Such as: ankle-length robes with hood, cape and baggy

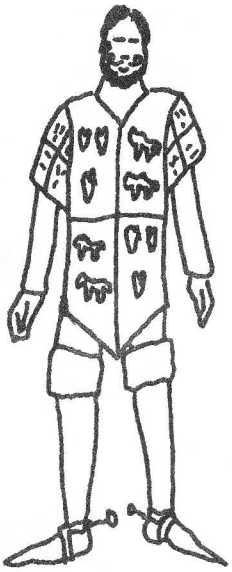
THE HORSE IN FULL ARMOUR

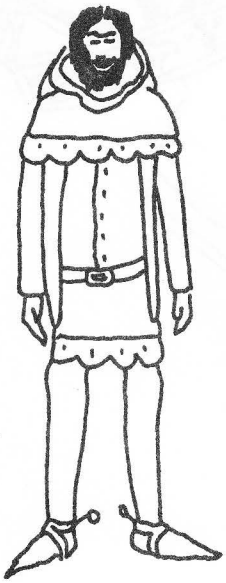


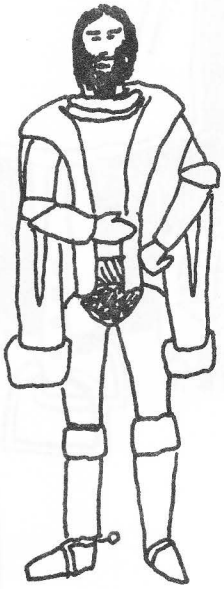
EXAMPLES OF KNIGHTS AND LADIES CLOTHING





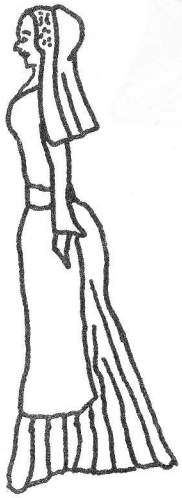




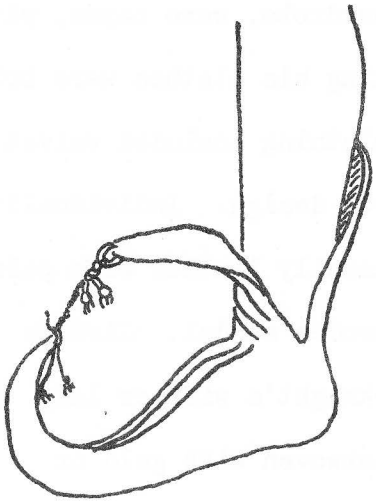


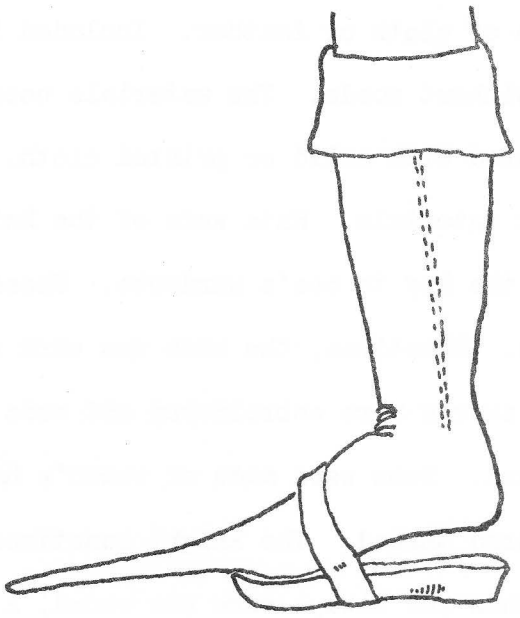


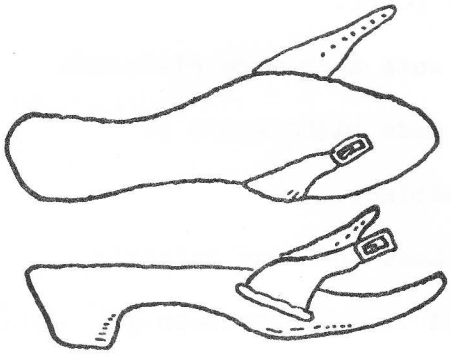




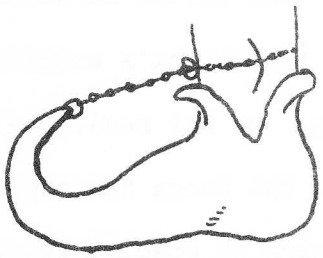
FOOTWEAR



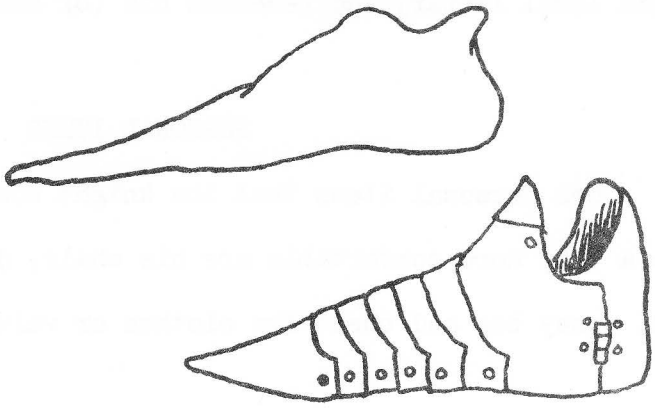




DETAIL OF SANDAL



SHOE WITH ANKLE CHAIN



sleeves; knee length robes without arms, worn over puffy sleeved pull over shirts with hose; waist-length pull-over shirts with knee-length coats with slits in the arms to put the arm through. He wore a belt made of cloth or leather. Included in his wardrobe, were capes, with or without hoods. The materials used in making his clothes were brightly colored with solid or printed cloth. Some clothing included velvet and silk materials. Hats were of the knight's own design. Individuality was the key to one's wardrobe. Shoes were usually leather with pointed toes. Sometimes, the shoe was worn with a wooden sandal. Girdles for swords were embroidered and made by the knight's wife or lady friend. Some were made of woman's hair, interwoven with gold or colored thread. The knight sometimes wore partial armour with his clothes and always wore his sword, a symbol of power.

The Ladies in Waiting wore clothes that were much more elaborate than the knight's wardrobe. She wore dresses made with layers of cloth. On her head, she wore an elaborate headpiece.

Chi Omega Rho encourages its members to make and wear knight's clothing at special functions. It is suggested that the members go to his local library and research his (or her) own personal dress.

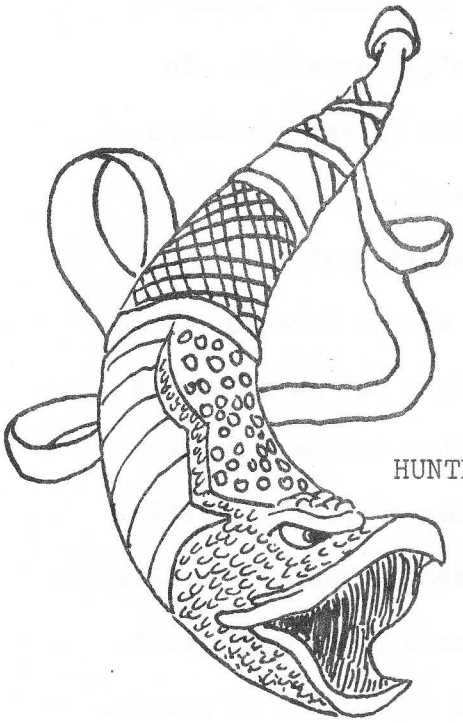
PERSONAL ITEMS

Some personal items that the knight would bring with him to make a trip more comfortable are his chair, drinking mug, hunting horn, money bag and chest for clothes or valuables.

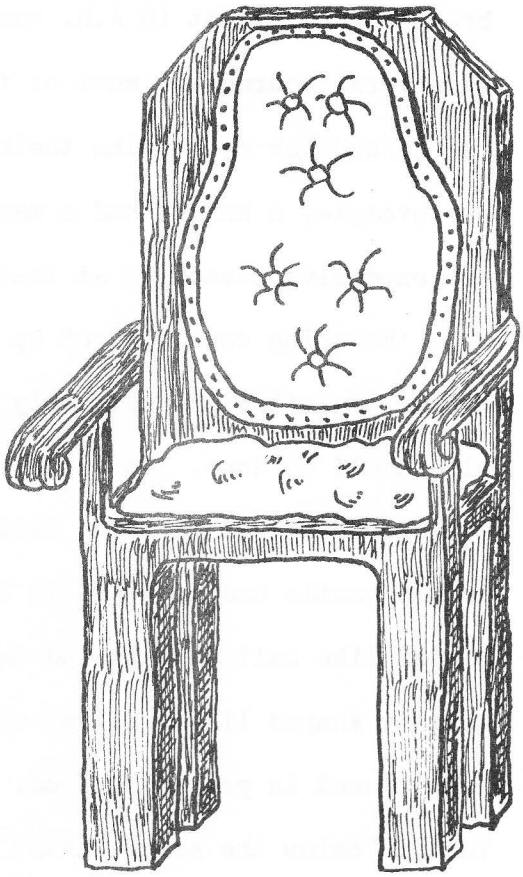
FEASTING

On a feast day a knight awoke at 6 A.M., and would eat a modest

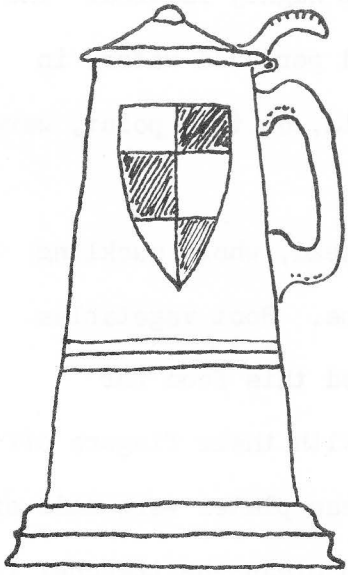
PERSONAL ITEMS



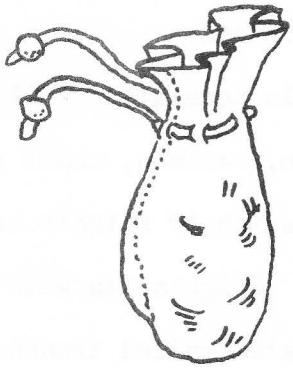
HUNTING HORN



CHAIR

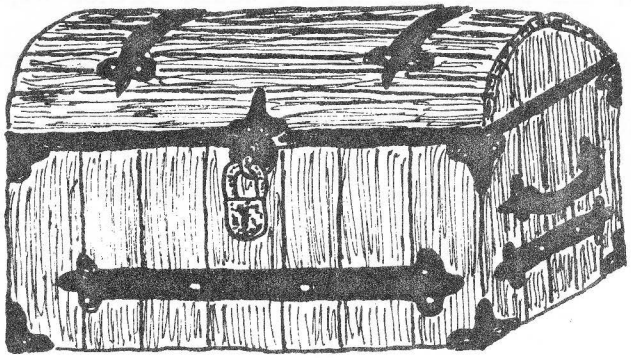


STEIN
OR
MUG



MONEY POUCH

CHEST



breakfast. Then at 10 A.M. would be the main meal of the day, made up od several courses of meat or fowl. Knights were constantly trying to out do another by showing their knightly "largesse"(generosity). In one example, a knight had a meal cooked over candles (a very precious and expensive commodity at that time), for 300 guests.

