

## I. Introduction

The purpose of these rules is to set fundamental standards for rapier combat in the Kingdom of the Outlands and to make the Outlands rules comply with Society-wide Rapier standards. All fighters and marshals are responsible for knowing these rules.

These rules are designed to promote safe rapier combat in the Kingdom. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all participants. The SCA is also a game about the romantic ideals of chivalry. Where safety is not an issue, any interpretation of these rules should bear these ideals and those of honor in mind. After “don't be stupid” the next rule is “obey the spirit of the game”. The individual most responsible for a fighter's safety is that fighter.

1. The current Society rules are the core of rapier in the SCA and are published in the Society Rapier Handbook, October 2015, at <http://sca.org/officers/marshal/combat/rapier/>

All rapier fighters will be expected to know and conform to these rules.

2. The Society Rules of the List are published in section IX.B of the Governing Documents of SCA, Inc (The Society for Creative Anachronism, Inc. Organizational Handbook, August 17, 2015) at [www.SCA.org/docs/pdf/govdocs.pdf](http://www.SCA.org/docs/pdf/govdocs.pdf)

3. Any rules presented here are in addition to those rules and wherever a conflict appears to exist, the more stringent of the two must apply. Society rules given in this document shall be presented in *italics*, for ease of reference.

## II. Equipment Specifications

### II.A General

1. All equipment must be in good condition so as to resist tears, punctures, or breakage.

### II.B PROTECTIVE GEAR

1. All fighters will wear protective equipment such that they comply with the guidelines laid forth in the Society Rapier Combat Handbook.

2. In addition to the equipment described in the Society Rapier Handbook, close mesh chain mail (ie: Butcher's Mail, Sharkmail, and other commercial brands) are considered puncture-resistant material and are acceptable armor provided the following conditions are met:

1. The mail is worn underneath an abrasion resistant shirt or doublet; OR
2. If worn on top of a shirt, the armholes must be tied close to the arm in such a fashion as to prevent blades from sliding up the sleeve and into the armpit, and the shirt must be made of abrasion resistant material;
3. Care is taken to check the mail for broken or weak links, particularly under the shirt's armpits.

SCA-Rapier Combat Handbook, October 2015

## 1. TERMS

a. Materials are listed in order of increasing resistance.

b. Abrasion-resistant material: material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Examples include, but are not limited to:

- broadcloth
- a single layer of heavy poplin cloth (35% cotton, 65% polyester; "trigger" cloth)
- sweat pants
- opaque cotton, poly-cotton or lycra/spandex mix tights

Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.

c. Puncture-resistant material: any fabric or combination of fabrics that will predictably withstand puncture. Examples include, but are not limited to:

- four-ounce (1.60 mm) leather
- four layers of heavy poplin cloth
- ballistic nylon rated to at least 550 Newtons
- commercial fencing clothing rated to at least 550 Newtons

These materials need only be tested at the marshal's discretion; all other materials must be tested the first time new gear is used, or if no marshal on the field knows a given piece of gear to have been tested. (Refer to Appendix 1 on Testing Standards). Under Armour, Spandex and other similar stretchy materials are not suitable as puncture-resistant materials. In addition, Kevlar is not an acceptable material as it degrades rapidly.

d. Rigid Material: puncture-resistant material that will not significantly flex, spread apart, or deform under pressure of 12 Kg applied by a standard mask tester, repeatedly to any single point. Examples of rigid material are:

- 22 gauge stainless steel (0.8 mm)
- 20 gauge mild steel (1.0 mm)
- 16 gauge aluminum, copper, or brass (1.6 mm)
- one layer of hardened heavy leather (8 ounce, 3.18 mm)

## 2. ARMOR REQUIREMENTS

a. The following are the Society norms for protective gear. Kingdoms enacting more stringent standards shall weigh the benefits of more rigorous penetration coverage against the risks of heat illness, exhaustion, and stroke due to heavier or more confining gear.

### b. HEAD AND NECK

i. The front and top of the head must be covered by rigid material to below the jaw line and behind the ears. Standard 12 kg fencing masks are known to meet this standard. If built to this standard, fencing helms are also acceptable.

ii. The face must be covered by either 12 kilogram mesh (e.g, a standard fencing mask) or perforated metal. Such metal must not have holes larger than 1/8" (3 mm) in diameter, with a minimum offset of 3/16" (5mm) and shall also meet the definition of rigid material.

iii. Masks and helms must be secured to the fighter, so that they cannot be easily removed or dislodged during combat. The combination of snug fit and the spring-tongue in a conventional fencing mask is NOT sufficient, by itself, to secure the mask to the fighter.

iv. Both modern fencing masks and rapier helms, when inspected, shall comply with the rigid material standard, provisions on facial coverage, and shall show no evidence of impending failure (e.g., rust which weakens the metal involved, dents or other defects which spread open mesh, broken weld points, etc.). If there is concern about the face mesh of a modern fencing

*mask, it should be tested using a standard commercial 12kg mask punch. Marshals doing the testing shall be trained in the use of the punch. The Kingdom Rapier Marshals may elect to designate certain deputies to administer such testing.*

*v. The rest of the head and neck must be covered by at least puncture resistant material.*

