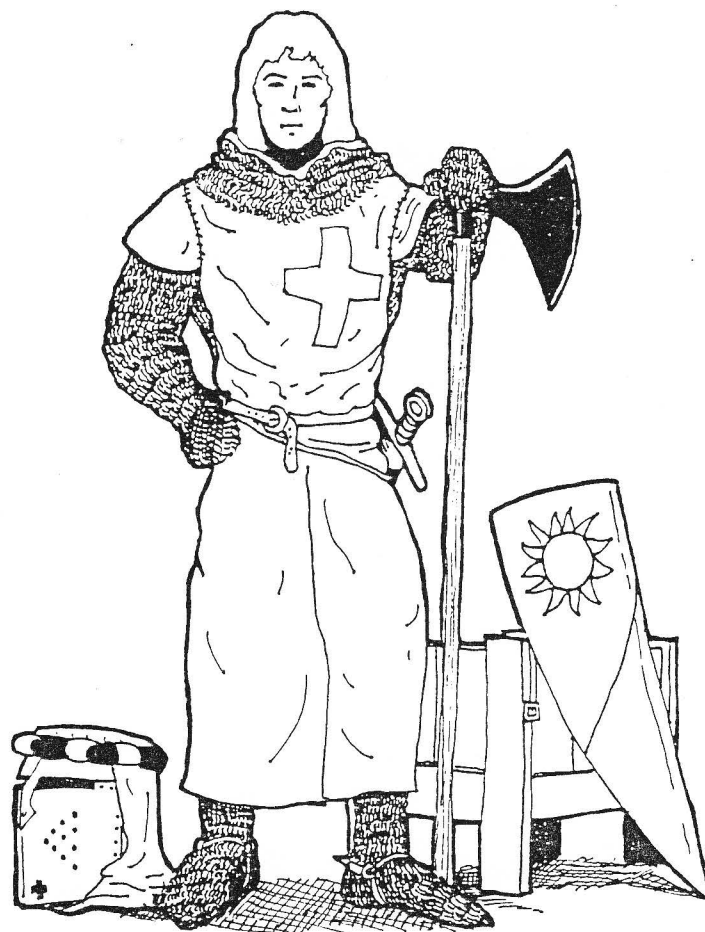


# The Boke of the Ordre of Chyvalry or Knyghthode



THE KNIGHTS OF CORR HANDBOOK  
CHI OMEGA RHO

BY MICHAEL D. HARRIS

The Boke of the Order of Chyvalry  
or Knyghthode:  
The Knights of CORR Handbook  
Chi Omega Rho

By Michael D. Harris

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# The Knight of the Middle Ages

The European knight was an interesting character in history that has caught the imagination of nations for centuries. Ideas of honor, loyalty, trustworthiness stem from this ancient and noble brotherhood. Biblical principles were instilled in the knight from the moment he entered the castle to the moment he raised his sword to see the cross for one last time as he lay dying on the battlefield. Much has been romanized about the knight but for the most part, much of what he did truly does inspire us today to try and live by the standards and codes that governed his life.

The church played a big part in the development of the knight. Church laws and doctrines were critical in giving the knight his purpose but also disciplined when a knight erred. Unfortunately, much has been done in the name of God that grieved the Holy Spirit. The church was conducted by men who, for what they thought was godly, instead did more harm than good.

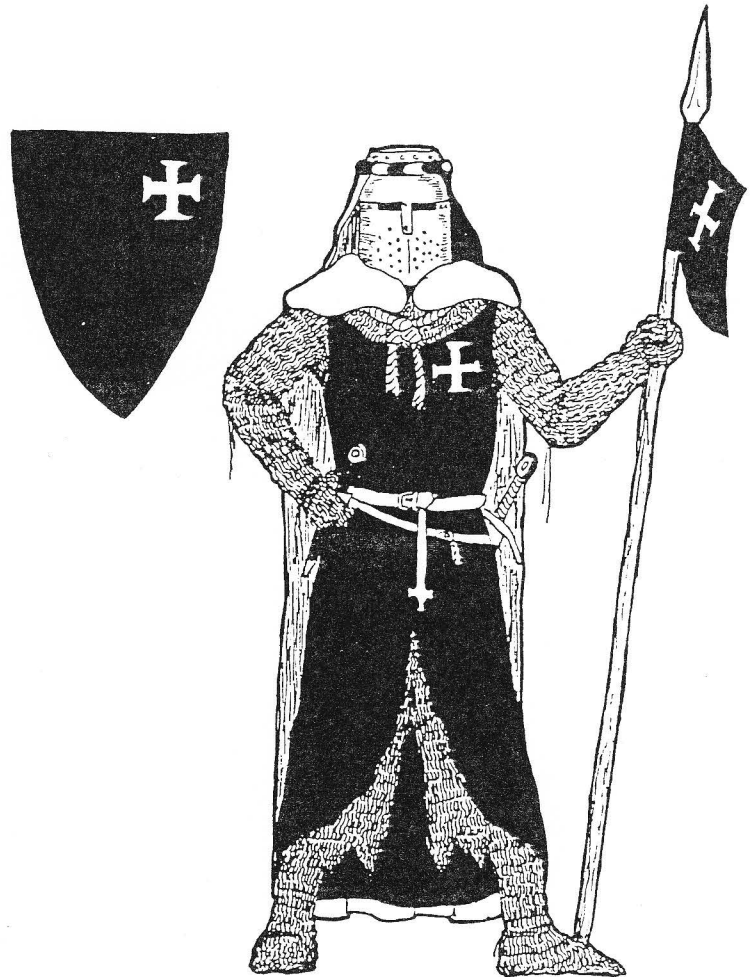
The knight's main thrust was war. He would train as a child or young man to be prepared to go to war for his master. There were benefits to his loyalty such as castles, lands and even marriage. But ultimately, he would face death on the battlefield for the lord he swore allegiance to.

Training was intense and only those who had the funds and connections usually became full fledged knights. Many of those who trained remained squires their entire lives.

The knight was a social creature who learned early in life the proper way to act in public. Knights were generally vain in their appearance and baths were taken frequently to relieve bruising and wounds received in battle or from the weariness of traveling. Clothes were rarely washed though visitors to a castle of a knight would be offered a bath and a clean change of clothing.

The knight was taught five basic rules:

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.



It is because of the knight's dedication and persistence in fighting the dark and evil side of the world that the Knights of CORR has chosen knighthood as its theme. Through the strength and might of our Lord Jesus Christ, we will stand victorious against the Serpent Lucifer.

## THE HISTORY OF THE KNIGHTS OF CORR

In 1973, students at Central Bible College and Evangel College of Springfield came together and began to discuss the idea of forming a club that would involve all Royal Rangers leaders and former Royal Rangers at the colleges. Dave Hudson, the first Regent of the Central Bible Chapter of Chi Omega Rho (CORR - Collegiate Order of Royal Rangers), related, "...several concerned Royal Ranger people at CBC and Evangel began discussing the need of a regular, consistent system of information to the student body about Royal Rangers as well as providing a means for students to be involved in the Royal Rangers ministry while at either college."

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

Twenty-one candidates from Central Bible College and about twenty-three from Evangel College gathered at Fantastic Caverns, northwest of Springfield, Missouri, for the first induction ceremony. Johnnie Barnes, Paul Feller and Steve Davidson were assisted by David Barnes, the Regent of the Evangel College Chapter, and Dave Hudson, the Regent of the Central Bible College Chapter. "Enthusiasm was high," wrote Dave Hudson, "as the ceremony ended and we all returned to campus determined to develop the Chi Omega Rho chapters into meaningful, worthwhile campus organizations." Drawing from Ephesians 11-17 (Paul says to put on the whole armor of God), the theme of the knight was chosen. The theme would be used to give the group a distinct appeal to others on campus as well as a way to express the group's identity.