Feasting consisted of up to 15 courses and would last 8 or more hours. Feasting was extremely popular during the winter because little else could be done. In table positioning, the knight sat at a trestle table covered with a white cloth, away from the other tables. Squires in the castle had to learn to lay this special table correctly. Table pieces like salt cellars and aquamaniles were present. The salt cellar, usually shaped like a silver ship, was used to season foods since salt wasn't used in preparing food. It also determined importance of guests. To sit "below the salt", meant that you were not highly favored. The aquamaniles was a large bronze vessel which held perfumed water, in which the diners would wash their hands. Knights, on this point, were very scrupulous.

Meals consisted of dishes such as boar's head, whole suckling pigs, fish, venison, roast peacock and other game. Root vegetables were not eaten by knights because they considered this food for peasants. Knights ate with spoons, knives and with their fingers off wooden plates called trenchers. Originally, these plates were made of bread and were eaten at the end of the meal. To clean the trencher for the next course of the meal, the knight would either wipe it clean with bread or lick it clean. Jugs of water on the tables were used to rinse greasy fingers and the tablecloth was used to wipe his fingers off. During the feast, jugglers and acrobats were used to entertain the guests while they dined.

CHIVALRY AND COURTLY LOVE

Chivalry was a strict code of knightly ethics. Manners for gracious living was taught to all knights at an early age. A knight's "word of honor" was highly respected and if broken, better for the knight to die a ghastly death. In chivalry, a set code was written up and presented as such:

1. To be religious.
2. To be honorable.
3. To be courteous.
4. To be brave.
5. To be loyal.
6. To be just.
7. Speak only the truth.
8. Be fair to your enemies.
9. Help people in distress.
10. Help women and show mercy to the weak and defenseless.

The knight was expected to live up to this standard and, if he failed to do so, other knights would, more or less, excommunicate him. Chivalry and courtly love are closely tied together. A knight in love would constantly try to prove his love to the fair lady by performing heroic deeds or accomplishing near impossible tasks. During tournaments, a lady would place a scarf or some similar item around the arm or helmet of her special warrior. This was thought to add strength and skill to his arm and make his mind quick. For his lady, the knight would be courageous in battle, cheerful, witty, clean and well-dressed. He would not cut his hair or sleep in a bed. He may even wear a patch over one of his eyes until a deed had been done in the name of his lady. Even courtly love had its ground rules:

1. Thou shalt avoid avarice like the plague and shall embrace its opposite.
2. Thou shalt keep thyself chaste for the sake of her whom thou lovest.
3. Thou shalt not knowingly strive to break up another's love affair.
4. Thou shalt not choose for thy love anyone whom a natural sense of shame forbids thee to marry.

5. Be careful to avoid any kind of falsehood.
6. Do not let too many people know of your love affair.
7. Being obediant in all things to the commands of ladies.
8. In giving and receiving love's solaces let modesty be ever present.
9. Thou shalt speak no evil.
10. Thou shalt not reveal love affairs.
11. Thou shalt be in all things polite and courteous.
12. In practicing the solaces of love, thou shalt not exceed the desires of thy lover.

HERALDRY

When a knight was wearing his helmet, it was very hard to identify who it was. To remedy this, knights began painting images or devices on their shields and putting the same image on their helmet as crests. The idea first came from barbarians who painted fierce animals on their shields to symbolize the warrior's own charateristics. Devices symbolized the knight's characteristics, his personal name (if the knight's name is "Bull", he would have a bull on his shield), traditions or certain items from an event from the knight's past. At first, the devices were personal, but in time, were passed down from the father to the son. This became very important because before being knighted, the individual had to prove his noble descent back four generations (this was especially important in entering tournaments). The knight took great pride in retaining his own crest. If a knight thought another had taken his device, he would challenge the knight to a fight to prove his right. Heralds were experts on what device belonged to what knight. They became responsible for the genealogies of the knights, making new coats of arms for new knights and passing their knowledge to apprentices. Heralds were instrumental in identifying those slain in battle, by their heraldic devices alone. The coat of arms was known as a "blazon". The surface area of the shield is called a field and everything located

on the field is called a charge. Different shapes had names given to them by the heralds. The diamond was called a lozenge; a star is a mullet and a hollow diamond is a lozenge voided. There were seven basic colors used on the field:

METAL COLORS
1. OR - Gold
2. ARGENT - Silver

TINCTURE COLORS
1. GULES - Red
2. AZURE - Blue
3. VERT - Green
4. SABLE - Black
5. PURPURE - Purple

Every shield had three points, the honor, fess and nombril. Usually, the shield was broken up into 9 basic blocks. The dexter being along the left side and the sinister on the right. The center is the middle blocks.

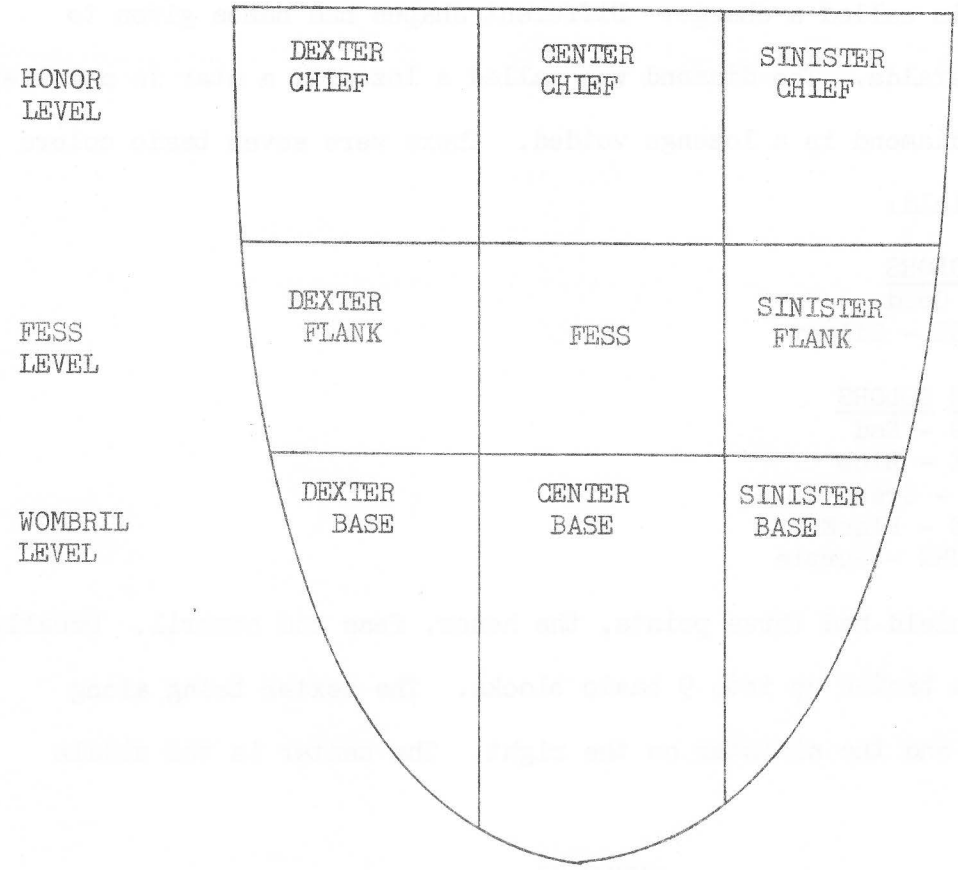
SHELTERS

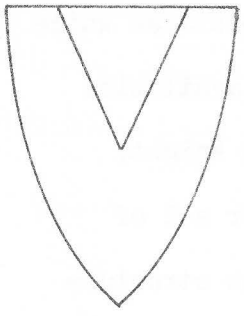
The knight slept in castles belonging to allies or relatives while on trips. Sometimes he would stay in peasant's homes when available. In the rare times that no solid shelter was afforded to the knight, a tent called a pavilion, was used. It was large enough for all of his personal belongings, his armour and even his horse. The structure was simple, but effective. Sometimes they were highly decorated. The cloth used was brightly colored and made of a heavy material. Banners, bearing the crest of the owner, flew from each corner or from the center pole. Some pavilions were round and others were square.

THE TOURNAMENT

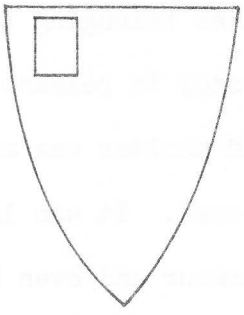
The tournament or mock battle, was a knight's favorite recreation.