*vi. For heavy rapier and cut and thrust rapier, additional throat protection is required; it shall consist of rigid material, as noted above, covering the entire throat, and shall be backed by either puncture resistant material (as a hood), one quarter inch (1/4") (6 mm) of open-cell foam, or their equivalents. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.*

*vii. For cut and thrust rapier, the back of the head must also be covered by rigid material, as noted above sufficient to protect against percussive cuts.*

**c. TORSO AND OTHER KILLING ZONES**

*i. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material.*

*ii. Acceptable minimum armpit coverage is provided by a triangle extending from the armpit seam, covering the lower half of the sleeve at the seam, and extending down the inner/under arm, one-third the distance to the fighter's elbow.*

*iii. Male fighters shall wear rigid groin protection. Any ventilation holes large enough to admit a broken blade must be covered from the outside with at least puncture-resistant material. Female fighters shall wear puncture resistant groin protection.*

**d. ARMS AND LEGS**

*i. Hands shall be protected by gloves, made of abrasion resistant material, that overlap any sleeve openings as below. Feet shall be protected by boots, shoes, or sandals, comprised of at least abrasion-resistant material.*

*ii. Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.*

*iii. No skin shall be bared. There shall be sufficient overlap between separate pieces of protective clothing, regardless of the fighter's stance or movements, that the minimum protection for that body area be preserved.*

*iv. For cut and thrust rapier, elbows must be further protected by a minimum of an athletic pad or equivalent materials.*

**II.C Blades**

1. Rapier Blade types are broken down into two categories listed below. Blades from each category may only be matched against blades from the same category. There is no default blade category in the Outlands. If the fighters cannot agree on a blade type, they must leave the field.

**A. Epee Blades / Light Rapier**

a.i. Epee blades must have a hilt that has no acute angles (including the curve of the quillions) that can easily trap and break a blade, nor frontal openings large enough to admit a standard epee tip.

**B. Heavy Rapier Blades.**

b.i. Swept and cage hilts are legal for use with Heavy Rapier Blades.

b.ii. Spears are considered Heavy Rapier Blades for purposes of category match.

2. Dagger blades are blades such as:

Flexidaggers (ie: rectangular or foil cross-section)

Safeflex daggers (ie: flat press/cut blades)

This list is not inclusive; see the Society Rules for guidelines of acceptable equipment:

*SCA-Rapier Combat Handbook, October 2015*

## 2. BLADES

*A. If a blade meets the criteria below, it is considered acceptable for use unless specifically restricted from use by the Deputy Society Marshal for Rapier Combat. If a blade does not meet the criteria established below, it may not be used for any form of rapier combat in the Society, unless it is permitted by the Deputy Society Marshal for Rapier Combat.*

*B. All blades are subject to the following:*

*i. Blades must be made of steel*

*ii. Blades must be no longer than 48" as measured from the tip to the top of the tang (ie: where the tang and forte meet)*

*iii. Blades must be reasonably flexible as defined in Appendix, section 1.B*

*iv. Light rapier blades longer than 18" must be a foil blade, epee blade, or similar variant (such as a double-wide epee or musketeer blades) from an established commercial manufacturer. Light rapier blades 18" or shorter need only meet the requirements previously listed.*

*v. Full length blades (ie: greater than 18" in length from tip to top of the tang) with a cross-section similar to a foil or epee (ie: foils, epees, double-wide epees and musketeers) are not allowed in Heavy Rapier, nor Cut & Thrust combat. In addition, flexi-daggers are not allowed for Cut & Thrust combat.*

*vi. Steel blades will not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter their temper, flexibility or durability. Normal combat stresses and blade care do not violate this rule. Exceptions are:*

*a. The tang of the weapon may be altered.*

*b. Heavy rapier and cut and thrust rapier blades may be shortened so long as they maintain acceptable flexibility.*

*c. A nut or other blunt metal object designed to spread impact may be welded to the tip of heavy rapier and cut and thrust rapier blades so long as care is taken to prevent damage to the temper of the blade. The blunt object will still need some form of coverage, per 2.B.viii. below.*

*vii. Rigid steel "parrying-only" daggers such as those made from cut down blades will not be allowed.*

*viii. All blade ends must be capped with rubber, plastic, or leather.*

*a. Tips will have a blunt striking surface, presenting a cross-section of at least 3/8 inch (9mm) diameter.*

*b. Tips must be firmly taped or glued in place. The tip must be of a color contrasting with the blade so that the tip's absence is readily apparent. If tape is used, it must contrast with both blade and tip.*

*ix. Any blade with kinks, sharp bends, or cracks shall not be used. Steel blades that develop these defects cannot be repaired and must be retired. Light rapier blades or flexi-daggers with "S" curves shall not be used unless they can be properly re-curved.*

*x. Weapons may use a hand guard such as a cup hilt, swept hilt or quillions and knuckle bow. The ends of quillions must be blunt.*

*xi. Orthopedic (or "Pistol") grips will not be used unless the fighter has approval for medical reasons, supported by documentation from their health care provider.*

*C. Definition of sword types*

*Sword Requirements:*

	<b>Blade Length*</b>	<b>Grip Length**</b>
<b>Dagger</b>	18" or less	10" or less
<b>Single Sword</b>	18" to 48"	10" or less
<b>Two-handed Sword</b>	30 to 48"	At least 10", but no greater than 1/3 Blade Length

\* "Blade Length" is measured from the tip to the top of the tang (ie: where the tang and forte meet).