In 1984, Johnnie Barnes appointed Michael D. Harris to become the National Chi Omega Rho Representative and a handbook and other literature were produced. The first Chi Omega Rho camp was setup at the 1986 Camporama at the National Royal Rangers Training Center. Knight-related activities were created for the Royal Rangers and manned by Chi Omega Rho members. In 1986 the National Chi Omega Rho Representative Michael Harris went to Wales and assisted in helping form the "Brotherhood of the British Isles", the auxiliary group of the British Royal Rangers. Advancement patches were designed by National Chi Omega Rho Representative Harris and added in 1988. A national newsletter called "The Swordpoint" was created and mailed to new members as well as alumni starting in the same year.

In April of 1988, the first Chi Omega Rho Knight Baronet Vigil was held near Springfield, Missouri. Robb Hawks and Clint Davis were the first to complete the vigil. Robb Hawks was appointed as the National Chi Omega Rho Herald.

The chapter at Evangel College became known as, "The Shire of the Crusader" and the Central Bible College chapter became the "Shire of the Holy Sword." Other Chi Omega Rho chapters developed in Trinity College in North Dakota in 1986, Arizona District (The Shire of the Lance) in 1991, and in the Northwest District (The Shire of the Emerald Forest) in 1991.

# The Purpose of the Knights of CORR

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 Rangers' 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 ministry.
  - 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 Shire of the Knights of CORR 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. Live a Christian life and be a Christian example.
3. Meeting attendance.
4. Participate in functions sponsored by the Knights of CORR.
5. Annual payment of dues.
6. Have one vote during an election or a voting session.

# The Quest

The Knights of CORR conduct a Quest for new members each semester. This is an event of skills that challenge physically and mentally. It is also a time for fellowship and enjoyment. The Quest is directed under the supervision of the officers of the shire. During the Quest, each challenge will deal with one of each of these aspects:

1. Chivalry
2. Humility
3. Loyalty
4. Obedience
5. Resourcefulness
6. Courage
7. Spirituality

Each point of the Quest has a beneficial purpose whether implied, indirect or evident. Each Quest is unique in its experience but must follow set guidelines in keeping with the theme of knighthood, especially in regards to honesty, ingenuity, mental and physical development.



## The Knighting Ceremony

A knighting ceremony follows each Quest. This dubbing ceremony should be taken as a serious step in the CORR ministry. Contemplation of what the knight stood for should be considered. Remember, we are sent by the King to do His bidding.

### KNIGHTING CEREMONY

1. The candidate is called forward and positions himself in front of the Regent.
2. The candidate kneels on his left knee, bowing slightly.
3. Drawing his sword, the Regent taps him on the right shoulder, then left and then rests the sword flat on the candidate's head while saying, "I dub thee Knight (or Sir) \_\_\_\_\_, be gallant, be courageous, be loyal."
4. The sword is withdrawn and the Regent gives a slight tap to the side of the candidate's head (the accolade) and says, "Let this awaken you to your new life."
5. The Regent then gives the command, "Arise Sir \_\_\_\_\_."
6. Congratulations are in order.

## LADIES CEREMONY

1. The candidate directs herself in front of the Regent.
2. The candidate bows slightly and the Regent says, "I grant thee Lady \_\_\_\_\_, be gracious, be courteous, be loyal."
3. The Regent takes a rose and touches it to her lips and then presents it to her.
4. The Regent then commands, "Arise Lady \_\_\_\_\_" and she stands erect.

The Quest can be performed in different variations and to the discretion of the Shire. The "Sir" or "Lady" name is chosen and given at the time of the Quest. The name can reflect a special quality or action that took place with that person during the Quest. The name is to have dignity and honor. New members are given names which they would want to be remembered.

## The Spirit of the Knights of CORR

The knight followed a strict code of ethics, conduct and morals. He followed an unwritten code of conduct that called upon his courage, obedience and spirituality. The Knights of CORR endeavor to encourage each member to follow these seven vital goals to produce high morale, proper conduct, holy living and inner potential in the Body of Christ.

1. Chivalry - The knight conducted himself in a very gentlemanly manner. Ladies, elders, fellow knights and those in authority were treated with the utmost respect. As Christians, we must follow this example: Matthew 7:12

2. Humility - When the knight was a page, then a squire, he had to humble himself before those in authority. Most importantly, he had to humble himself before God. The Knights of CORR must be humble. When we show our pride and arrogance to others, the strength of our example is lost: 1 Peter 5:5

3. Loyalty - The King's knights were loyal to their lord. They would place their lives on the line for their King. This kind of loyalty should be prevalent in the lives of the Order. 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. Obedience - Although not always understood, a knight was sent on missions that were dangerous. His willingness shows us the proper attitude for our obedience 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 - When going into battle or on a quest, the knight was always prepared. There were times when he was called to perform tasks that challenged him to become

resourceful. We are prepared even when we find ourselves lacking. With God's help, we can be resourceful in all situations. 1 Samuel 17:38 - 50

6. Courage - The one trait that was foremost in the minds of knights were their ability to perform heroic deeds. A knight of great courage was highly sought after and greatly respected. A Knight of CORR must demonstrate courage in his daily walk. The Serpent will strike out at any moment and try to divert the Knight from his heavenly quest. Only through God-given courage and his holy armor will he withstand the attack: Psalms 27:14

7. Spiritual - Through the entire life of a knight, he was taught to serve God and place his hope in Him. His study of God began when he was young and continued into his adult life. The Knights of CORR must learn to submit to the calling of God on his life. The Bible calls us to pray, read and meditate on God's Word. We need to maintain a relationship that is pleasing to God: 1 Peter 2:5

## The CORR Emblem

The shield is the official emblem of CORR. The shield provides protection from blows and wards off arrows in battle. The Royal Ranger emblem is found in the center of the shield. This signifies that CORR is based on the principles of the Royal Rangers program. A helmet rests on top of the emblem to signify that if in the heat of battle one loses his helmet, all is lost and a blow from the enemy can destroy him. The shield of faith and the helmet of salvation is spoke of in Ephesians 6:17. Paul speaks of the armor which protects the soul from fatal blows. The Knights of CORR must always be on guard and clothed in God's righteousness.



*Should be worn 1/2 inch below the district strip and centered. Replaces Outpost numerals.*

# Advancement in CORR

## **KNIGHT IMPOVERISHED**

1. Fill out a Knights of CORR application for membership.
2. Agree to the responsibilities of membership.
3. Pass the requirements of the school that apply to students in extracurricular activities under school policies.
4. Pass through the Page level of CORR.
5. Participate in a CORR Quest.

The symbol for the Knight Esquire is the Armored Gauntlet.

## **KNIGHT ERRANT**

1. Be an active member in good standings for two semesters.
2. Be active in a Royal Ranger outpost.
3. Participate in one Quest.
4. Design a coat of arms\*.
5. Make or purchase a proper sword.
6. Make or purchase a proper outfit.
7. Recite from memory the CORR pledge.
8. Choose a knight name\*. Example: Sir Richard the Lion, *The Wolf-Shield Knight*

The symbol for the Knight Bachelor is the Broadsword.

*\*Submit a copy of your coat of arms and knight name to your herald.*

## **KNIGHT BANNERET**

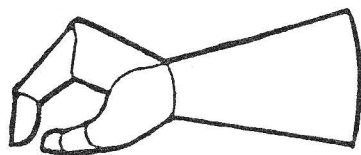
1. Be an active member in good standings for four semesters.
2. Participate in two Quests.
3. Be active in a Royal Ranger outpost.
4. Sponsor a Page.
5. Make or purchase a helmet.
6. Make or purchase a shield.
7. Make or purchase a spear with a banner. Only a Knight Banneret can carry this item.
8. Be able to recall or sing from memory the CORR song.
9. Participate in a Vigil.
10. Complete the LTC courses 1 - 5.