HERALDRY

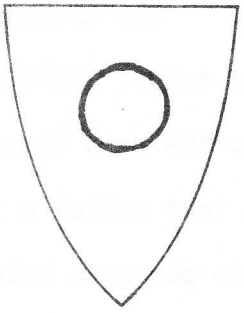




A PILE

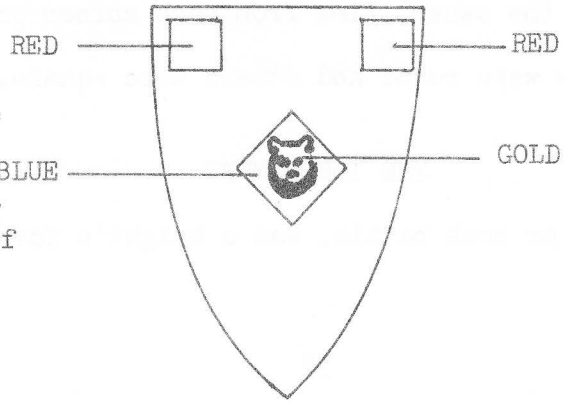


A CANTON IN DEXTER CHIEF

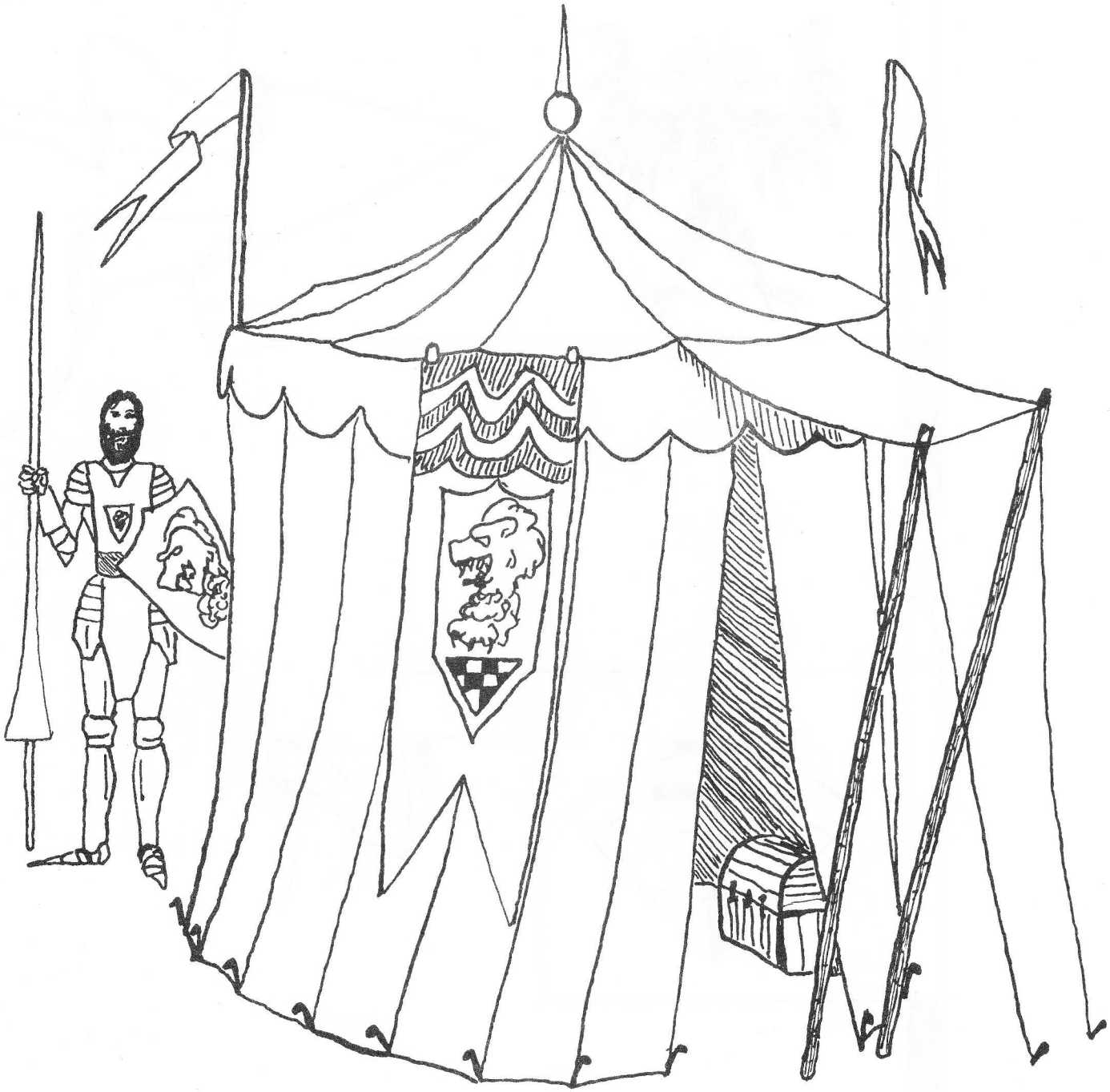


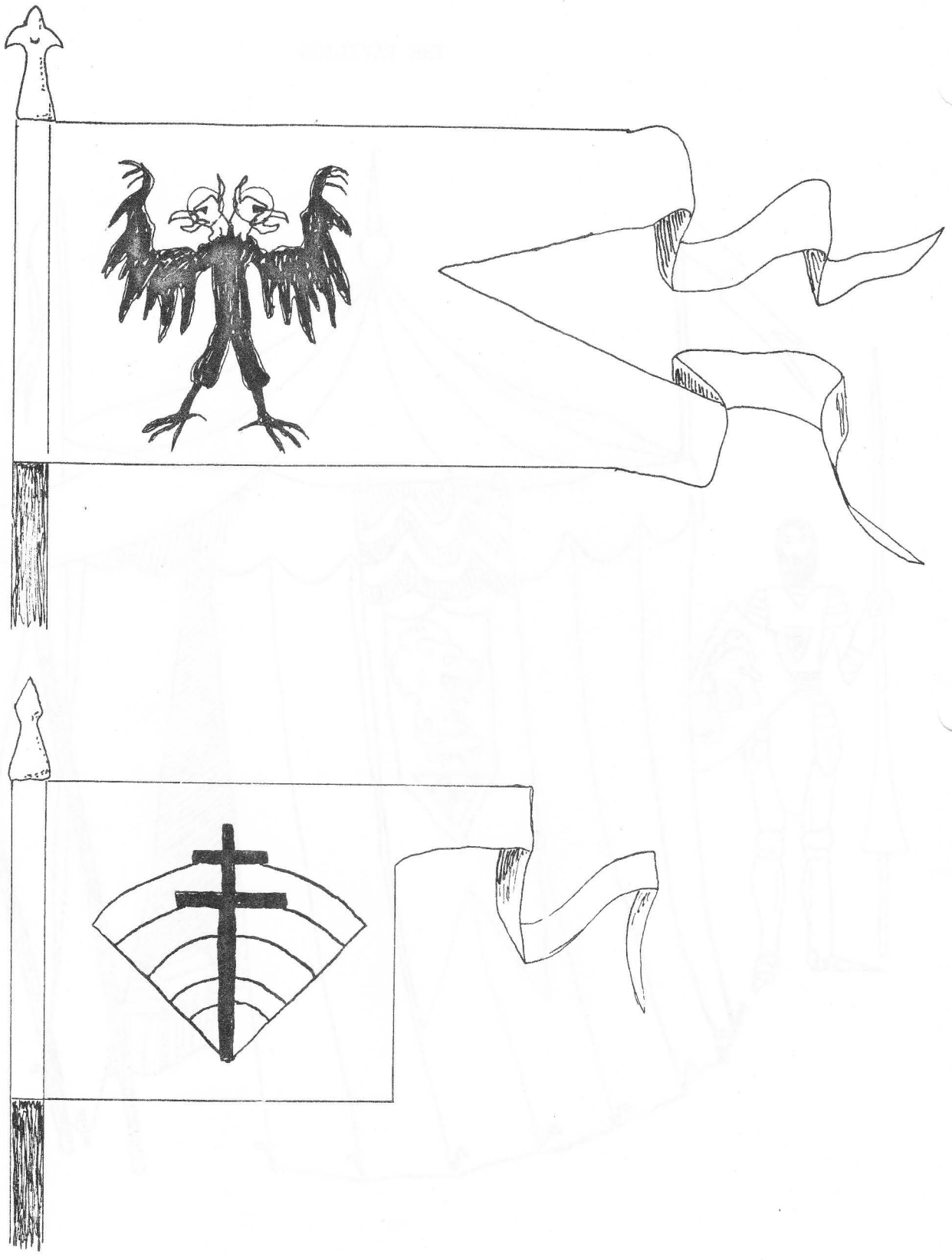
A ROUNDEL

"A Bear's face is voided lozenge or on a field, azure, with cantons in Dexter and Sinister Chief gules."



THE PAVILION





DIFFERENT TYPES OF BANNERS WITH HERALDRY

Tournaments were designed primarily for knights to stay in practice between battles. It also posed an opprtunity to increase the size of their money bags. "Prisoners" taken in a tournament, were held for "ransom" which usually amonted to a large sum. Before one could fight in a tournament, he was obliged to meet certain requirements:

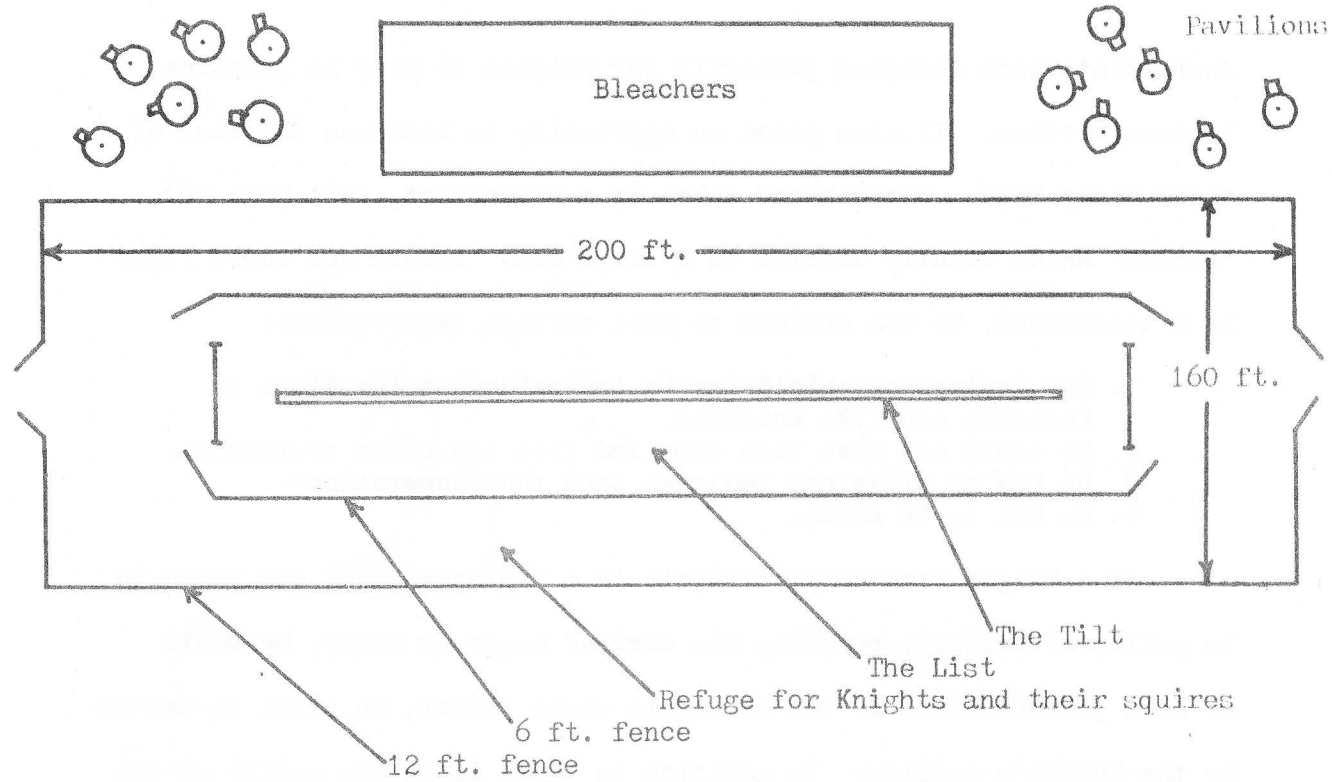
1. Pay scutage or shield-tax (a tax paided to the kings by fighting men like knights).
2. He could not have been expelled from any other tournament.
3. He had to prove his pedigree back four generations.
4. He had to be noble.

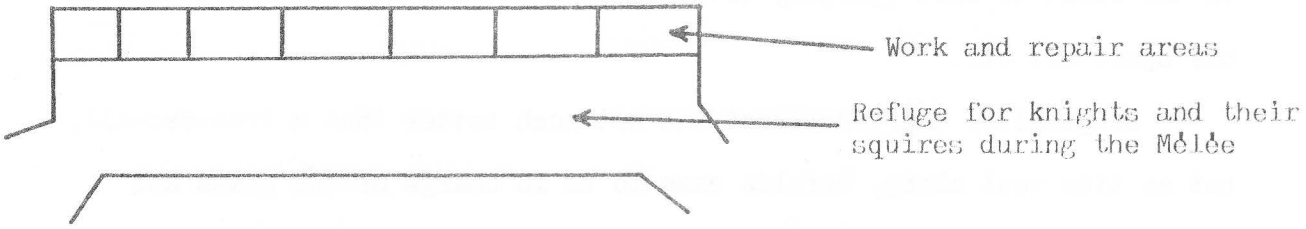
If a knight came to participate in a tournament and was found to be guilty of perjury, breaking his word of honor or usury, he would be held prisoner and, if the officials would permit, he would be beaten by the knight's squires. In addition to that, if he was guilty of one of the first or last (perjury or usury), his horses were confiscated and his spurs cut off.