\*\*"Grip Length" is measured from the base of the tang to the end of the pommel.

Swords that fall outside of these dimensions may be allowed at the discretion of the Kingdom Rapier Marshal, or the duly-appointed representative. The overall length of a weapon must still not exceed 60".

3. Any blade that is determined by marshals to be unsafe (ie: showing signs of metal fatigue such as a sharp kink or soft spot when it bends) must be removed from use. The failed blade shall be painted red or orange for at least half its length or else cut or broken so that it is obviously too short for SCA use. The owner of the blade shall choose the method of marking. If a fighter disagrees with the inspecting marshal's decision, they may have two other marshals inspect the questionable blade. The majority opinion of the marshals shall prevail.

The fighter may appeal this decision up the Marshallate chain of command but may not use the questionable blade while the appeal is in process.

**II.D Defensive Secondaries**

In addition to the Society rules for parrying devices listed below, the device must be recognizable as a civilian defensive item of the Period.

A. Bucklers must obviously be a buckler or small targe, not a kite shield or heater. Dimensions are not listed, but the general "spirit of the game" is expected to be abided.

B. A rigid parry device can be a hard scabbard, a walking stick, or a baton, but not a "defensive" weapon (ie: rigid defensive daggers).

b.i. Devices made of PVC pipe must be wrapped in cloth, fiber tape, or duct tape, and one or both ends must be capped.

b.ii. a scabbard with one end capped must be used in such a manner the open end is not presented to the opponent.

*SCA-Rapier Combat Handbook, October 2015*

**3. PARRYING DEVICES:**

A. Solid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering.

B. Soft, non-rigid devices such as cloaks may be made of cloth, foam, leather and similar materials. They may be weighted with soft material such as rope or rolled cloth; they shall not be weighted with any rigid material nor with materials which are heavy enough to turn the device into a flail or impact weapon.

C. Devices that predictably cause entangling of an opponent or their equipment, either by design or by repeated mishap, are not allowed.

D. Offensive bucklers will be considered Non-standard Devices. These devices must be approved on a case by case basis, in accordance with rules established by each kingdom's Rapier Marshallate. An opponent may decline to face non-standard devices without forfeiting a bout. Offensive bucklers shall be

*made of soft flexible materials such as cloth, tape, foam and golf tubes.*

## **II.E Spears**

Spears have been introduced into Society rules in a limited capacity. Those fighters wishing to utilize this aspect of SCA Heavy Rapier will be required to authorize with the Kingdom Marshallate or a duly recognized Authorizing Marshal explicitly for spears. A candidate for Spear authorization must abide the following Society rules and with the understanding the Outlands will allow training and authorization with spears for use in Heavy Rapier MELEE scenarios, generally at foreign wars, and not for single combat / list tournaments within the Outlands.

*SCA-Rapier Combat Handbook, October 2015*

### *5. SPEARS / PIKES / POLEARMS*

*A. All weapons longer than 60" overall, or with a handle longer than 18" which are not configured and used in a manner that a marshal would identify as a "sword" are defined to belong to this category of weapon.*

*B. Use:*

- i. These weapons can only be used in Heavy Rapier and Cut & Thrust combat. They may be used only for thrusting in Heavy Rapier combat.*
- ii. Use of this type of weapon requires a separate authorization.*
- iii. Combatants who use this type of weapon may only strike opponents with the blade of the weapon.*
- iv. For single tournament combat, this type of weapon is considered a non-standard device. An opponent may decline to face a non-standard device without forfeiting a bout.*
- v. A fighter using this type of weapon must have both hands on the weapon and in the same position at the end of an attack as they had at the beginning of the attack. Invalid attacks include "pool-cuing", sliding, completely releasing the haft and any other process that reduces a fighter's control of the weapon.*
- vi. A fighter may not "set" this weapon by bracing the base in the ground or against the foot or body, or locking the back arm.*

*C. Approved designs:*

- i. Total weapon length shall not exceed 8 feet.*
- ii. The minimum blade length is 36" measured tip to the top of the tang.*
- iii. Total weapon weight shall not exceed 3 pounds.*
- iv. The only weapons in this class that are approved for use must be similar in design to the commercially available Alchem pike and Amazonia spear. Blades must meet blade flexibility standard (Appendix 1.B.).*
- v. Non-commercially produced designs must meet the blade flexibility standard and also must have the blade securely attached to the haft by mechanical means (ie: screws or pins). Weapons of this design must be approved by the Kingdom Rapier Marshal or a designated deputy before being used on the field.*
- vi. Hafts must be composed of pine, cedar, hardwood, or rattan.*
- vii. No weapon may have a cutting surface at both ends.*
- viii. Any other designs, including non-steel blade designs, must be submitted through the approved experimental process (Appendix 2).*