The symbol for the Knight Baronet is the Barrel Helm.

## APPROVAL AND SUPERVISION

Advancement into Knight Errant and Knight Banneret must be approved by the Executive Board. The Quest and Vigil should be done under the supervision of the Executive Board of the Shire. It is strongly recommended that the faculty sponsor (the Friar) be present for the Quest and Vigil.

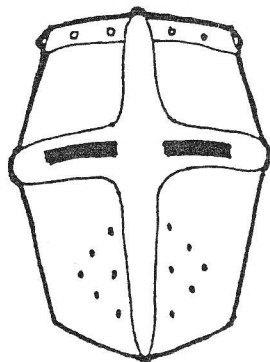
## Advancement Symbols for the Knights of CORR



The symbol for Knight Impoverished is the Armored Gauntlet.



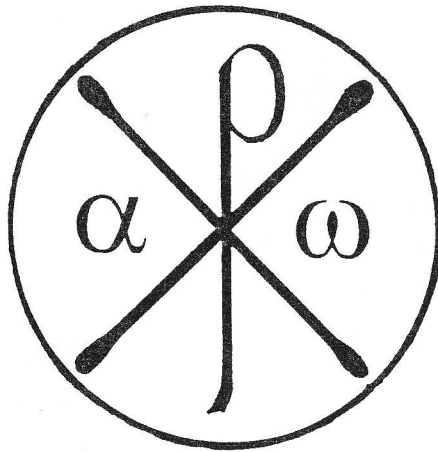
The symbol for Knight Errant is the Broadsword.



The symbol for Knight Banneret is the Crusader's Helm.

## Behind the Name of CORR

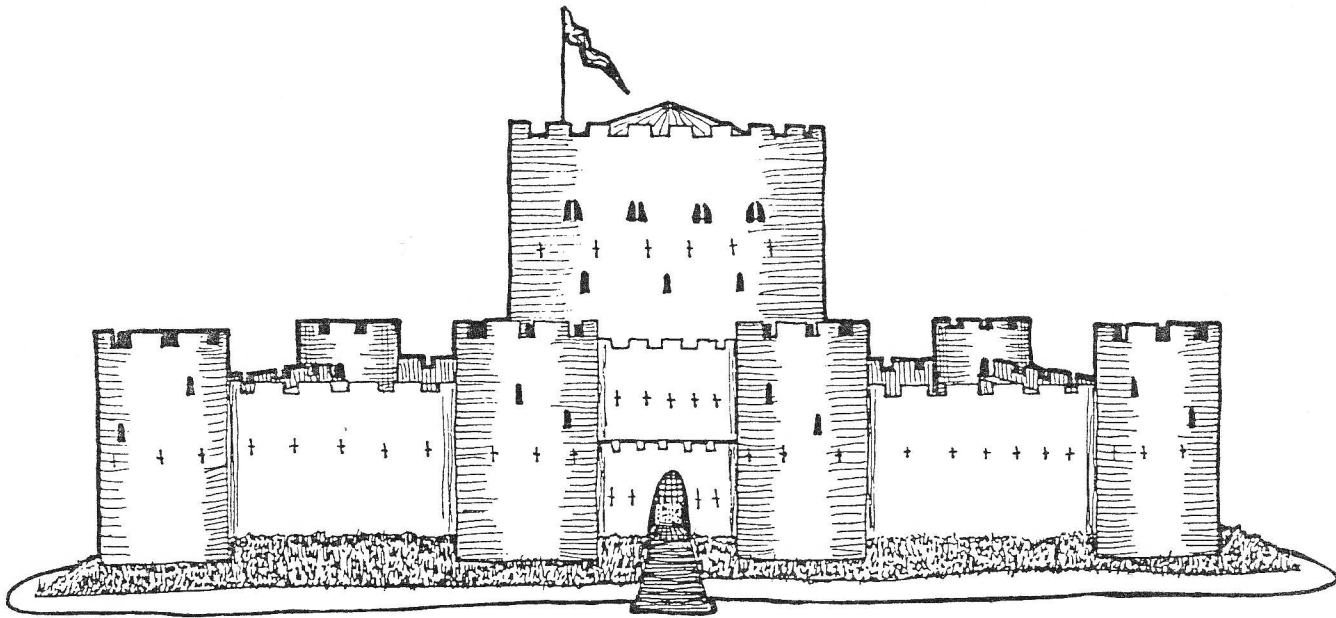
The name Chi Omega Rho came from the first letters of the phrase Collegiate Order of Royal Ranger. These letters were transformed into Greek thus, Chi ( $\chi$ ), Omega ( $\omega$ ), Rho ( $\rho$ ). A fourth century monogram used by early Christians consisted of the Greek letters, Alpha ( $\alpha$ ), Chi ( $\chi$ ), Omega ( $\omega$ ), Rho ( $\rho$ ). The symbols in the middle are the first two letters of the Greek spelling of Christ ( $\chi\rho\iota\sigma\tau\omicron\varsigma$ ). In the Book of Revelations, chapter 1, verses 8, 11 describe Christ as the Alpha and Omega; meaning that *Christ is the beginning and the end*. Chi Omega Rho could be interpreted to mean *Christ is the end of all things*.



*4th Century Christian Monogram*

## The Time Period

The time period that the CORR theme is to represent is between 1050 AD and 1300 AD.. Before the time period of 1050 AD, the ideas of chivalry were in development but not as clearly defined. After 1300 AD, the role of the knight and what he stood for was quickly diminishing. The Golden Age of Chivalry is considered by many historians to be during the period of King Richard the Lion-hearted of England (late twelfth century).



## The Castle

The castle is a war-machine. It was designed so that a small garrison of troops inside could defend it from a numerically superior enemy. It was designed so that troops inside could attack their enemy without exposing themselves unnecessarily. Building a castle was costly and time-consuming. A castle usually had a large reserve of food and a good well to draw from when sieged. If necessary, a castle could hold out for years.

A keep was located in the center of a castle. It was here that a knight, his family and servants dwelled. The keep was surrounded by a curtain wall with towers. If the knight was important or wealthy enough, he would have more than one curtain wall, thus creating a circle within a circle defense. A gatehouse in each curtain wall would monitor anyone coming in and out of the castle. A moat or deep ditch surrounded the outer curtain wall. Other buildings located in the castle would be a armory, blacksmith shop, bakery, granary, stables, barracks, butcher shop and wood shop. A mews for the knight's falcons would be located on top of the keep. A great hall would be used for feasting and the reception of important guests.

The castle tended to be hot and airless in the summer and cold and drafty in the winter. The chimneys were usually inadequate in carrying away the smoke from the fire. Whole tree trunks were brought in and burned for warmth. Reeds in dishes of oil or tallow candles in metal light horns (lanterns) were used as sources of light. The walls of the castle were painted with bright colors, especially white, to reflect light. Colored hand-made tapestries hung on the walls to block cold,

drafty walls and brighten the interior. Animal skins were strewn on the floor. Flowers and herbs were tossed about on straw to sweeten the room's odor. Few pieces of furniture were used. A trestle table with a chair and benches were used for the family meals. A bed for the knight and his wife plus a chest or two tended to make up the furniture of the bed chambers.

## The Stages of Knighthood

### THE PAGE

According to legend, a knight believed that the first piece of meat eaten by his male child should come off the tip of his war sword. This would make the child grow in a desire to become a brave and fearless knight.