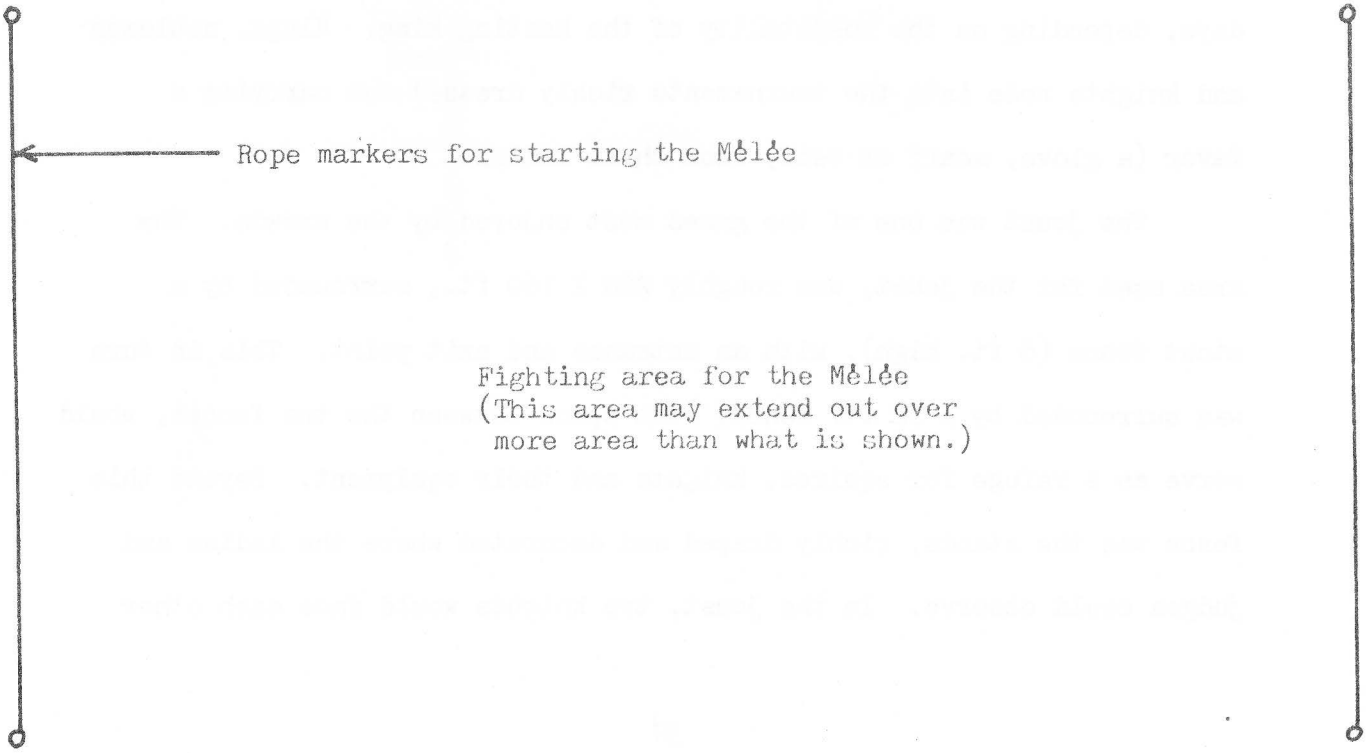
Originally, the tournament was not much better than a free-for-all, but as time went along, heralds came to be in charge of the games and brought order to the tournament. A tournament usually lasted 4 to 7 days, depending on the hospitality of the hosting king. Kings, noblemen and knights rode into the tournaments richly dressed and carrying a favor (a glove, scarf or veil) from their ladies.

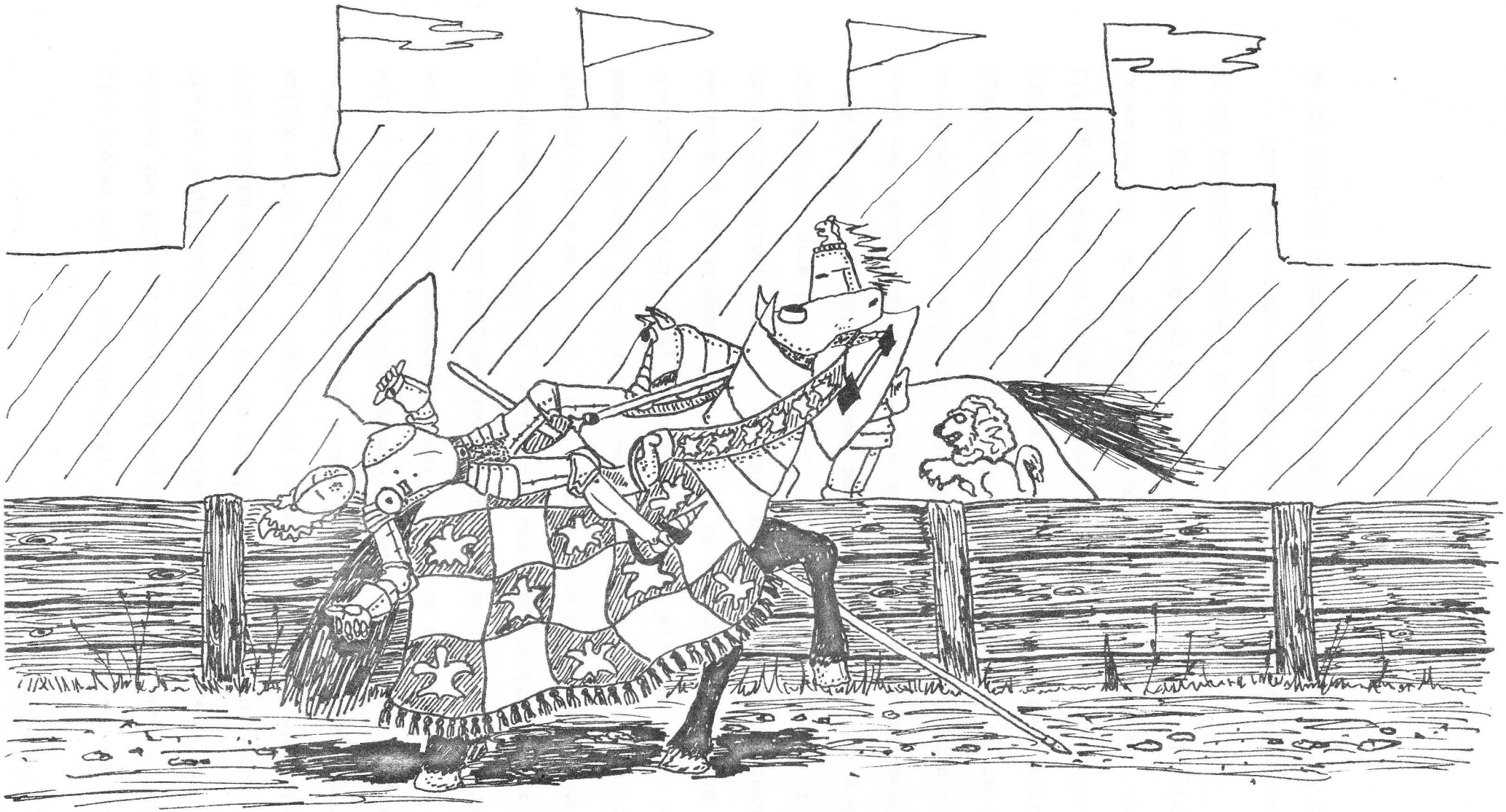
The joust was one of the games most enjoyed by the crowds. The area used for the joust, was roughly 200 X 160 ft., surrounded by a stout fence (6 ft. high), with an entrance and exit point. This in turn was surrounded by a 12 ft. fence. The space between the two fences, would serve as a refuge for squires, knights and their equipment. Beyond this fence was the stands, richly draped and decorated where the ladies and judges could observe. In the joust, two knights would face each other

DIAGRAM OF TOURNAMENT AREA









"JOUSTING AT THE TILT"

at a wooden barrier called a tilt. Originally, the joust was fought without the tilt and chances of the horses colliding was very high. The two knights would put their horses into a canter, down the lists (the path on both sides of the tilt), with the aim of his lance at the knight to the left. Dropping the lance to a 15^{o} angle, the knight would strike one of the four nails, located in the corners of the opponent's shield, trying to avoid his opponent's lance. The object of the joust was to unseat his opponent or break 3 lances on his shield.

Usually, the knights missed each other on the first attempt, but if one was successful in breaking his lance, his squire would rush forward with a new lance. After 3 lances have been broken, swords or maces would come into play. If one of the knights had been unseated, the other would dismount, preparing for swordplay. The fallen knight was usually so fatigued from the fall, it was unlikely he could stand for swordfighting. Due to the nature of the swordplay and armour, it turned into a true trial of strength. Only through a series of heavy buffets could a knight be knocked down without injury. Injury did occur even though the weapons were blunted. Sometimes, by accident or premeditation, the knight might receive a sharpened weapon from his squire, which would prove to be fatal to his opponent. The two knights would fight until the sheer weight of one's armour or the effect of lifting himself from the ground when knocked down, had completely exhausted him. At this point, the exhausted knight, probably lying on the ground, would beg for mercy. He then would become the prisoner of the victorious knight, to settle on the ransom later.

There was a very elaborate scoring system that scored according to the over-all accomplishment other than purely the strongest knight.

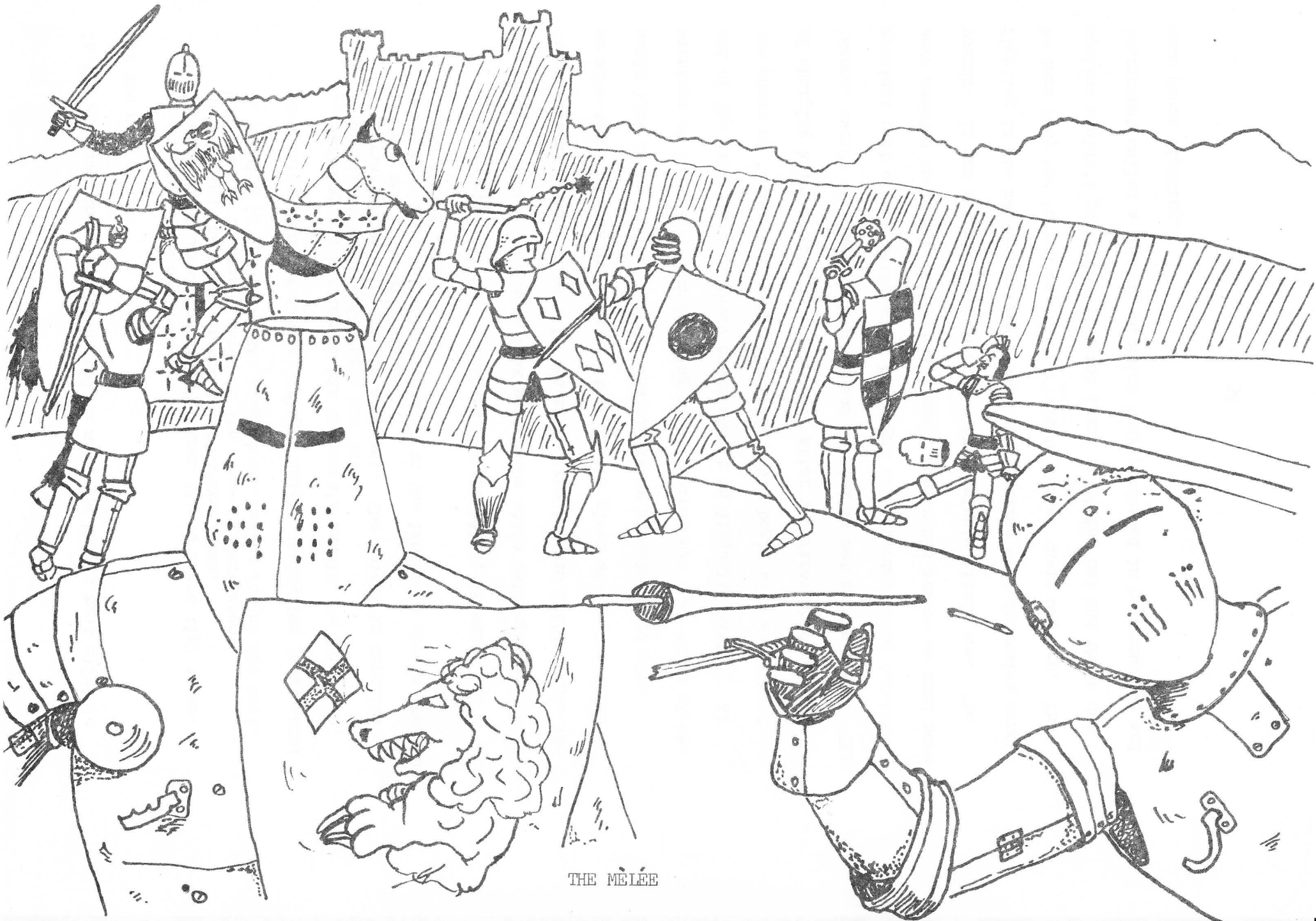
In the grading, these different points made the knight most eligible for the main prize:

1. Unhorsing his opponent.
2. Striking "cornal to cornal" (lance tip to lance tip) twice.
3. Striking the crest of the helmet three times.
4. Breaking the most lances in the over-all tournament.
5. Staying in the field the longest and having fought the best.