### III. Rules of the Lists

1. The Society Rules of the List are published in section IX.B of the Governing Documents of SCA, Inc. (The Society for Creative Anachronism, Inc. Organizational Handbook, August 17, 2015) at [www.SCA.org/docs/pdf/govdocs.pdf](http://www.SCA.org/docs/pdf/govdocs.pdf)
2. There shall be at least two Marshals on the field for a tournament, duel, or melee and at least one for any other combat.
3. Combatants may engage only when the rapier field Marshal has received verbal acknowledgment of readiness from each combatant and has instructed them to begin.
4. The engagement will halt when "hold" is called, at which point the combatants will check for immediate hazards and then assume a non-aggressive stance and not move unless directed to by the Marshal.
5. Marshals, combatants, or spectators will call hold when safety is compromised, a rule has been violated, the list field is about to be left by a combatant or entered by a non-combatant. A safety issue could be, but is not limited to: a combatant falling or involved in a dangerous, uncontrolled motion; equipment failure or potential equipment failure of any kind.
6. The Marshals shall use terms such as "matte" or "edge of the world" to warn the combatants if they are approaching the edge of the list field. The combatants should then make an effort to avoid running off the field.
7. At the end of each bout the Marshal shall ask each of the fighters if they are satisfied with the conduct of the bout. Each Marshal is also asked if they have any questions. Any participants who leave the field thereby declare themselves satisfied with the bout.
8. As previously stated, any combatant may—without dishonor or penalty—reject a bout against any non-standard equipment or technique. The non-standard equipment or technique will then be disallowed for that bout, and the bout will be resolved using standard equipment and techniques.

### IV. Combat

#### IV.A General

1. All Rapier Combat at official events in the Kingdom of the Outlands shall be conducted in accordance with the Rules of the Lists of the SCA, Inc. (listed above) and the rapier rules of the of the Outlands.
2. Combatants from outside the Kingdom attending an Outlands event shall meet SCA standards for protective gear but shall comply with Outlands weapons standards.
3. The Crown's representative upon the field and in all matters dealing with Rapier Combat is the Earl Marshal, then the Kingdom Rapier Marshal, Regional Deputy Marshal, Group Marshal, Marshal-in-Charge, and Field Marshal.
4. In single combat, as long as one offensive weapon is retained, a fighter is considered armed. When disarmed (holding no offensive weapon) the combatant must yield and accept a safe, honorable loss unless their opponent allows them to recover their closest weapon. Diving or scrambling for a weapon is unsafe and is specifically prohibited.

#### IV.B Use of Weapons and Parrying Devices

It is HIGHLY recommended that unfamiliar fighters perform a set of quick calibration passes before a bout in order to properly gauge what either opponent will consider a valid shot or draw, and what they consider "positive pressure." See the Society clarification under "Excessive Impact" in IV.C Prohibited Behavior, below.

1. Any valid blow that strikes mask, helm, or gorget shall be counted as if it struck flesh.

## 2. Thrusts

- A valid THRUST is any touch that the combatant can feel as positive pressure with the tip of the weapon.
- Cuts
- A valid DRAW CUT is any cut delivered by placing the edge of the offensive weapon against the opponent and pulling (drawing, not pushing) the blade.
- A valid TIP CUT is delivered by placing or laying on an edge in the last 2 inches of the blade against the opponent and drawing it across their body.
- PUSH CUTS are considered a Non-standard Technique and may only be used when agreed to before a melee, tournament or individual bout. The definition is the same as those for a draw cut save the motion is forward. No contact should be made with either the quillions or any other part of the guard during the execution of a push cut.
- In all cuts, continuous pressure and a draw length of at least 9 inches are required for the completion of the cut; merely laying the tip or edge of the blade against an opponent is not sufficient to be considered a valid cut.
- If the blade/tip is drawn all the way across a limb or the throat and this distance is less than 9", this shall also be considered a valid draw cut.
- Percussive cuts are ONLY permitted as a component of Cut & Thrust Rapier (see APPENDIX 1)
  - Repeated use of percussive cuts in Heavy Rapier combat is grounds for revocation of all rapier authorizations.
  - It is acknowledged that such blows may occur by accident, and Marshals enforcing this rule must take this into consideration.

3. Parries may be performed with weapons, parrying devices, the gloved hand or any other part of the body. Though the gloved hand may be used to parry, it shall not be used to grasp or strike an opponent. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking or other unsafe behavior occurs.

### 4. Parrying devices – Cloaks

When cloaks are used, "HOLD" should be called if the cloak becomes tangled about either fighter or about one of the weapons such that the weapon cannot be withdrawn with sufficient pull.

"HOLD" need not be called if the cloak is merely near the face, deflecting a weapon, or loosely draped over or weighting down the blade.

## IV.C Acknowledgment of Blows

1. The entire body is considered a legal target area.
2. Each combatant shall call all touches received.
3. A valid blow to the hand or arm will disable the arm, rendering it completely unusable.
5. A good blow to the foot or leg will disable the leg. The fighter must then fight kneeling or sitting.
  - No forward or upward motion is allowed after such a blow to the leg.
  - When engaging a rapier fighter who has lost his or her leg, circling is not permitted; the standing rapier fighter must stay within the forward 120-degree arc of the disabled fencer.
4. Knee walking is a Non-standard Technique. The following rules will apply with the consent of both participants
  - A valid blow below the knee will disable the foot. The fighter must then fight kneeling or sitting.

- If kneeling, the fighter is allowed to "knee walk" and upward motion is allowed; however, no uncontrolled movements which cause the fighter to lose balance are permitted.
- When engaging a rapier fighter who has lost his or her leg and not opted to knee walk, circling is not permitted; the standing rapier fighter must stay within the forward 120-degree arc of the disabled fencer.