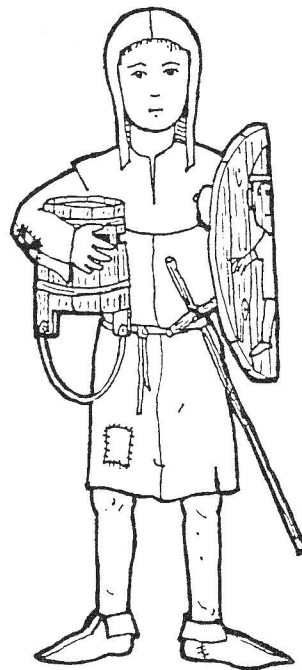
At the age of seven, the boy was taken by invitation from his mother's company and placed in the castle of a knight. He would be a personal servant for the lady of the castle and do errands for her. He would learn to be polite and how to function in social settings.

The page would soon learn about armor and weapons, about their uses and how to care for them. He would play in the tiltyard with other pages and learn games that leaned towards martial arts. The page would run and wrestle, fight with wooden swords. He learned how to slash and parry with his wooden sword as well as offensive and defensive tactics.

The page was taught to be a expert horseman. Some became so balanced that they were able to stand upright while the horse was cantering. The page learned to blow the hunting horn and was taught to attend the mews. At the mews, the page would learn one of the knight's favorite pastimes, falconry.

Other rules that a page 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 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 principles of the Christian faith.
8. To sing and learn how to play a musical instrument.



The page played with marbles and toy knives. He played ball, see-sawed and walked on stilts. These sports helped to develop and prepare him for squirehood.

## THE SQUIRE

The page became a squire around the age of fourteen. Sometimes a simple ceremony was given to mark his advancement. The squire was taught the rules of chivalry and his skills continued to develop.



The squire was taught how to properly clean the knight's armor, a ritual he would preform every day. One of his favorite games was "tilting at the quintain". This involved riding at a full gallop with his spear, striking the target (usually a brightly painted shield) which pivoted. If the squire wasn't fast and agile enough, the quintain would spin around and knock him from his horse.

The squire learned to groom horses, take care of the falcons and the hunting hounds. Other sports the squire enjoyed were wrestling, fencing, boxing and swimming. The squire learned more quiet games such as backgammon and chess.

For the most part, the squire was to serve his lord. The squire attended tournaments with the knight and would help the knight as needed. During a melee, the squire would wait in the lists, ready to hand the knight another lance or weapon. Sometimes the squire would hold captured knights, or during the heat of an engagement, join in the fighting illegally.

During an actual war, a squire could strike a blow if his knight was in mortal danger. This was one way for a squire to "win his spurs" before his twenty-first birthday. When a

squire saved the life of his knight during a battle, he was usually knighted on the battlefield. In one case, a squire captured an enemy knight during a battle. The knight was later shocked to find that his captor was a mere squire. The captured knight instantly knighted the squire.

Personal services that a squire performed for his knight were:

1. To stand guard on the castle walls.
2. To help his master into his armor.
3. To keep his master's armor polished (due to the rusting) and repaired.
4. To wake the knight up in the morning and help the knight dress.

5. To welcome visitors on the knight'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 the bed in case the knight would need him in the middle of the night.

Some squires remained squires their entire lives, not being able to raise the required funds for armor, horses, etc.. When the squire reached the age of twenty-one, he was eligible for knighthood.

## KNIGHTHOOD

There were three steps to enter into knighthood. The initiation, the vigil and the dubbing.

### The Initiation

In ancient times, the initiation was simply a girding on of a sword. In later centuries it became more of an elaborate ceremony. The ceremony took place on a Christian festival, such as Easter, and if weather permitted, it took place outdoors. The initiation required the squire to fast for twenty-four hours before the initiation. The ritual started with a ceremonial bath. The bath symbolized purification. Some knights took the bath fully clothed. The squire was asked if he was ready to wash away his former life. 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 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 placed over all of this to symbolize nobility and the squire's willingness to shed his blood for God and His church. A white belt was placed around his waist symbolizing chastity. The squire was now ready for the vigil in the church.

### The Vigil

At the church, the squire's new armor and weapons were placed on the altar steps. The squire either had to stand or kneel in front of the altar all night, reflecting on the duties and responsibilities of knighthood. The squire's sponsor would be at hand in case the temptation to go to sleep would become too great. During the vigil, the squire might 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 defense of churches, widows, orphans and all Thy servants against the scourge of pagans, that it may be just in attack and defense."*

## The Dubbing

This ceremony took place the morning following the squire's vigil. In view of the church congregation, the priest would lay the squire's sword on the altar. He would bless it and any other pieces of armor. The squire's sponsor would help the squire into his armor just before the dubbing. 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 left side. The sword was removed and brandished three times. The sword replaced, the squire would kneel for the dubbing. The priest would remind the young squire of his responsibilities once again. The squire's sponsor would step forward and administer the accolade or colee. The colee was a tap or slap to the right side of the head. The origins of the colee is a mystery. Some historians feel it is symbolic of wakening from carnal sleep to a new life in Christ and service in knighthood. After the blow, the sponsor would say:

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

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 were in order. According to the new knight's wealth, the feast could continue for a week. Lavish gifts were given to many by the new knight.

Squires could also be dubbed on the battlefield for preforming heroic feats. For this dubbing, the squire would pluck three blades of grass to symbolize the Trinity and to remind the squire of his new role in life. Another knight or a member of the nobility could then dub him with a sword. The ceremony would be much simpler and was usually reduced to, "Be thou a knight," with the addition of the colee.

## The Armor

The one notable item that sets the knight apart from other soldiers from history is his armor. The knight's armor protected him from sword thrusts, flying arrows and blows from a battle axe. Almost always, there was a armory located within the castle walls. Armor had to be repaired and upgraded and the armorer was highly skilled and in much demand. Because the time period of the Knights of CORR is 1050 AD to 1300 AD, the armor described in the next section deals only with chain-mail and a transitional plate armor.

## THE ARMORER AND HIS CRAFT

In the beginning, armorers passed their craft down from one generation to the next. Every

muscle and joint of the human body had been studied so as to allow the armorer to protect the wearer but allow for maximum movement. Making armor was a long and tedious process, frequently taking a year to construct a harness (name used for a suit of armor). Armor had to be designed to allow the knight to walk, run, climb a wall, lie down, get up quickly and mount his horse without assistance. Armor had to be light yet strong.

### CHAIN-MAIL

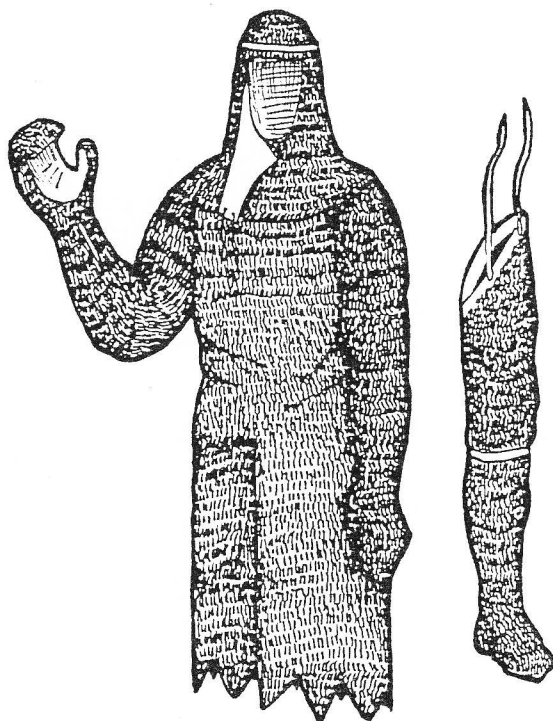
Chain-mail armor had been in use since the time of the Romans. At first it was used to only cover certain parts of the body. From the eleventh through thirteenth centuries, chain-mail consisted of three central pieces, the coif, the hauberk and leggings.

