

Requirements for Becoming an Apprentice

- Complete and submit a Warwick membership form
- Be current on dues
- Attend three household meetings
- Serve as waiters at a minimum of three feasts
- Learn the Page's bow
- Be able to explain the Apprentices example
- Select a Noble or Knight for a sponsor
- Complete the Apprentice Ceremony
- Obtain your own feast gear (plate, bowl, cups, and utensils)

Requirements for Becoming a Master

- Learn the organizational structure and titles of Warwick, as well as those who serve in those positions
- Learn the rules of court, including the forms of address of those of the peerage and noblige
- Learn the rules of eating etiquette
- Learn the rules of courtesy
- Learn the Knight's Code
- Serve in at least three feasts
- Complete your Squires necklace
- Acquire the tools and equipment appropriate for the position
- Compete in at least three organized competitions
- Read a book about the Middle Ages (no less than 250 pages) and write a book report. At a court meeting, make an oral presentation about the book, using your report
- Acquire a simple outfit of at least a tunic, breeches, and a belt. In the case of ladies, a simple dress and belt should be procured. The colors should be in the livery of your noble or knights colors, but this is not a requirement
- Serve as a loyal and faithful apprentice to your house for at least 6 months
- Pass an oral or written examination that proves legitimate working knowledge in all areas listed as requirements for becoming a Master

Requirements for Becoming a Knight Robe

- Learn the rules of heraldry. Be able to identify by name the tinctures, metals, and furs, and the laws governing them. Be able to identify by name on sight the basic divisions of fields, lines of partition, and ordinaries. Be able to list at least 10 charges and their proper names. Be able to explain the rules of helmets, crests, mantles, coronets, and badges. Identify all coats of arms of the Offices of Warwick
- Develop and register your coat of arms with the Officer of Arms
- Make a surcoat, pennon, and battle shield with your new livery
- Acquire the tools and equipment appropriate for the position
- Obtain the proper outfit for dressing at court and a stand with which to display your new shield
- Write a 2000 word essay on the history of the Middle Ages. Use no less than five article sources
- Compete in at least 10 organized contests. Qualify in all areas of the Arts & Sciences card

Requirements for Becoming a Knight Robe (cont.)

- Aid in judging at least two Arts & Science Events*
- Sponsor an Apprentice*
- Have the endorsement of a Noble, and the Arts & Sciences Officer*
- Write a 1,500-word essay on Arts & Science in the Middle Ages*
- Memorize the Knight's Code*
- Appear before the Council of Knights and petition to endure the Trials of Knighthood*
- Memorize the Knight's Code*
- Obtain a Knight's Badge to be presented at court*

Requirements for Becoming a Knight Master

- Select a Knight Master to serve as your Patron*
- Participate in at least 20 competitions*
- Sponsor a Master to Knighthood*
- Write a 2,500-word thesis on some aspect of chivalry during the Middle Ages*
- Have the recommendation of the Arts & Sciences Officer, Chancellor, and the Crown. This recommendation is not only a voucher of skill, but also one of the highest character a Knight has to offer*
- Upon completion of all requirements and when the Knight's Patron Sponsor believes the applicant is prepared, the applicant will be allowed to take the Knight Master examination*
- Pass the Knight Master examination*
- Upon completion of all requirements for Knight Master, the advancement application shall be forwarded on to the Crown for approval. The application must be approved by the Crown of the Realm (peerage may only be granted by the Crown). The application must be accompanied with all letters of recommendation and the thesis written by the candidate. Remember, the thesis will remain a part of the Knight Masters' file in the realm archives*
- Obtain a Knight Master coronet to be presented at court*