#### **IV.D Prohibited Behavior**

1. There shall be no combat between fighters using heavy weapons (rattan) and those using rapier weapons and equipment.

2. Except as allowed by the Projectile Weapons rules (*SCA-Rapier Combat Handbook, October 2015, "WEAPONS AND PARRYING DEVICES," 4. PROJECTILE WEAPONS*), no equipment shall be thrown. Any equipment to be removed from the field shall be handed to the rapier field marshal.

3. Grasping of the opponent, punching, tripping, wrestling, and/or pushing the opponent is prohibited. This does not include fleeting blade grasping or contact with an opponent's arm or weapon.

- Blade grasping is allowed on the fencing field as a Non-standard Technique in Heavy Rapier and Cut & Thrust, with the consent of both participants. Blade grasping shall not be used at any time with epee/Light Rapier. Blade grasping may only be used to immobilize a blade, not bend or wrest it from an opponent's grip, nor to grapple an opponent. When a blade has been grasped by an opponent, "HOLD" shall be called if wrestling about the blade occurs. If the blade moves or twists in the grasper's hand, the fighter grasping the blade shall be assumed to have lost the use of that limb. Control and good judgment shall be exercised at all times.

*SCA-Rapier Combat Handbook, October 2015*

*5. EXCESSIVE IMPACT: Combat in the Society poses risks to the participant. This recognition, however, does not excuse fighters from exercising control of their techniques. If a fighter throws blows which force their opponent to retire from the field, from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring.*

#### **V. Marshallate Rules**

##### **V.A Marshals**

1. Field Marshals act under the direction of the Marshal in Charge upon the combat field to oversee the safety and the orderly action of combat. These Marshals are responsible for the enforcement of the Rules of Rapier Combat.

2. The Marshal in Charge is an authorized Rapier Field Marshal who is in charge of the rapier activities at a specific SCA function (event, practice, or demo). This Marshal is specifically responsible for the general enforcement of all Rules of Rapier Combat, supervision of Field Marshals, equipment inspection, and the combatant suspension procedure. There must be a Marshal in Charge at every SCA function where there is rapier activity.

3. Group Rapier Marshals are authorized Field Marshals responsible for reporting and managing the Rapier activities of a specific SCA Group (Barony, Shire, etc.). As an SCA officer they are required to fully understand and enforce current SCA Rapier Policies. The Group Marshal must be or assure that there is a Marshal in Charge at all required times.

4. Authorizing Marshals are appointed by the Outlands Rapier Marshal and are charged with the responsibility of authorizing rapier fighters for competition and Field Marshals to oversee safety and the orderly action of combat.

5. The Outlands Rapier Marshal is the Marshal appointed by the Crown and the Earl Marshal to oversee rapier combat within the kingdom and is the only Marshal who may appoint Rapier Authorization Marshals.

### **V.B Combat Authorizations**

1. Per Kingdom Law revised February 4, 2012 section VII.D: Only persons who are current members of the Society for Creative Anachronism are authorized or are allowed to be authorized to participate in combat activities within the Kingdom of the Outlands.

2. All combatants must be authorized for the weapons forms they use and must show proof of authorization (valid green card or equivalent from another kingdom) before being allowed to participate in any rapier combat activities. The only permitted exception to this rule is:

Unauthorized rapier fighters may train with, and under the supervision of, authorized rapier fighters in order to prepare for authorization.

However, the unauthorized fencer must satisfy current Kingdom requirements for participation in combat. This requirement is satisfied either by being a member of the SCA, Inc., or, if not a member, signing the liability waiver at each official practice or event.

*SCA-Rapier Combat Handbook, October 2015*

#### *MARSHALLING CONCERNS IN RAPIER COMBAT*

*7. MINORS: The minimum age for training and authorization in rapier combat is 14. When fighters under the age of 18 undertake training and authorization, the Kingdom Rapier Marshal (or his designated representatives) shall ensure that the minor's parent or legal guardian has observed rapier combat, is aware of the risk of injury inherent in this martial art, and has signed a statement explicitly acknowledging the above.*

*A. A youth rapier fighter may participate in melees with other rapier fighters (youth and/or adult) subject to whatever age requirements and other qualifications that are mandated by their kingdom rules.*

3. Authorizations from other kingdoms will be honored in the Outlands; however, if a rapier fighter from another Kingdom stays in the Outlands for three months or more, he or she must obtain an Outlands authorization.

4. Out-of-Kingdom rapier fighters must familiarize themselves with the weapons standards and other rules, requirements, and conventions of Outlands Rapier Combat.

5. There are three categories of rapier combat authorization:

A. Single Point

a.i. This covers the use of single epee blades and single heavy rapiers blades, and the combatant's safety with both classes of weapons.

B. Secondary

b.i. This covers the use of both primary blades that the combatant is authorized with and all standard secondary forms (buckler, dagger, scabbard, case, and cloak).

b.ii. Single point authorization is a prerequisite for secondary authorization.

C. Spears

c.i. This covers the provisional use of spears as recognized by Society and limited by the Outlands in II.E Spears, above.

6. Fencing authorizations are valid for up to two years. Shorter durations are acceptable but no day authorizations shall be issued—a fighter is to be considered safe or not.