Some rules used for disqualifying a knight during the joust were:

1. Striking the barrier of his opponent's saddle. In this case, one lance is deducted drom his total.
2. Striking the horse of his opponent. The knight is expelled from the lists with dishonor.
3. Using a gauntlet which locks on to the lance, to give a steadier and firmer grip.

Another aspect of the tournament was the mêlée, in which all the knights of the tournament took part. The mêlée battlegrounds could cover several square miles. In the mêlée, the knights divided into two or more teams, advancing on each other at the given word. The teams would line up behing two cords. The clerks or heralds would give warnings on foul blows and fighting after retreat had been blown at the end of the day. Both of these could result in disqualification. At the shout of "Laissez aller!", the mêlée would begin with a clash of charging knights with their lances. After the first shock of the lances, swords were drawn, blunted and rebated as set by the rules. The greatest part of the mêlée would be fought with swords. Some barriers were erected so that a knight could rest, repair his armour or mend some wounds. It was not uncommon to have 4 or 5 knights attack one. The fighting in the mêlée was very crude. The squires wore defensive armour in case they had to run on to the field to assist their masters. The squires couldn't participate in the joust or mêlée, but had their own tournament called a buhurt, in which they performed in horsemanship and some minor fighting.



THE MÊLÉE

The mêlée lasted from 1 P.M. to dusk, depending on the injuries and captures. Just as in jousting, knights could be taken prisoner and held for ransom. Once a knight was captured, he had to give his word of honor not to try to escape, otherwise the knight could escape. He was then given over to the squire of the captor for safe keeping. When a prisoner was captured, he would automatically lose his armour and horse, unless another settlement could be made (such as cash). At the end of each day of jousting or mêlée, there would be feasting and singing, along with tending of wounds and repairing of armour. This would be a time of relaxing, in which the "captured" knights would then settle for their ransom with their victors.

WARFARE (THE SEIGE)

The seige of a castle could be very tedious to a knight and could last several years. Knights never set up the mechanics of the seige, but only showed up when the hand-to-hand combat began. To keep from growing bored with the seige, the knights would set up a wooden wall at the gate of the castle and played a game called "fighting at the barriers". In keeping with the code of chivalry, the beseiging knights would promise not to suprise the castle while "fighting at the barriers". This game consisted of knights lungeing at each other trying to strike the enemy with his weapon. During the seige, the knights would devastate the countryside, which probably belonged to the defending knight. There were three steps to seiging a castle. First, a call for surrender. If the castle refused, professional seige engineers would try to find a weak place in the castle's defense so that breeching the castle could be made. Second, the foot soldiers would try to scale the walls which resulted in many casualties because of missles, boiling oil and

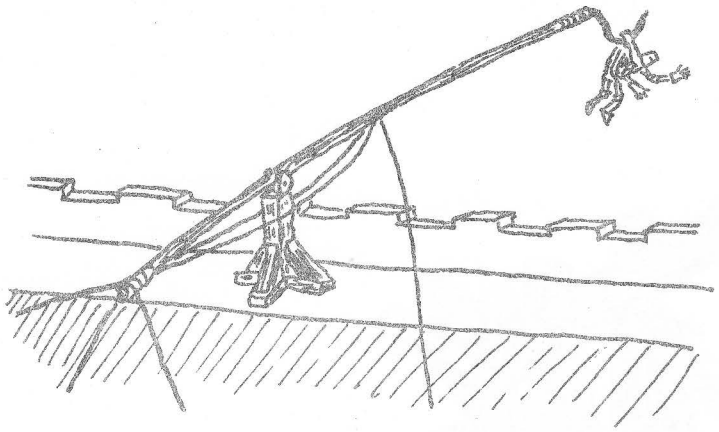
quicklime was poured on them from the castle walls. In the third stage, the seige machines were brought in and put to use. Volleys of rocks were hurled at the castle, exploding like shrapnel on impact. Barrels were set on fire and launched into the castle to set it on fire.

Nevertheless, the castle had the upperhand. If the castle had an ample suppy of food and water, and if the castle could resist the assults, the castle would usually come out victorious. There were several common seige machines that were used. The seige tower or beffroy was used to make direct assults on the castle walls, however, it was heavy and difficult to move up against the wall. The magonel was a miniature catapult that could hurl projectiles up to 200 lbs. The crow was used to snatch up the enemy who would get a little too close to the castle. The prisoner would be interrogated and then sometimes returned.....airborne! The battering ram was used to pick holes in the castle walls. Sometimes, bales of cotton or straw were lowered from the wall between the ram and the wall, thus reducing the effectiveness of the ram. Another means was to lower a huge log down on top of the ram as it moved forward. Probably the most effective of all defensive weapons against the ram were fire arrows fired into the housing, especially when oil was poured on the roof of the housing. The trebuchet was probably the largest of the seige weapons. Due to the heavy weights at one end of the arm, when the arm was released, it could hurl large objects into the castle, even though its accuracy was very poor.