The coif was worn on the head and covered the neck as well as the shoulders. An opening for the face was secured by a loose piece of chain-mail that was drawn up under the chin and tied to the side of the head. A padded coif was worn under the coif to make the chain more comfortable and to absorb the shock of a weapon blow. A strap was tied around the coif to hold it firmly in place. Sometime the padded coif would conform to the helmet that would be placed over it.

The hauberk was used as the main body protection. It consisted of upwards of 200,000 interlocking links. It was very flexible and could be rolled up and fit behind a saddle. The hauberk sometimes had chain-mail gauntlets attached to the ends of the arms, with a slit on the wrist of the armor to allow the knight to pass his hand out. The palm was of leather. The coif was sometimes attached to the hauberk. The hauberk hung low enough so as to cover the waist, upper hips and thigh. A split in the front and back of the hauberk allowed the knight to seat himself on a horse. A belt and leather straps were used to help hold the chainmail in place, especially on the arms and torso. To reduce contusions, the knight wore a gambeson, a thickly padded garment next to his skin. It was padded with felted hair or cotton to prevent chafing.

Chain-mail leggings covered the thigh down to the tip of the toes. The tops of the leggings were secured to a belt around the waist. Padded hose was under the chain-mail leggings to act the same as the gambeson.

As defensive armor, chain-mail could easily stop sword thrusts and arrows but not without bruising the knight. After a battle, the knight would emerge uninjured but bristling with arrows. Another problem with chain-mail was rust. It rusted quickly and had to be cleaned by placing it in a leather sack with sand and vinegar. It was then sealed and tumbled about till the chain-mail

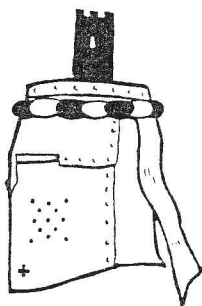


*Hauberk*

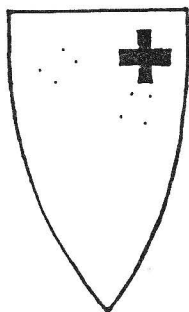
was cleaned.

### THE HELM

The helm was one of the most essential pieces of armor of the knight. It was fashioned by a highly skilled blacksmith or armorer. Even still, the helm was uncomfortable to wear. It would weigh from twelve to thirty pounds. The helm began as a simple conical shaped cap but would develop into a great helm, covering the entire head. A chin strap held the helm in place. The helm would offer complete protection but made it difficult to breath, give commands and keep the head cool. Perspiration poured into the knight's eyes during battle because of the inability to wipe it away.



*Great Helm*



*Shield*

A crest was made and mounted on the helm to identify the knight. The crest was made of a combination of wood, boiled leather and paper mache. It took on the shape of a dominate symbol of the knight's heraldry. A torse and mantle was placed around the helm to help identify the knight by the colors and to keep the helm cool.

### THE SHIELD

The shield of the knight was the primary defense of the knight. Weapon blows were deflected with the shield and only those blows missing it would the chain-mail protect the knight. The shield was long and the top was rounded or flat. It was made of oak and covered with leather. Straps on the back allowed the knight to grip the shield and to carry it. The outside was painted with the heraldry of the knight to allow for his identification. After battle, the shield was usually so badly damaged, it was discarded and replaced.

### STEEL PLATES

By the thirteenth century, the chain-mail hauberk began to have steel plates added to it. Steel plates, called cops, were placed on the elbows and knees. By the the end of the century, plates covered the arms and legs completely. Plates covered the shoulders and the chest.

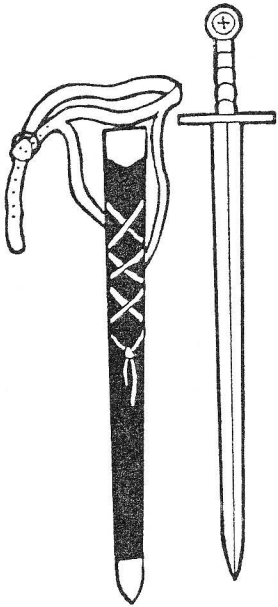
### THE SPURS

The spurs are the symbol of the knight. Spurs were so highly prized that the knight was buried with them. The greatest disgrace a knight could have is have his spurs cut off or broken.

### THE WEAPONS

The tools of the knight were swift and deadly. Different weapons sometimes became the knight's trademark. Charles Martel became famous for his war-hammer that had a twenty pound head. The primary weapons of the knight's arsenal were the sword, spear, mace, axe and dagger.

## THE SWORD



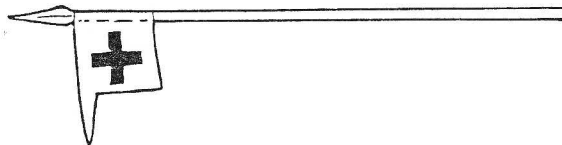
The swordsmith produced swords that the kingdom depended on. The kingdom was only as strong as the swords and armor of the kingdom. Swordmakers usually did not create the entire sword. Different pieces of the sword, such as the grip, pommel and blade, were sometimes produced in other countries who specialized in making those items. The sheath of the sword was leather and wood. It, too, was made by a person skilled in creating sheaths.

The sword was usually around thirty-two inches in length and had a two-edged blade. It was one handed and the pommel and crossguard was made of iron. The grip was made of wood and leather and had to be replaced frequently due to its use. Swords were made to last a lifetime and was generally passed from one generation to the next. Surprisingly, a knight's sword weighed only two to three pounds.

Because a knight relied heavily on the sturdiness and soundness of his sword, he sometimes would give it a name. If a knight became fatally wounded, he would raise his sword up, gaze upon its cruciform shape to remind him of Christ and his heavenly reward.

## THE SPEAR

The spear or lance was approximately eight to twelve feet in length. The iron-pointed head was narrow and was mounted on the spear shaft. Originally the spear had no hand guard or grip but as the use of shock combat (the knight stood up in the saddle stirrups, leaned slightly backward and braced for impact while the war-horse cantered into the enemy) became the norm



in Europe, a wooden ring was placed around the spear and the right hand held the spear up and under the arm. This type of attack was good only for an initial blow for most lances shattered or snapped from the impact. The spear shaft was made of a hard but flexible wood such as ash. A banner or pennon, bearing the knight's colors, were attached to the shaft near the point.

## THE MACE

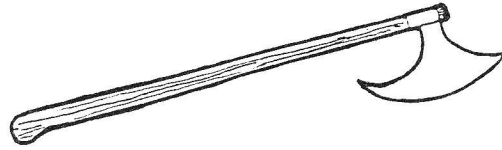
The mace was a clubbing weapon designed to crush or tear armor. The mace was about twenty-four inches long and had a heavy iron-fluted head. It usually had a leather loop on the end so as to go around the knight's wrist. If the knight would lose his weapon, the mace could be brought up quickly and used. Later, the mace became a symbol for power and is still carried in the coronation of kings and queens.



## THE AXE

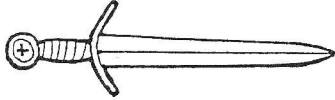
The battle-axe, better known to the knights as "the bonecrusher," was used where the sword was inadequate. The large narrow cutting head was attached to a wooden shaft that was two to

four feet in length. Axes were usually designed for the use of two-hands though one-handed axes could be used for throwing as well.



### THE DAGGER

The knight's dagger was nothing more than a small sword. This weapon was not used to often on the battlefield. There are some stories of knights dispatching other fallen knights with their daggers but the use of the dagger was more for personal protection when the knight wasn't wearing his armor. He used it for eating as well as other domestic uses.



### THE WAR-HORSE

Next to the knight's sword, the war-horse was the knight's prized possession. It was the horse that set the knight about the common warrior. The war-horse came from the line of horses now known as Shires. Considered the largest horse in Europe, the Shire stands an average of eighteen hands tall (six feet) and weigh between 1,800 and 2,300 pounds. This war-horse was trained to bite, stomp and kick the enemy. It was taught to be directed by the leg movements of the knight so he could use both arms in battle. Though very mild natured, the war-horse was taught to be ferocious in battle. It stayed in a separate field due to the harm it could cause other animals.