7. All authorizations require:

- The combatant must a test of knowledge about the equipment specifications and Rapier Marshallate rules of the Outlands.
- The combatant must pass a field test using the appropriate equipment before an authorization is issued (though it is not required that the combatant own his or her own equipment).
- The Authorizing Marshal must answer the following question in the negative: "Is this fencer a danger to him/herself or to others?"

8. The Authorizing Marshal shall issue or update authorization cards for those that pass the authorization test and shall report as per the Outlands Rapier Marshal's requirements.

9. A candidate who fails the test may be given additional training and may apply for authorization at another time.

The combatant must inform the marshal conducting the second authorization of their failure to pass if the test was within the preceding 6 months.

The candidate who passes the tests will be duly authorized to complete in official rapier competitions.

### **V.C Marshal Authorizations**

1. Anyone supervising a duel or bout at an SCA function must be authorized as a Rapier Field Marshal.

2. Such authorization shall consist of an extensive test of Kingdom Rules for Rapier Combat, armor inspection, field protocol, required calls, warning procedures, and combat conventions for the Outlands. The Authorizing Marshal must answer the following question in the positive: "Is this marshal dependable and capable of supervising a safe list?"

Note that it is not required that a fencing marshal be authorized as a rapier combatant.

3. The Authorizing Marshal shall issue or update authorizations cards for those people who pass the authorization test and shall return the required documentation to the Kingdom Minister of the Lists and Kingdom Rapier Marshal. The form of this reporting is left to the discretion of these individuals.

4. The candidate who fails the test may undertake additional training and may apply for authorization at another time. The candidate who passes the tests will be duly authorized to supervise Rapier combat within the Kingdom.

**V.D Inspections**

1. No combatant shall be entered into a list without having had all equipment pass inspection by the Marshals appointed for such purpose at that list.
  
2. If any equipment is found to be unsafe or not in compliance with the Rules of Rapier Combat of the Outlands during an inspection or bout, the fencer may not participate further in the competition until the equipment in question has been replaced, repaired, or discarded to the satisfaction of the Marshal in Charge.
  
3. Each fencer must be authorized to participate in competition.  
It is the duty of the Minister of the List to verify each fighter's authorization.  
If there is no Minister of the List, it is the duty of the Marshal in Charge to verify each fighter's authorization.
  
4. Combatants are not allowed to carry or use any live or sharp steel weapons on the field. Live steel is defined as a weapon that is sharp and/or designed for neither competition nor training.

**V.E Marshaling Concerns****1. Melee**

Outlands melee conventions are as follows unless stated otherwise before a particular melee:

1. In general, conventions are as described in the Society Rapier Handbook, October 2015, at <http://sca.org/officers/marshal/combat/rapier/>
2. In melees where killing from behind is announced beforehand:
  - a. The opponent will be deemed "killed" from the instant the blade touches his or her shoulder and shall not attempt to spin, duck, or dodge away.
  - b. As a courtesy, fighters should be conscious of the movement and position of their opponent and make every effort NOT to stab someone in the back while they are lunging or moving or to blindside them so as to avoid unnecessary injury.
  - c. A fighter who deliberately ignores an attacker behind them or repeatedly maneuvers to keep his or her back to an attacker (thereby preventing any attack on them) may be considered to be misusing the rules and shall face the appropriate consequences at the discretion of the Marshal in Charge (the least of which is removal from the field.).

**2. Periodic Testing of Protective Gear**

All gear shall have been formally tested (including fabric and mask tests, as appropriate) at least once every two years. These tests shall be as mandated by the Society rules.

Compliance is the responsibility of the individual fighter.

Any protective gear may be formally tested if there is concern that the gear may have lost protective ability due to age, wear and tear, or other factors.

**3. Unforeseen Situations**

Should a situation arise not explicitly covered by these rules, the marshals should NOT assume that the situation is forbidden or inappropriate.

- a. No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants, nor can they mandate every line of the spirit of the game that we play.

b. Remember: Do not be stupid. Follow the spirit of the game.

### **V.F Warnings and Suspensions**

1. The Field Marshals must warn any fighter whose conduct is deemed unsafe. Unsafe conduct includes, but is not limited to:

- Intentional trapping of any offensive or defensive equipment against the body of any fighter, that they may not be withdrawn with sufficient pull.
- Striking with excessive force.
- Slapping/hacking with the blade.
- Consistently ignoring touches.
- Deliberate misuse of rules to gain an advantage over an opponent, such as—but not limited to intentionally falling when pressed.
- Arguing with or being disrespectful to the Marshals.

2. Such warnings must be reported to the Marshal in Charge.

3. For egregious or repeated violations, any Field Marshal may remove a combatant from the field or list.

4. In doing so, the Marshal should consider the circumstances surrounding the incident (such as slippery footing, both combatants lunging simultaneously, or other “situational” factors), the experience of the fighter, their recent level of training, similar past conduct, and the opinion of the other combatant(s) and Marshals.

5. All warnings or suspensions must be brought to the attention of the Marshal in Charge.

6. The Marshal in Charge will discuss any incidents with the field marshals and combatants involved and determine whether the offending fighter should be allowed to continue fighting at the event or whether a longer suspension is warranted. If a combatant is suspended for any length of time (including the duration of one tournament only), the Marshal in Charge shall report the suspension in writing to the Outlands Rapier Marshal within one week following the suspension.