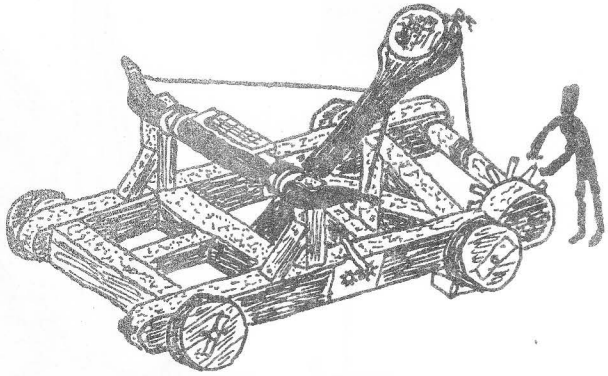
THE QUEST

If a knight became bored with castle life, he might go on a

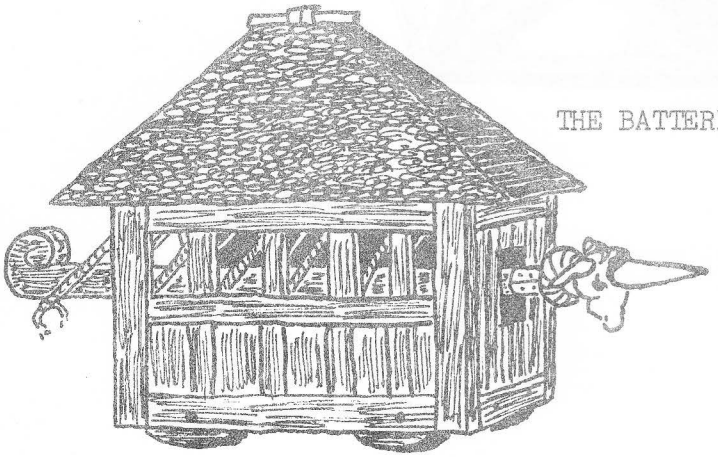
SEIGE MACHINES



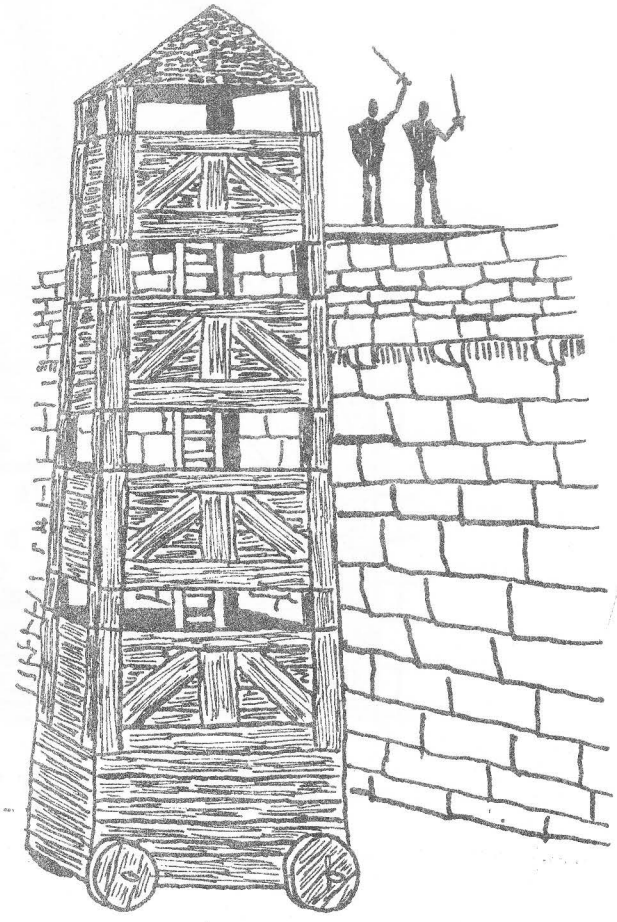
THE CROW



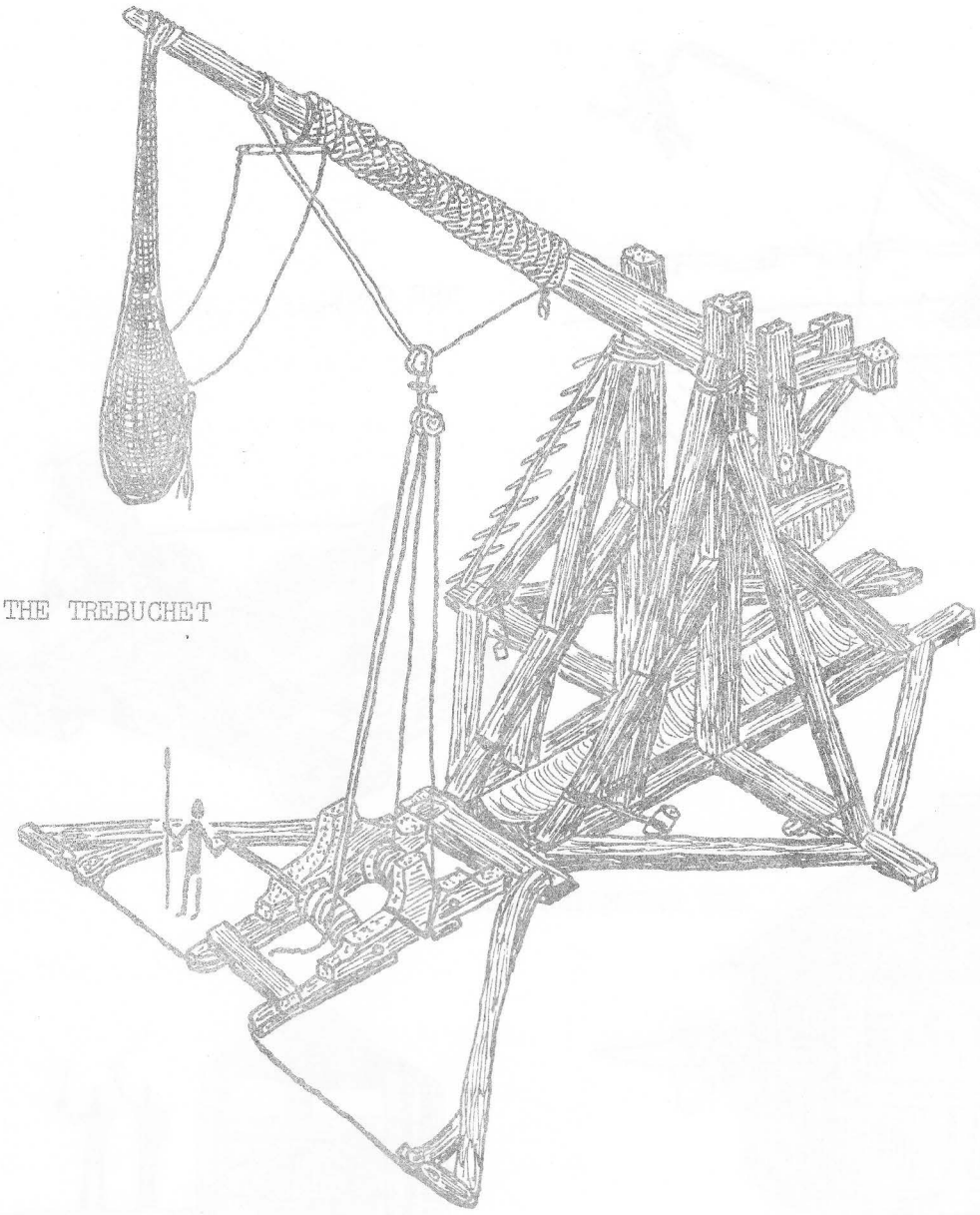
THE MAGONEL



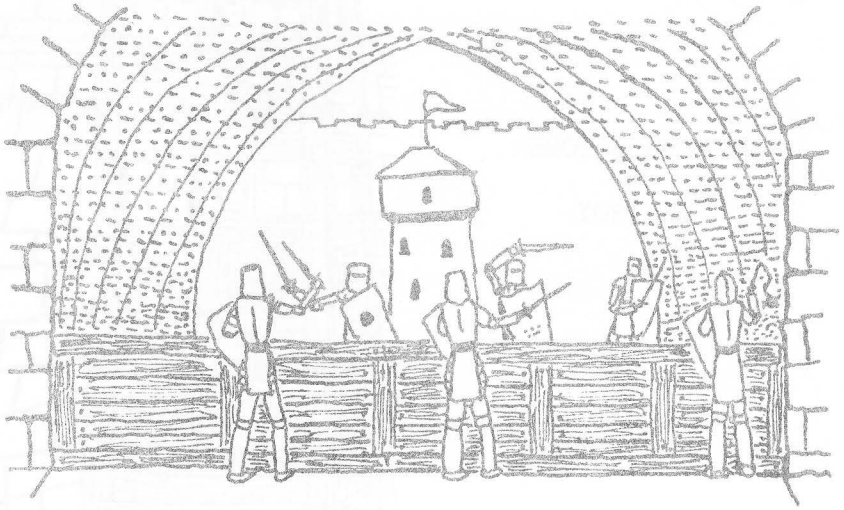
THE BATTERING RAM



THE SEIGE TOWER
OR
BEFFROY



THE TREBUCHET



"FIGHTING AT THE BARRIERS"

quest. These quests were religious or morally induced. Sometimes these quests were the results of dreams or visions. Usually a lady was the most likely cause of a quest. It was popular for a knight to travel to a far off land to fight in his lady's name and bring back something to her to prove his bravery and love. One of the most famous quests was the search of the Holy Grail, the cup used by Christ in the last supper. This quest was part of King Arthur's mythology but many knights believed this fable to be true and went on real quests, searching for this special cup.

BROTHER-IN-ARMS

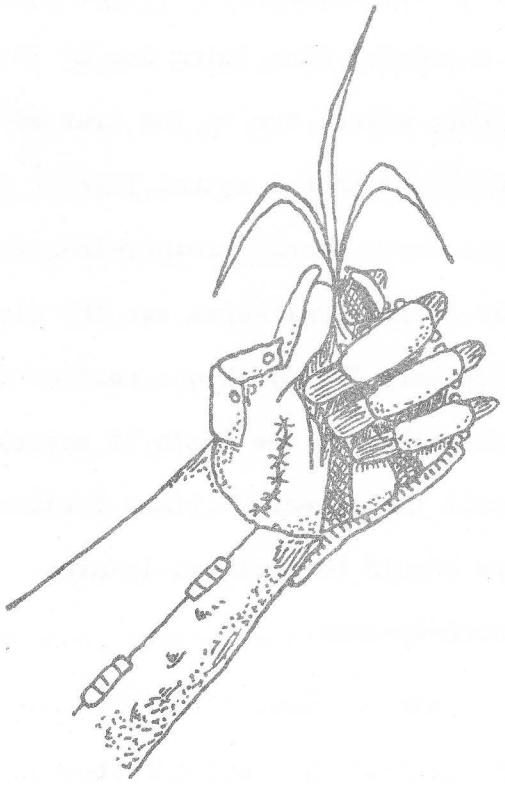
Brother-in-arms was a title that was earned through a particular event. It was kind of a tie that was earned in battle. There was a special mystique about its significance. For example, mines were dug under the castle walls during seiges. If the mine being dug to enter the castle met with a counter mine being dug by the defending force, a skirmish would ensue, which, due to the cramped quarters, would become more of a tournament than a actual fight. Knights who fought in this type of fight would become Brother-in-arms, even though they were on opposite sides. Brother-in-arms was the closeset possible form of blood brother. They were "bound to one another in such a way, that each would stand by the other to the death if necessary". One Brother-in-arms could inherit the others military fortune at his death.

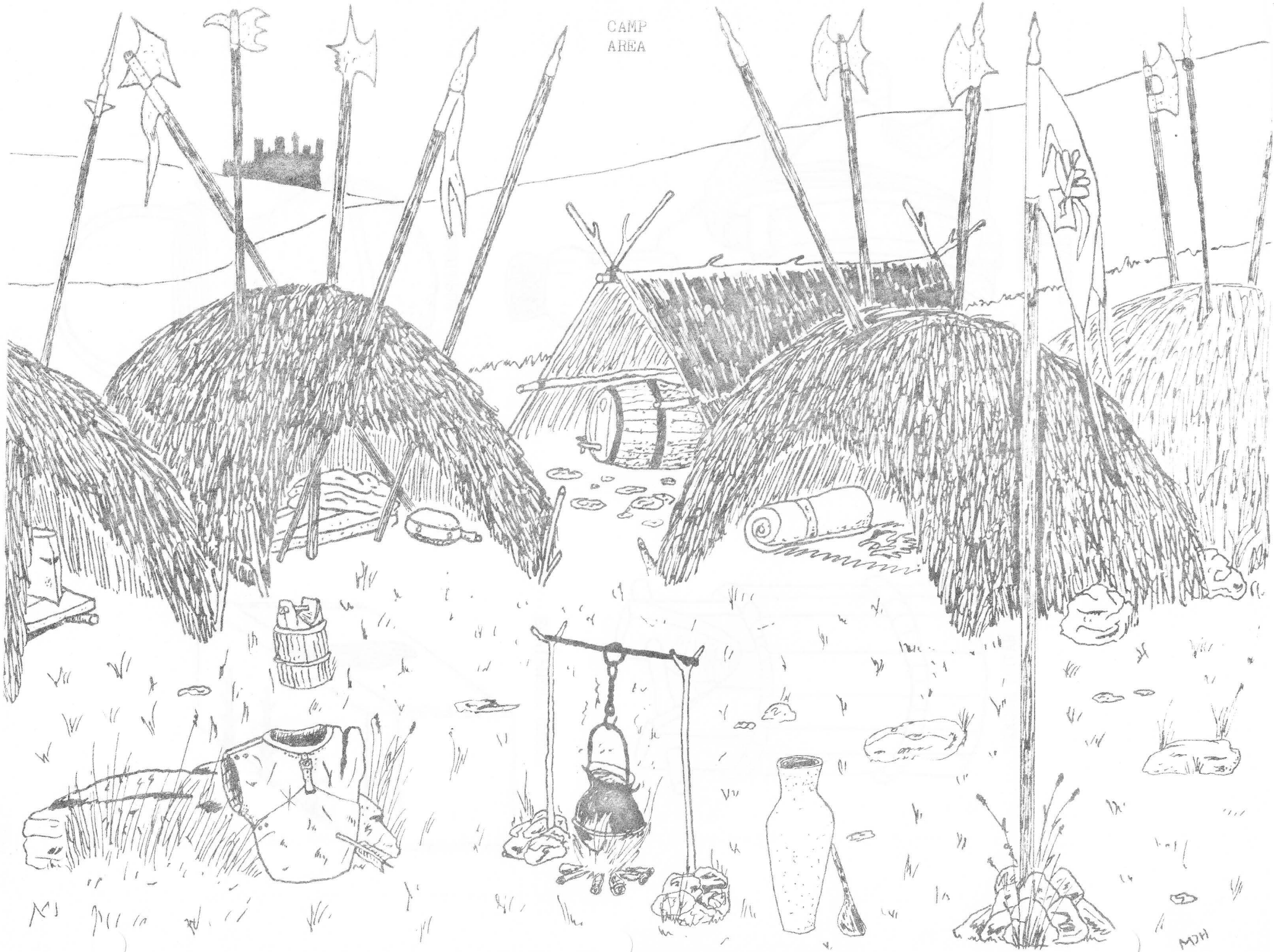
Chi Omega Rho members should be Brothers-in-arms. We fight the same foe, we are all Brothers-in-arms.

CAMP ITEMS AND AREAS

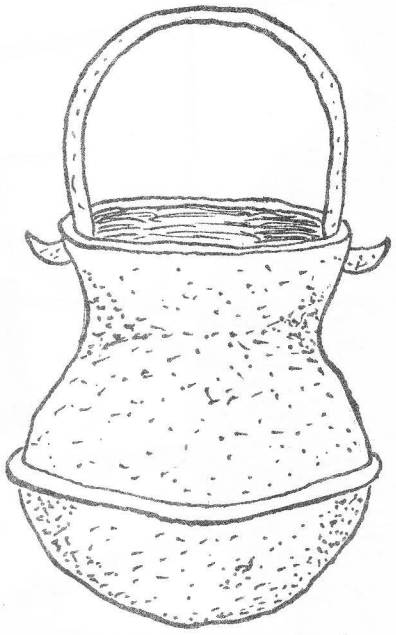
Some extra camp items that made a knight's camp life a little more comfortable were the cauldron, equipment chest, costrel and wooden buckets. The cauldron, a type of pot, was used for cooking or boiling items. The equipment chest contained anything from armourer's tool to other tools needed to reshoe a horse. The costrel or canteen carried needed water for knights. To haul larger amounts of water for horses or cooking, the wooden bucket was used.

Areas used by knights for camping was open fields or orchards. If the woods offered some valuable shelter, it was utilized. If an area was too small to erect a pavilion or the knight's group had to be ready to move at a moment's notice, small dome-shaped huts were constructed from wattle (twigs or branches interwoven to form a frame). If a field was near, straw could be collected to build a shelter.