While on campaign, the knight would share his water with his horse, even his tent if necessary. Because of the size of the war-horse, riding one at a canter was a unpleasant experience. For long trips, the knight rode a smaller horse and used the war-horse only for battle or tournaments. A punishment that was often inflicted on knights who had broken a minor rule of chivalry or honor was to ride a war-horse for a full hour...in full armor.

The knight often named the war-horse due to a particular characteristic the horse demonstrated. "Storm", "Death", and "Arrow" were names that reflected the knight's attitude about his mount.

The war-horse's armor progressed along with the knight's. As the knight covered himself in chain-mail, so did it protect his horse. As plate developed, it too was placed on the horse. Along with the armor, the war-horse was covered with colorful trappings. The saddle of the war-horse had a high cantle in the back and high pommel in the front. The stirrups hung off the lower side of the saddle. The high cantle and stirrups helped brace the knight on the horse for shock combat.

## Social Life

When a knight wasn't going on crusade or going to war, he was at the castle and living the life of a nobleman. Feasting, and tournaments were a large part of the social life of a knight.

## PERSONAL ITEMS

### CLOTHING

The clothes of the knight were limited to a small wardrobe of limited design. Basic tunics and ankle-length robes were the fashion in the twelfth century. By the thirteenth century, the robes had shorten considerably. Clothes consisted of a mantle (hood and short cape), tunic, robe, belt, shoes, leather bag for the waist.

Materials included wools, cottons and silks (imported). Clothes were decorated with embroidery and other needlework.

Girdles for the sword were sometimes embroidered by the knight's wife. The girdle may have the wife's hair and gold threads woven into it.



### PERSONAL EQUIPMENT

Some items the knight would have is a drinking cup, eating utensils, hunting horn, a chair and chest. Camp items would include iron pots, costrels or water canteens, beds and equipment chests. These items would be brought with him if going on campaign or crusade.

### SHELTERS

Knights slept in castles belonging to allies or relatives while on trips. Peasant cottages would suffice if no better accommodations were available. On the field, the knight used a pavilion, a large brightly colored tent. It was large enough for his personal items, his armor and horse, if necessary. Banners flew over the pavilions to identify its owner.

If a pavilion could not be raised, the woods offered some protection. Straw and wattle (twigs and branches interwoven) was sometimes used to construct small, dome-shaped huts.

## FEASTING

On a feast day, a knight would awaken by 6 A.M. and would eat a modest breakfast. By 10 a.m., the knight would eat the main meal of the day, made up of several courses of meat or fowl. Knights spent much time and money by showing their "largesse" (generosity). In one instance, a knight had a entire meal cooked over candles for three hundred guests. Candles were a precious and expensive commodity at the time.

Feasting consisted up to fifteen courses and would last up to eight hours. Most major feasts took place during the winter since there was little else to do. Meals consisted of boar's head, whole suckling pigs, fish, venison, roast peacock and other exotic animals. Root vegetables were generally not eaten as we do today for it was thought to be food for peasants. Knights ate with spoons, knives and their fingers off wooden plates called trenchers. Originally, these were made of bread and the trencher was eaten after the food was eaten off of it. Jugs of water were on the

tables to be used to clean greasy fingers.

The knight sat at a trestle table with a white tablecloth, away from the other tables. Squires of the castle had to learn to properly set a table for a feast. Salt cellars and aquamaniles were placed on the tables. The salt cellar contained salt since it wasn't used in preparing most foods. The salt cellar was also important because it determined the favor of a person in the knight's eyes. To sit "below the salt" meant that you were not highly favored. An aquamanile contained perfumed water for the guests to wash their hands with.

## 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 and presented:

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. If he failed to do so, other knights were to excommunicate him from their ranks. 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. Sometimes, he would not cut his hair or sleep in a bed to prove his devotion. He was known to wear an eye-patch over one eye till he had performed an heroic deed in the name of his lady. Even courtly love had its basic 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 obedient 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 helm, it was hard to identify who he was. To remedy this, the knight would paint images or devices on his shield and place the same images or crests on his helm. Devices symbolized the knight's personal name or characteristics (if the name of the knight was Bull, he would have a bull as a device on his shield). Devices were personal in the earliest creations but over time would be passed from father to son and symbols were added to it. This became important when becoming a knight required proof of noble descent for four generations, especially when entering tournaments.

The knight took great pride in his device. If a knight thought another had taken his device, he would challenge the knight to a fight to prove his right to that device. Heralds became important for checking and keeping record of all old and new devices so that such situations mentioned would not occur. Heralds became responsible for the genealogies of the knights, making new coats of arms for new knights and passing their knowledge to apprentices. Heralds helped identify those knights slain in battle.

The coat of arms was known as a "blazon". The surface area of a 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 is called a "lozenge," a star is a "mullet" and a hollow diamond is a "lozenge voided." There are seven basic colors used on the field:

### METAL COLORS

1. Or - gold
2. Argent - silver

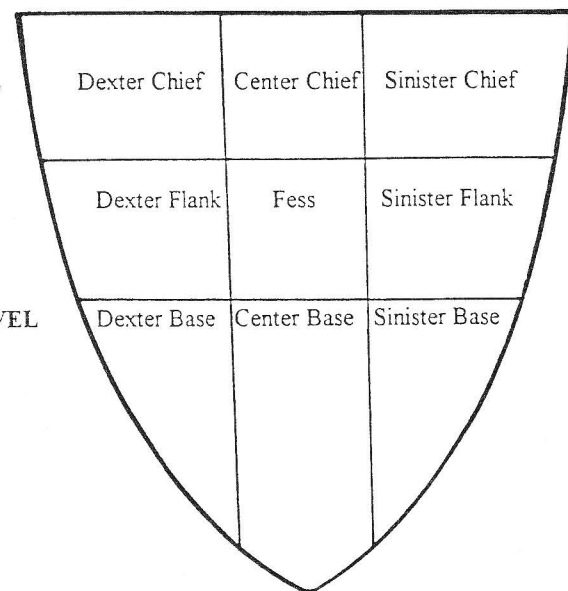
### TINCTURE COLORS

1. Gules - red
2. Azure - blue
3. Vert - green
4. Sable - black
5. Purpure - purple

### HONOR LEVEL

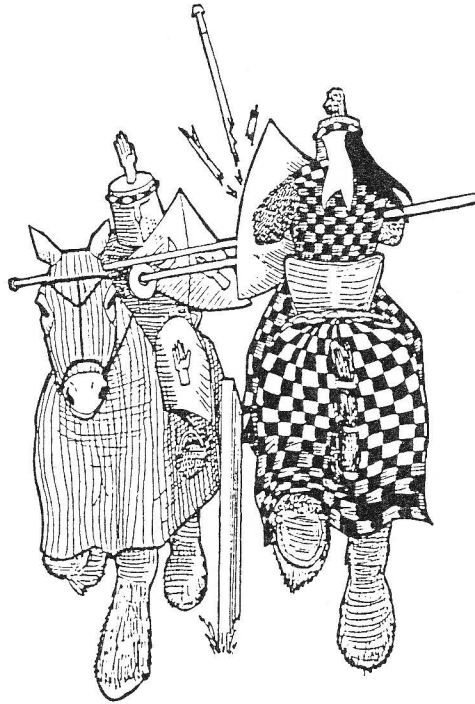
### FESS LEVEL

### WOMBRIL LEVEL



Every shield had three points, the honor, fess and nombril. The honor level being the top, the fess is the center and the nombril is on the

bottom. Usually the shield was divided into nine basic blocks. The dexter being along the left side and the sinister on the right. The center is the middle blocks.