7. The Outlands Rapier Marshal will investigate any suspension within two weeks of notification. If the suspension is found to be valid the Rapier Marshal will either allow the suspended fencer to re-authorize or work with the Earl Marshal, the Marshal in Charge, and the suspended fighter to determine a resolution satisfactory to all parties.

## **APPENDIX 1 – Cut & Thrust Rapier Combat**

### **I. Introduction**

Cut & Thrust Rapier Combat is a third form of rapier combat to simulate (primarily 16th Century) civilian unarmored combat with an emphasis on recreating historical combat styles. 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 other forms (epee/Light Rapier 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 are also applicable to Cut & Thrust (CT). Additional rules are also documented in this appendix.

### **II. Equipment specifications**

#### **A. Blades**

- All blades legal at Society level for CT are legal in the Outlands. Particular attention must be made to the definition and reasonable flexibility of the blade used (see Outlands Rapier Handbook, II.C BLADES; II.E SPEARS; Appendix 2.1.B BLADE FLEXIBILITY TESTING).
- Flexi-daggers may not be used in CT combat.

#### **B. Protective Equipment**

In addition to the standard armor requirements for Heavy Rapier (see Outlands Rapier Handbook, II.B PROTECTIVE GEAR), the armor listed below is required prior to participation in CT combat. These requirements are written with rapier/side sword in mind, and additional armor may be worn at the fighter's discretion. Regardless of the armor worn, all blows are to be judged as if the combatants are wearing the standard civilian attire of the Period, except as noted below in IV.A.1, below.

##### **1. Head and Neck**

- The back of the head will be protected by RIGID material (SCA-Rapier Combat Handbook, October 2015, 1. TERMS, noted.).
- Additional throat protection is required; it shall consist of rigid material, as noted above, covering the entire throat, and shall be backed by puncture resistant material (as a hood), one quarter inch (1/4") (6 mm) of open-cell foam, or their equivalents. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.
- Additional clavicle protection is required; it shall consist of rigid material, as noted above, covering a minimum of 3" from the neck or covering the points of the clavicle where it joins to the sternum – whichever offers the most coverage, and shall be backed by either puncture resistant material (as a jacket/doublet/vest), one quarter inch (1/4") (6 mm) of open-cell foam, or their equivalents.

##### **2. Arms, Legs, and Hands**

- Additional elbow and knee protection is required; a minimum of athletic pads (ex: hockey or lacrosse pads), or the equivalent material, on the elbows and knees.
- Additional RIGID protection is required; for the back of the hand and the wrist (ex: demi-gauntlets for Armored Combat) when wielding a swept- or cage-hilted sword, and full RIGID gauntlets are the minimum required for using longswords, two-handed swords, or polearms.

### **C. Parrying Devices**

Parrying devices may be used in CT. All such devices shall be constructed in such a fashion as to be resistant to breakage and splintering when used in CT combat (see Outlands Rapier Handbook, II.D DEFENSIVE SECONDARIES; SCA-Rapier Combat Handbook, October 2015, 3. PARRYING DEVICES).

### **III. Rules of the List**

All Rules of the List of the SCA, Inc. and the rapier rules of the Outlands shall be followed in practices, tournaments, and in demonstrations/learning practices.

### **IV. Rules of Combat**

#### **A. General Information**

At any SCA sponsored event (including official group fighter practices) unauthorized CT fighters may train with, and under the direct supervision of authorized CT fighters in order to prepare for authorization; they may also perform drills with other unauthorized CT fighters under the direct supervision of an authorized CT fighter or CTM, or the local Knight Marshal or Rapier Marshal (the KM/RM are there to supervise and ensure that the training is safe, not for authorizing purposes, and they are not required to approve the sparring if they do not feel comfortable/experienced enough to ensure that Society and Kingdom safety standards for CT can be maintained).

No melees of any kind will be performed using Cut & Thrust type blades. This includes 2v2 and greater combats.

#### **A.1 Specialized Tournament Format - "Hastilude"**

Cut & Thrust tournaments may be held which define areas of the body as if armored, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat. This type of Armor as Worn tournament will be referred to as "Hastilude." During this specialized tournament format the following additional rules are in effect:

- To count as armor for this type of combat, all pieces must be of Period appearance. Any area covered with steel mesh as used in fencing masks, or perforated steel such as used in face mask on helms, will be considered unarmored. This includes eye slots or any opening in a helm's solid metal construction that could admit a sword blade.
- Plate armor and brigandine are to be considered proof against sword thrusts and cuts.
- Chainmail and hardened leather shall be considered proof against cuts.

Marshals conducting Armor as Worn tournaments, and the combatants participating, are directed to pay close attention that excessive force is not used and all normal standards of blow calling are adhered to (see B. USE OF WEAPONS, below).

#### **B. Use of Weapons**

It is HIGHLY recommended that unfamiliar fighters perform a set of quick calibration passes before a bout in order to properly gauge what either opponent will consider a valid thrust or cut, and what they consider "percussive." (See the Society clarification under "Excessive Impact" in Outlands Rapier Handbook IV.D PROHIBITED BEHAVIOR.)

- Percussive cuts are permitted as a component of Cut & Thrust Rapier. Percussive cuts shall be delivered with sufficient control so as not to injure the opponent while still delivering sufficient impact for a valid cut.