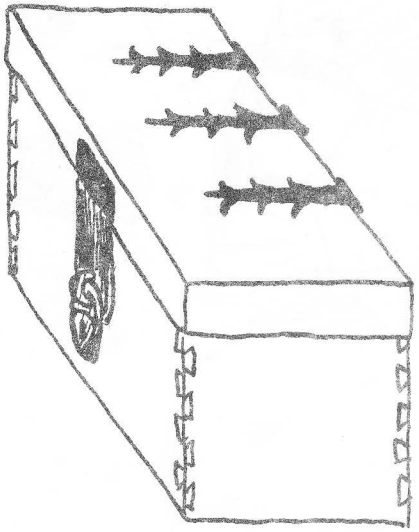



CAMP
AREA

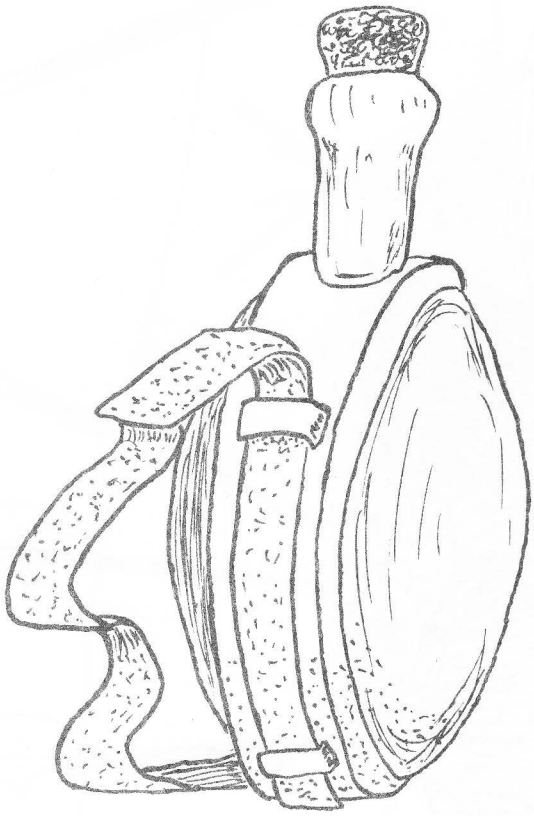
CAMP ITEMS



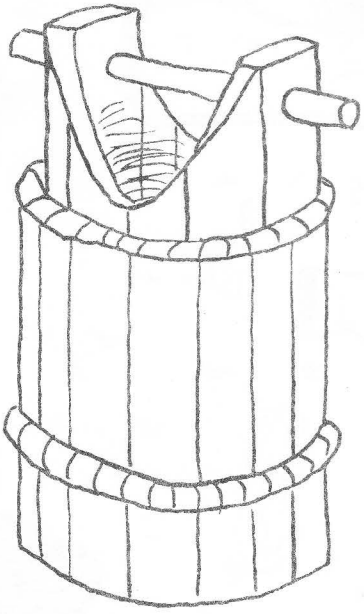
CAULDRON



EQUIPMENT CHEST



COSTREL
OR
WATER CANTEEN



WOODEN WATER BUCKET

OFFICERS OF CHI OMEGA RHO

There are 5 executive offices in Chi Omega Rho.

President or Regent

He is in charge of all regular Chi Omega Rho meetings. He also coordinates all events and introduces Chi Omega Rho to new students.

Vice-President or Vice-Regent

He assists the Regent in his responsibilities. If the Regent is absent from a meeting, the Vice-Regent presides.

Secretary or Scribe

He is responsible for keeping records and is responsible for correspondence and other paperwork.

Treasurer or Exchecquer

He is responsible for keeping financial records and making official transactions. He also collects dues.

Faculty Sponser or Friar

He serves as an advisor for the chapter. Usually, this position is filled by a school faculty member, chosen by the school.

Two other offices that are appointed by the Regent are the Historian and Public Relations.

Historian or Keeper of the Scrolls

He keeps all items of historical value of the chapter.

Public Relations or Herald

He is responsible for keeping the school newspaper informed of Chi Omega Rho news and to help promote Chi Omega Rho.

LEVELS OF CHI OMEGA RHO

There are different levels of Chi Omega Rho for possible members. Each expectant member will have to pass through each level before his induction.

THE PAGE LEVEL

Persons interested in the Royal Ranger program and have been attending the Chi Omega Rho meetings faithfully prior to the induction. Possible members must show a willingness to work and attend meetings.

THE SQUIRE LEVEL

The Squire level begins when the page enters the beginning of the induction ceremony. He will remain a Squire until he is knighted.

ORGANIZATIONAL STRUCTURE

Each Chi Omega Rho chapter is sovereign, amenable to the college or school administration (rather than the Royal Ranger District), its own officers and conducts its own activities independent of other chapters. The National Commander and other members of the National Staff shall be ex-officio members by virtue of their office.

CHAPTER NAME

Each college or school chapter is required to preface the name of their chapter with the college or school where it is located. For example: the chapter located at Central Bible College is 'The Central Bible College chapter of Chi Omega Rho'.

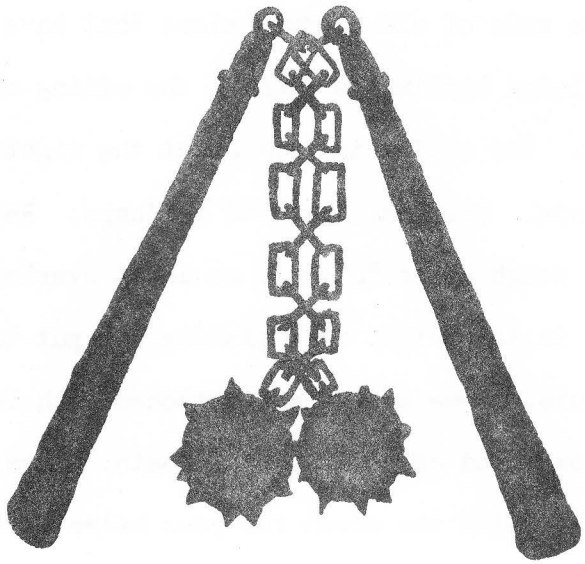
CHI OMEGA RHO TOURNAMENTS

Chi Omega Rho chpaters are encouraged to hold an annual tournament for themselves or with other chapters. These should include backgammon,

chess, arm-wrestling, foot races. climbing ladders with "armour", throwing the battleaxe, archery, crossbow shooting. Others could be "running the quintain", "fighting at the barriers", "hunting horn blowing", "trebuchet firing". These games are designed for group or individual participation. More games can be added, depending on the creativity of the chapter.

CHI OMEGA RHO OATH

"With God's help, I will do my best to uphold the principles of Chi Omega Rho, to fulfill its goals and to be a friend to my fellow knights."



THE ARMOURER'S WORKSHOP

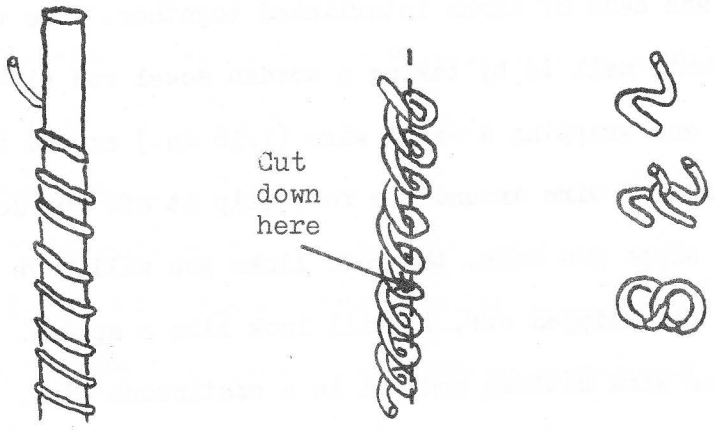
Here are some helpful hints on ways to utilize materials around you to make your Chi Omega Rho outfit.

THE SWORD

Use old car leaf springs, heated and flattened. Grind edges. You can use plate steel if avsilable. One eighth of an inch plate steel is the best for one-handed swords. Any steel between 1/8th and 1/4th is plenty heavy enough for two-handed swords. Be creative in designing the guard, hilt and pommel as well as the blade design. The name of the swordsmith or his emblem was often etched into the blade of the sword he made. Maybe you can etch your symbol into the blade you make and maybe even give your sword a name.

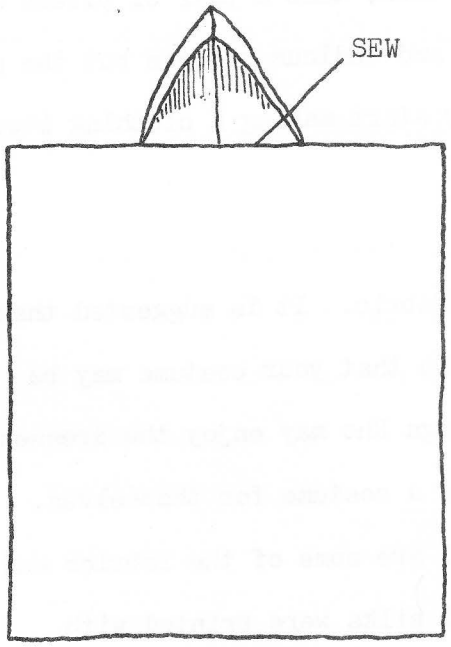
THE ARMOUR

Armour can be made of old highway signs that have discarded or from the metal of large appliances such as the siding of washing machines, refrigerators, etc. The siding is just about the right thichness and fairly easy to obtain. Most can be found in dumps. Remeber that a full suit of armour can weigh up to 80 lbs., so don't overload yourself with metal plating that is too thick. The plating was put together with rivets and/or bolts and nuts. Some armour was attached with leather straps. Be sure and wear some kind of padding underneath. Once again, be creative. Especially with the crest for your helmet. Knights didn't always wear full body armour. Jousting...yes, warfare..not always. Shields were made of metal or wood. The wooden shield was covered with a leather hid, stretched and tacked in place. Sometimes it was covered with metal plating.



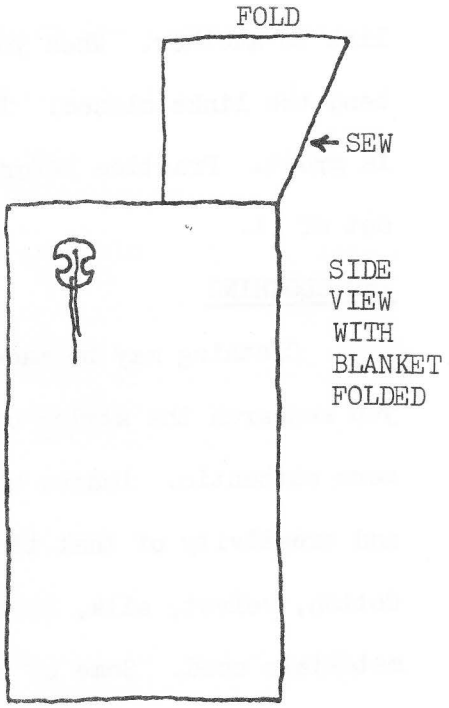
DETAIL FOR MAKING
CHAIN MAIL

PATTERN FOR A CAPE



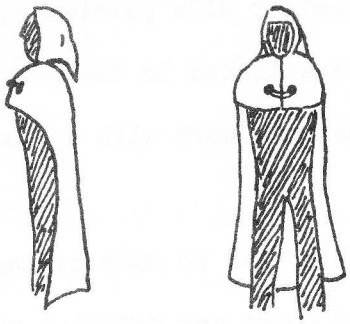
TIES
FOR
TYING
FRONT
TOGETHER

OPEN FRONT



SIDE
VIEW
WITH
BLANKET
FOLDED

FINISHED CAPE



CHAIN MAIL

Chain mail was made of links interlinked together. One way of making your own chain mail is by taking a wooden dowel rod (1/4 to 1/2 inch in diameter) and wrapping a metal wire (1/16 in.) around it. When you finish wrapping the wire around the rod, slip it off the dowel rod. Remeber, the more wraps you make, the more links you will have when you are done. When it is slipped off, it will look like a spring. Take a pair of needle-nose wire cutters and cut in a continuous line, all the way down the links. Each link that you make will then have an open end to link to another. When you have linked them, take a pair of pliers and bend the links closed. This is a long and tedious process but the effect is great. Practice before you actually start making a clothing item out of it.