## The Tournament

The tournament, or mock battle, was the knight's favorite recreation. Tournaments were designed primarily for knights to keep in practice between wars. It also became a way for a knight to gain favor in the kingdom and increase his personal wealth. "Prisoners" taken in tournaments were held for "ransom" which was paid on the honor of the captured knight.

Before a knight could enter a tournament, he was to meet the following requirements:

1. Pay scutage or shield-tax. *The scutage was a favorite way for kings to raise money from tournaments. It also allowed the king to know how many knights were available for the next war.*
2. The knight could not have been expelled from any other tournament.
3. The knight had to prove his pedigree back four generations.
4. The knight had to be noble.

If a knight came to participate in a tournament and was found to be guilty of perjury or breaking his word of honor (usury), he would be held as a prisoner. If the officials found him guilty of perjury or usury, his horses would be confiscated and spurs cut off. Other knights' squires might be allowed to beat the ex-knight as well.

Tournaments lasted four to seven days, depending on the hospitality of the host. Kings, noblemen and knights rode into the tournament dressed in highly decorated robes and dress. A lady's favor (a glove, scarf or veil) would be clearly visible.

At the end of each day of tournament, there would be feasting and singing, along with the

tending of wounds and repairing of armor. This would be a time of relaxing and settling up "ransoms" with their victors.

## THE MELEE

Early tournaments were no more than unorganized brawls. The highlight of the tournament was the melee, in which all knights and their squires took part. The melee playing field could cover several square miles. Sometimes the knights would battle each other through fields of crops and small villages. Barriers were erected so a knight could rest, repair armor or tend wounds.

The knights were divided into two or more teams. Lined up between cords, the groups of knights were warned by the heralds of the rules. Foul blows or fighting after retreat had been called would not be allowed. Ignoring these rules could lead to disqualification. At the shout of "Laissez aller!", the melee would begin with a crash of charging knights and their lances. After the initial engagement, blunted swords were drawn and battle would continue. It was not uncommon to have four or five knights attack one knight. Though some considered this unchivalrous behavior, the melee rules allowed it. When a knight was captured, he had to give his word of honor not to try and escape otherwise he could slip away if not being watched. Prisoner-knights lost their horses and armor unless other settlements were made.

Squires were allowed to come on to the playing field and assist their knight by bringing new weapons or escorting captured knights off the field. They wore light armor in case they came into heavy fighting. Squires were not allowed to participate in the melee though on occasion it occurred. The squires participated in a "buhurt", a competition of horsemanship and some minor fighting challenges.

The melee lasted from early afternoon to dusk, depending on how many participants had been captured or injured.

## THE JOUST

The joust became one of the most popular of the tournament games. Early jousts consisted of two knights charging each other on horseback with blunted points on their spears. Grievous injury or death took place often. Horses often collided bringing injury to the horse as well as the rider. As the tournament became more organized, the joust had rules develop as well.

The joust consisted of a tiltyard that was roughly 160 feet by 200 feet. A six-foot wooden wall, called the tilt, was placed in the center of the field. Another six-foot wooden wall surrounded the tilt, leaving an entrance and exit point at each end. The area outside of this wall became known as the lists and was used to harbor knights waiting to joust. Squires would help their knights do final adjustments for armor and weapons here. In later tournaments, outside of the lists was another twelve-foot wooden wall which enclosed the tiltyard. Outside of the tiltyard were bleachers for the nobility and spectators.

The goal of the joust was to unseat your opponent or break three lances on his shield. The two knights faced each other on opposite ends of the tilt (the tilt made it possible for the joust to take place without collision). At the given word, the knights would spur their horses into a canter down the lists. Dropping their lances to a 15° angle, each knight would strike the others shield trying to dislodge him or break his lance. Missing the other knight happened often and another pass was made. If a lance was broken, the knight's squire would run from the lists and bring a new lance. After three lances were broken, blunted swords or maces would be used. If a knight

had been unseated, the other would dismount and swords would be used. Generally the knight who fell from the horse was so exhausted, fighting with swords became a true test of strength. Heavy blows were delivered by each knight, causing fatigue and bruising. The two knights would fight until one, due to exhaustion and injury, could rise no more. As with the melee, the fallen knight became the prisoner of the victor.

Scoring a joust became elaborate and favored the strongest knight of the joust. Points were awarded for:

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 for disqualifying a knight during a joust were:

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

## OTHER GAMES

Due to the circus atmosphere of the tournament, other events took place along side the melee and joust. Axe, knife and spear throwing challenged the nobility as well as the peasants and villains. Archery events proved popular with the peasantry. "Tilting at the quintain" and other horsemanship skills were displayed by squires.

## Warfare

The knight was a fighting man. His upbringing not only helped him to be acceptable in his society but to be able to wage war on his enemies. Land, castles and workers were granted to a knight by a superior in exchange for his loyalty. The entire feudal system only worked if a knight's word was his bond. If a knight failed to honor his word, those closest to him would shun him, his lands taken away or worst, his castle would be put under siege by the king.

## BATTLEFIELD TACTICS

Open warfare on battlefield was a difficult procedure. Generally a knight would lead his men-at-arms into a battle. A knight's troops may include long bowmen, crossbowmen, spearmen and swordsmen. Battles opened with archers firing masses of arrows into the enemy, with spearmen,

protected by shields, placed in front of the archers to break up cavalry charges. Once the enemy was disorganized or was showing signs of retreat, the swordsmen would be let through the shield wall and allowed to attack. Soon afterwards, the heavy cavalry (the knights') attacks, scattering what enemy is left or engaging other heavy cavalry. The side that doesn't retreat or is left standing, is considered the victors.

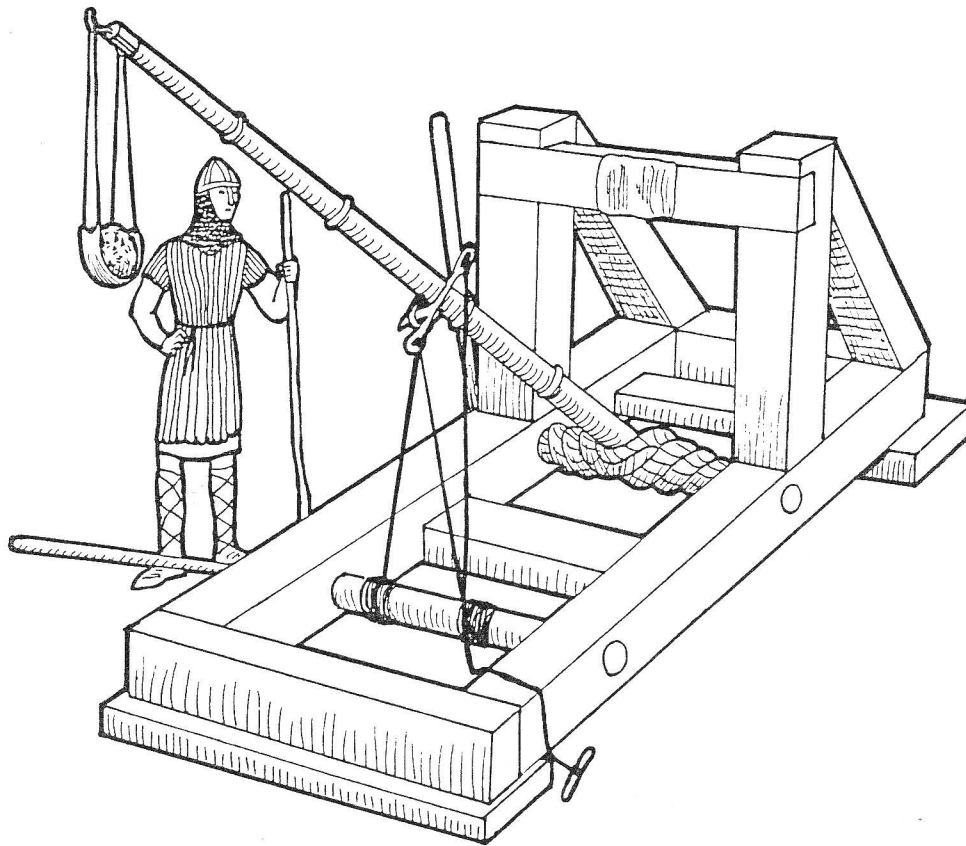
## THE SIEGE

The siege of a castle can be tedious and can continue for several years. The mechanics of the siege was left to the siege engineers and the knights only entered into the fray when there was hand-to-hand combat. There were three steps to a siege:

1. A call to surrender. If the castle refused, the siege engineers would try and find a weak place in the castle's defenses so that breaching the castle could be done.
2. Scaling the walls. Foot soldiers would attempt to climb the walls with ladders. This resulted in many casualties due to the large amount of dangerous material, ie: rocks, boiling oil, arrows, quicklime, fire. Crossbowmen and long bowmen were used by both sides with devastating effect during this stage.
3. Siege machines. Siege machines were built from local forests and would hurl boulders, arrows or even dead, decaying carcasses of animals into the castle. Disease was spread from the rotting carcasses. Barrels of oil were set on fire and launched into the castle, setting wooden roofs on fire. Prisoners on both sides were interrogated and sent back over the castle wall by catapult! A siege tower or beffroy was used to move troops up to the castle wall and allow access to the castle. Battering rams were used to destroy castle doors or punch holes in the walls. Bales of cotton or straw was lowered down in front of a ram to lessen its impact. The magonel, a small catapult, could toss 200 pound rocks into a castle. A crow was used inside the castle to snag the enemy and haul them over the wall for interrogation (and you know what that means!). The largest of the siege machines, the trebuchet, could hurl large projectiles long distances but with little accuracy. Probably the single most effective weapon against the siege machines were flaming arrows on its oil-soaked wood. Other types of siege machines were used on castles with limited success.

Since sieges could go on for prolonged periods of time, the knights would sometimes occupy themselves with games such as "fighting at the barriers". A wooden wall was built in a gateway and knights from both sides would lunge at each other and try to strike the enemy on the opposite side of the wall. In keeping with the code of chivalry, the knights promised not to surprise the castle while "fighting at the barriers." Devastating the countryside while the siege is under way was another way the knights would occupy themselves.

Castles were built to last. If the defenders had a good water source and food supply, even a small garrison of soldiers in a castle could hold off the mightiest of armies. Castles rarely fell to the attackers and only then through treachery (a spy inside), starvation or poor castle construction.



Catapult



Fighting at the barriers

## BROTHERS-IN-ARMS

Brother-in-Arms was a title that was earned through a particularly strange or impressionable event. There was a special mystique about its significance. Brother-in-Arms was the closest possible form of blood brother, even if they were enemies. They were bound to one another to the point of protecting the other even though it meant his own death. Brother-in-Arms were known to inherit the others military fortune upon his death. An example of Brother-in-Arms was a story of a tunnel that was being dug under a besieged castle wall. A countermine was dug from inside the castle. When the two sides met in the tunnel, a skirmish occurred. Because of the cramped quarters and unusual circumstances, the participants who survived became Brothers-in-Arms.

## The Quest

Sometime during a knight's life, he knew he would go on a quest. This quest might take on the form of a crusade or be more spiritually induced. Sometimes quests were the results of visions or dreams. A lady might be a cause for a quest. It was popular for a knight to fight in a far off land, proving his bravery and love for her.

One of the most famous quests was that for the Holy Grail, the cup used by Christ at the last supper. This quest was part of the Arthurian legend but many knights believed the story to be true and went on quests searching for this special cup.

## The Officers of the Knights of CORR

There are five executive officers of the Knights of CORR.

### **PRESIDENT or REGENT**

He is in charge of all regular CORR meetings. He coordinates all events and introduced the Knights of CORR 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 of the meetings and is responsible for correspondence and other paperwork.

### **TREASURER or EXCHECQUER**

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

### **FACULTY SPONSOR or FRIAR**

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

member.

## RELATED OFFICES

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 Shire.

### **PUBLIC RELATIONS or HERALD**

He is responsible for keeping the school newspaper informed of CORR news and helps promote the Knights of CORR.

## Levels of the Knights of CORR

There are different levels of the Knights of CORR for possible membership. Each expectant member will have to pass through each level before becoming a Knight.

### **THE PAGE LEVEL**

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

### **THE SQUIRE LEVEL**

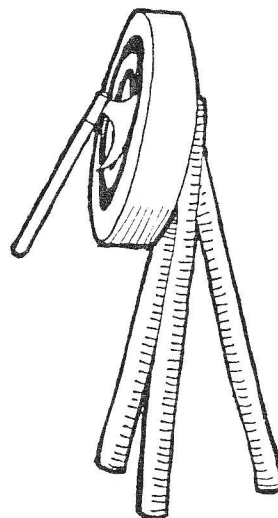
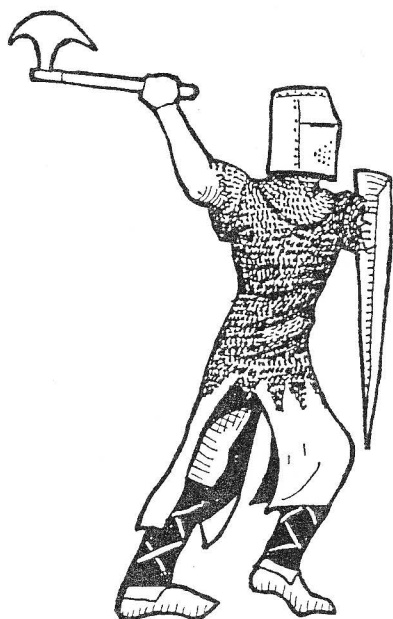
The squire level begins the night of his Quest. He will remain a squire until he is knighted.

## Organizational Structure

Each CORR Shire is sovereign, amenable to the university or school administration (rather than the Royal Ranger district), its own officers and conducts its own activities independent of other Shires. The National Commander and other members of the national staff shall be ex-officio members by virtue of their office.

## Chapter Name

Each university or school chapter (Shire) is required to preface the name of their chapter with the university or school where it is located. For example: The Central Bible College Chapter of the Knights of CORR



## CORR Tournaments

CORR Shires are encouraged to hold an annual tournament for themselves or with other Shires. Suggestions for tournament games would be:

Backgammon  
Chess  
Arm-Wrestling  
Foot Races  
Climbing Ladders in Full Armor  
Throwing the Battle-axe, Dagger and Spear  
Archery  
Crossbow Shooting  
Running the Quintain  
Fighting at the Barriers  
Hunting Horn Blowing  
Trebuchet Firing

These games can be designed for individual or group participation. More games can be added, depending on the creativity of the Shire.

## The Knights of CORR Oath

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

# Glossary

Chivalry: The code of honor that knights lived by.

CORR: Letter abbreviations of Collegiate Order of Royal Rangers.

Knight: Originally come from the word *knetght* (Germanic) or *ridder* (Frankish). Represented a mounted man-at-arms.

Knight Banneret: A knight who has found favor in the eye's of the King and has a castle, wealth, power. Only he is allowed to carry a King's banner into battle. May have a retinue of other knights.

Knight Errant: A knight without lands but has some means and a mission. May be part of a more powerful knight's retinue.

Knight Impoverished: A new knight who has nothing save his title. Still part of the Chivalry.

Realm: The national aspect of CORR.

Shire: The name of a chapter of CORR.

