

Outlands Rules of Rapier Combat

Cut and Thrust Appendix

I Introduction

Cut and thrust is a third form of rapier combat, created with the express purpose of providing a forum for research into historical (primarily 16th Century) civilian unarmored combat,. As such participants are heavily encouraged to review available historical texts and to incorporate them into their practice.

The two primary differences between it and the primary forms (light rapier/fencing blade and heavy rapier) are the blade types allowed and the use of controlled percussive cuts. Unless expressly stated in this appendix, all of the rules applicable to other forms of rapier combat are also applicable to Cut and Thrust. Additional rules are also documented in this appendix.

II Equipment specifications

II.1 *Blades*

All blades legal at a Society level for Cut and Thrust are legal in the Outlands.

II.2 *Secondaries*

Secondaries may be used in cut and thrust. All such secondaries should be constructed in such a fashion as to be resistant to breakage and splintering when used in cut and thrust combat.

II.3 *Protective equipment*

In addition to the standard armor requirements for heavy rapier (including a gorget) the following are required prior to participation in Cut and thrust combat:

II.3.a *Head and Neck*

The back of the head will be protected by RIGID material, the preferred material being STEEL. Requirements for the gorget are the same as for heavy rapier, but the base of the gorget MUST extend over the fighter's clavicle.

II.3.b *Arms and Legs*

Fighters shall wear a demi-gauntlet on their sword hand and their off-hand, if it will be used in combat. This shall protect from the knuckles to 1" below the wrist and the full thumb. This shall be composed of RIGID material.

Fighters shall wear a minimum of an athletic pad on knees and elbows. These do not need to be rigid.

III Rules of the List

All rules of the list shall be followed in practice and in demonstration/learning practice.

IV Rules of Combat

IV.1 General Information

No tournaments or other competitive forms of combat will be performed under these rules. These rules shall be restricted to demonstrations and to enable historical combat studies to be performed at full speed in order to determine the actual effectiveness of documented historical techniques.

No melees of any kind will be performed using Cut and Thrust type blades. This includes any two on two and greater combats.

- At any SCA sponsored event (including official fighter practices) unauthorized combatants shall **ONLY** perform slow work and drills to familiarize themselves with the form and calibration required. They shall only participate in free play (combat) against an authorized Cut and Thrust Marshal. **Failure to follow these guidelines is grounds for revocation of standard rapier authorizations.**

IV.2 Use of Weapons

Percussive cuts are permitted as a component of Cut and Thrust Rapier **ONLY**. **Their use in regular rapier will be considered grounds for REVOCATION of authorization in the case of repeat offenders.** (It is acknowledged that such blows **MAY** occur by accident and marshals enforcing this rule **MUST** take this into consideration).

Percussive cuts shall be delivered with sufficient control so as not to injure the opponent whilst still delivering sufficient impact for a valid cut.

Draw and push cuts will require the initial percussive element to be considered effective.

IV.3 Acknowledgment of blows

A good blow to the leg or foot shall be considered incapacitating, rendering the fighter incapable of further combat.

V Marshallate Rules

V.1 Cut and Thrust Deputy

The Cut and Thrust (C&T) Deputy will report jointly to the KRM and the EM. Reporting will be monthly.

V.2 Combat Authorizations

Cut and Thrust (CT) and Cut and Thrust Marshal (CTM) are to be separate authorizations. These authorizations will only be performed by the KRM's designated C&T Deputy or a

designated Cut and Thrust Authorizing Marshal.

Regular Authorizing Marshals shall NOT be permitted to perform Cut and Thrust Authorizations, NOR shall they be required to become authorized in Cut and Thrust to maintain their status as Authorizing Marshals. This is the sole exception to the rule requiring that an Authorizing Marshal be authorized in all forms of rapier.

The additional authorizations shall be defined as follows:

- Cut and Thrust (CT)

To be authorized in Cut and Thrust a combatant must prove themselves safe in Cut and Thrust combat with single sword and all valid secondaries. In order to undertake this authorization the combatant MUST own a legal cut and thrust blade of their own; they may NOT borrow a blade.

- Cut and Thrust Marshal

Cut and Thrust Marshals shall be experienced Cut and Thrust combatants; no non-combatant may hold this authorization. They shall be familiar with the Outlands rules for Cut and Thrust and shall be able to safely and accurately teach this style of combat. It is expected that Marshals show an acceptable level of knowledge of the historical basis for the form in addition to the above responsibilities.

- Cut and Thrust Authorizing Marshal

Cut and Thrust Authorizing Marshals are expected to be among the most experienced of the Cut and Thrust combatants. They will be chosen specifically by the KRM (and his Cut and Thrust Deputy, if such a position is filled) and are responsible for ensuring the safety of the activity and the individual combatants and marshals.