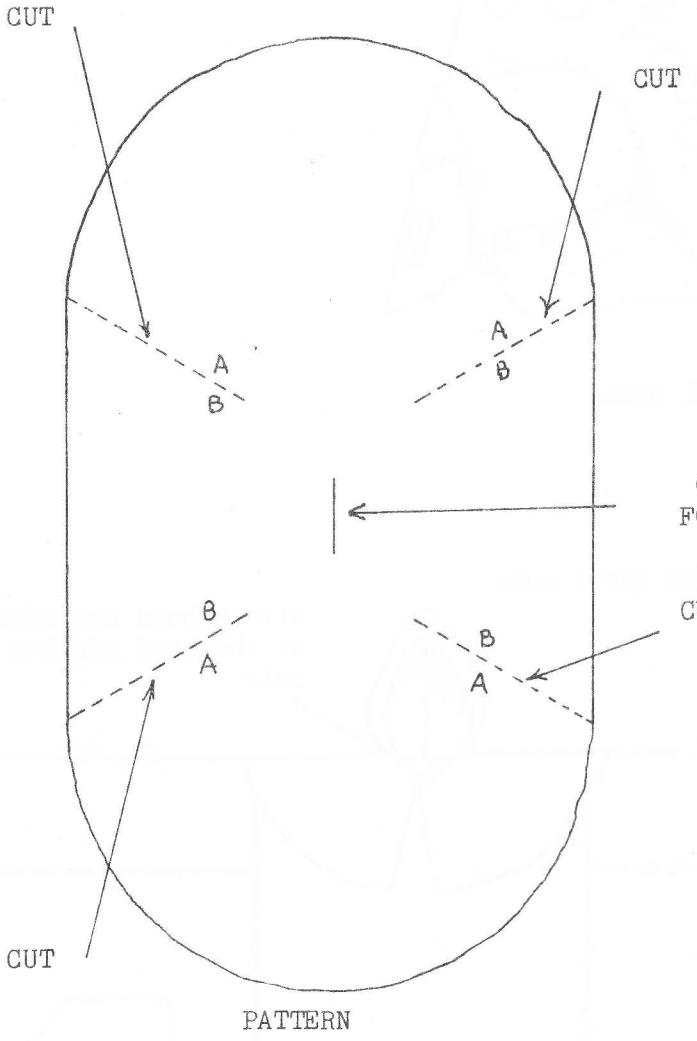
THE CLOTHING

Clothing may be made of most any fabric. It is suggested that you research the styles of that period so that your costume may be more authentic. Ladies who join Chi Omega Rho may enjoy the dresses and creativity of that time in designing a costume for themselves. Cotton, velvet, silk, leather, fur, wool are some of the fabrics and materials used. Some of the cottons and silks were printed with elaborate designs. Clothing of that period was richly colored. Shoes were made of leather with pointed toes. Some were so pointed that a small chain was attached to the point and tied around the ankle. These shoes were sometimes worn with a flat wooden sandal with straps.

PAVILION

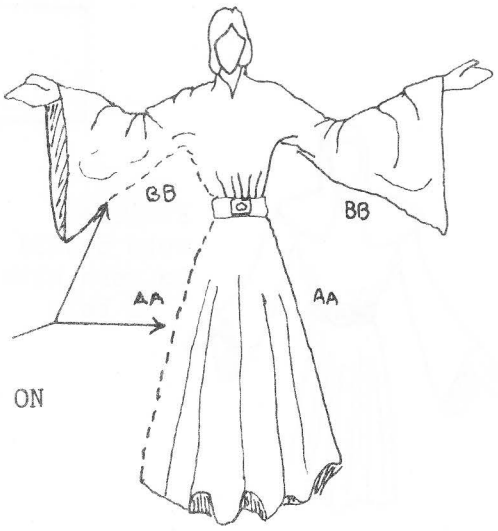
This shelter can be made of canvas or possibly painter's cloth backdrop. Just about any material will do.

SIMPLE ROBE

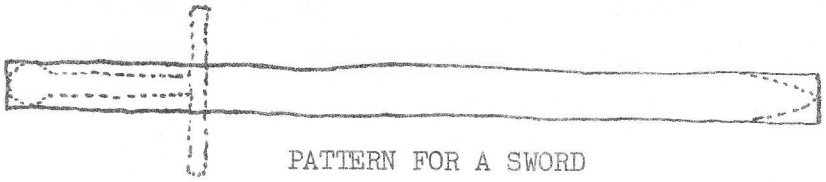


PATTERN

The measurements would have to be worked out but this can be made into a very simple-made robe that looks nice.

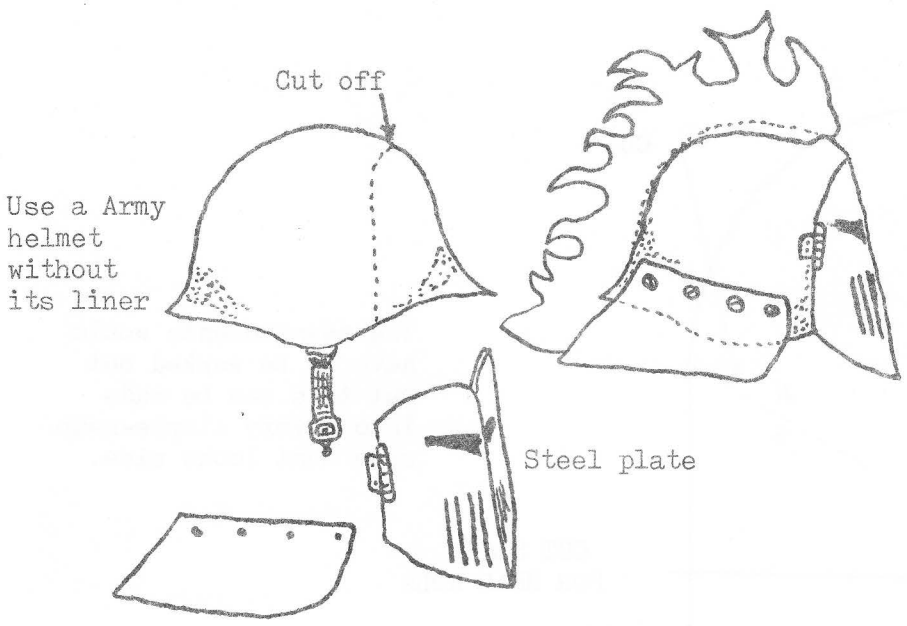


SEW AA TOGETHER AND BB TOGETHER ON BOTH SIDES



PATTERN FOR A SWORD

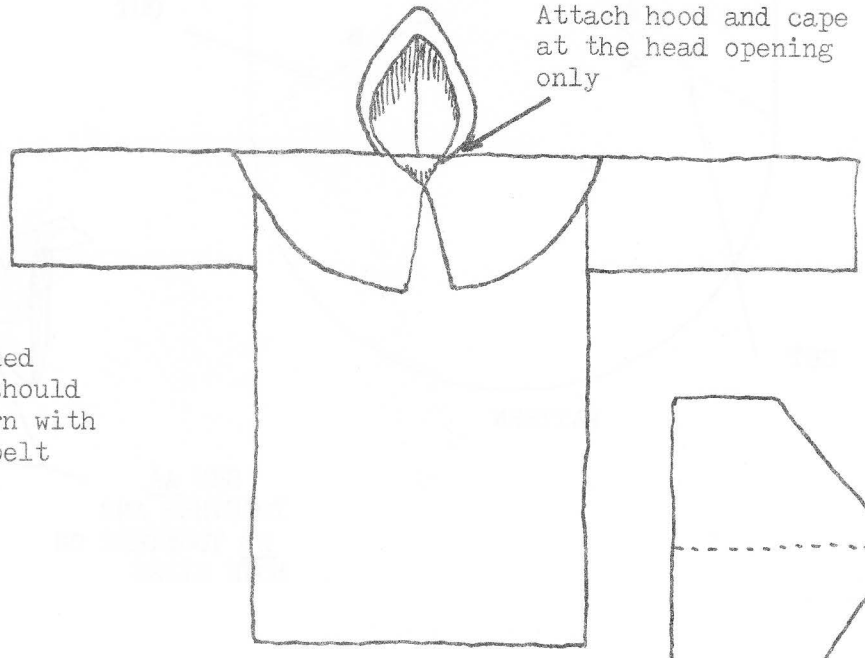
HOW TO MAKE A HELM OUT OF A ARMY HELMET

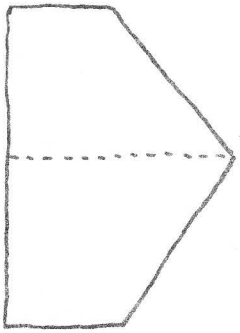


PATTERN FOR A ROBE

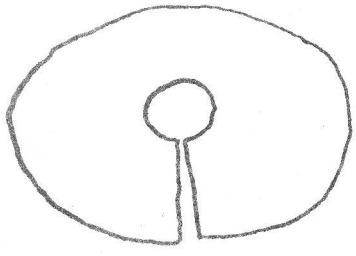


Finished robe should be worn with a belt





Hood pattern



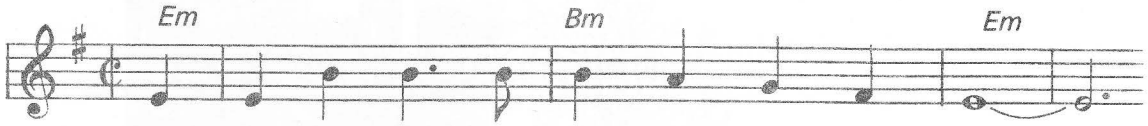
Cape pattern

The Warrior's Chant

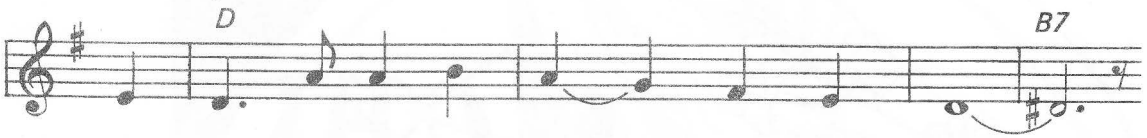
The Chi Omega Rho Song

D. N.

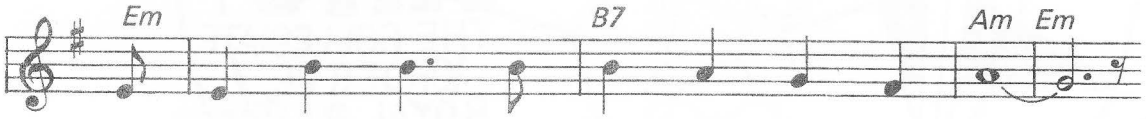
DAVID NORTH



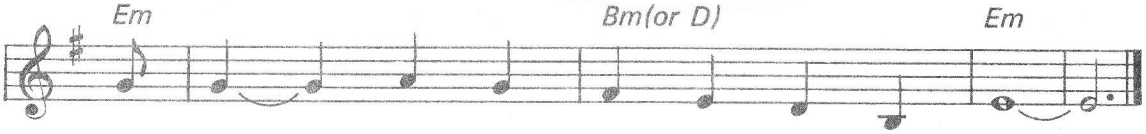
1. Come val - iant knights of old and gath - er 'round
2. He sends us forth with on - ly one com - mand,
3. Come take your ar - mour, draw your mace and sword,
4. Come fel - low knights and sol - diers of the cross,
5. In Chi O - meg - a Rho we serve our Lord,



The ta - ble of our Lord who has been crowned.
Reach out to boys and take them by the hand;
A war - ior has grown up for our Lord.
Who heed the call to go and win the lost.
With fel - low knights we dwell in one ac - cord.



The King of All the A - ges, give Him praise!
And lead them in the way that they should go;
— Strong in bat - tle, Je - sus at His side;
Lift high the ban - ner of our might - y King.
The Mas - ter Ran - ger fills us with His love.



He bids us come to search and try our ways.
So that for the Mas - ter they may grow.
— Vic - to - ry for - ev - er will a - bide.
— On - ward, up - ward march - ing as we sing.
He fills us with His pow - er from a - bove.


CHI
OMEGA
RHO
THE COLLEGIATE
ORDER OF
ROYAL RANGERS