- Repeated use of percussive cuts in Heavy Rapier combat is grounds for revocation of all rapier authorizations.
- It is acknowledged that such blows may occur by accident, and Marshals enforcing this rule must take this into consideration.
- Draw and push cuts in CT will require the initial percussive element to be considered effective.

### 1. Blade Grasping

Blade grasping is allowed in CT combat, with the consent of both participants. Blade grasping may only be used to immobilize a blade, not bend or wrest it from an opponent's grip, nor to grapple an opponent. When a blade has been grasped by an opponent, "HOLD" shall be called if wrestling about the blade occurs. If the blade moves or twists in the grasper's hand, the fighter shall be assumed to have lost the use of that limb. Control and good judgment shall be exercised at all times.

### C. Acknowledgment of blows

All guidelines listed within Outlands Rapier Handbook IV.C ACKNOWLEDGEMENT OF BLOWS, except those regarding percussive blows noted above, apply to Cut & Thrust Rapier Combat. Additionally, a good blow to the leg or foot shall be considered incapacitating, rendering the fighter incapable of further combat.

### D. Prohibited Behavior

In addition to the guidelines listed in ORR-Aug2015 IV.D PROHIBITED BEHAVIOR, except those noted above, the following restrictions will apply:

- There shall be no combat between fighters using heavy weapons (rattan) and those using CT rapier weapons and equipment.
- There shall be no combat between fighters using CT weapons and gear and those using only Heavy Rapier equipment (ie: simple gorget; no elbow/knee padding; no rigid head protection), or epee/Light Rapier gear and equipment
- Strikes to the back of the head or neck (ie: Armored Combat-style "wrap shots") are forbidden.
- Deliberate misuse of rules to gain an advantage over an opponent, such as—but not limited to—intentionally presenting the back of their head to their opponent are grounds for a warning or suspension.
- Weapons may not be bound or tangled in such a way (ie: arm locks) that they may not be withdrawn with sufficient pull.

### V. Marshallate Rules

#### A. Cut & Thrust Deputy

The Cut & Thrust Deputy (CTD) will be chosen specifically by the Kingdom Rapier Marshal (KRM), and will be an experienced and fully authorized CT combatant. They will also carry the CTA authorization, and be allowed to authorize other CTA per the guidelines below. The CTD will report to the Kingdom Rapier Marshal. Reporting will be quarterly.

#### B. Combat Authorizations

Cut & Thrust authorization candidates **\*MUST\*** be 18-years of age or older at the time of authorization.

Cut & Thrust (CT1/CT2) and Cut & Thrust Field Marshal (CTM) are to be separate authorizations from Light/Heavy Rapier authorizations. CT fighters are NOT required to have a Light or Heavy Rapier

authorization prior to testing for CT authorizations, though familiarity with the Outlands Rapier Rules will be helpful as these rules are a further modification of those. CT authorizations will only be performed by the KRM's designated CTD, or a designated Cut & Thrust Authorizing Marshal (CTA). Rapier Authorizing Marshals (for Light/Heavy Rapier) shall not be permitted to perform Cut & Thrust Authorizations, nor shall they be required to become authorized in CT to maintain their status as Authorizing Marshals. This is the sole exception to the rule requiring an Authorizing Marshal to be authorized in all forms of rapier.

The additional authorizations shall be defined as follows:

**1. CT1 - Cut & Thrust Single-handed, all forms**

This covers the use of single CT swords, the combatant's safety with this class of weapon, and the use of all standard secondary forms (buckler, dagger, scabbard, case, and cloak).

*CT1 authorization is a prerequisite for CT2 authorization.*

**2. CT2 - Cut & Thrust two-handed, all forms**

This covers the use of, and the combatant's safety with, longswords, two-handed swords, and spears/polearms.

**3. CTM - Cut & Thrust Field Marshal**

This consists of an extensive test of Kingdom Rules for Cut & Thrust Rapier Combat, armor inspection, field protocol, required calls, warning procedures, and combat conventions for the Outlands.

a. Note that it is not required that a CT Field Marshal be authorized as a CT combatant.

**4. CTA - Cut & Thrust Authorizing Marshal, all forms**

CT Authorizing Marshals are expected to be among the most experienced of the CT combatants. They will be chosen specifically by the KRM, and their CTD if such a position is filled, and are responsible for ensuring the safety of the activity of the individual combatants and marshals they test for authorization.

a. Note that a noncombatant (a member without CT1/CT2 authorizations), including noncombatant CTM, **CANNOT** be authorized as a CTA.

All authorized CT fighters with older definitions of the above authorization types will be grandfathered into the respective forms, and may request a new Combat Authorization Card (CAC) from the KRM, CTD, or any CTA, noting the updated authorization forms. It is their responsibility to familiarize themselves with the updated Outlands Cut & Thrust Rules, and to demonstrate that familiarity prior to receiving an updated CAC.

APPENDIX 2

SCA-Rapier Combat Handbook, October 2015

APPENDIX 1

1. TESTING STANDARDS FOR SCA RAPIER COMBAT

A. FABRIC TESTING FOR PROTECTIVE GEAR

i. Tests known to be acceptable include:

a. Cloth or garment manufacturer's commercial certification that a fabric is rated to 550N.

(Documentation must be available at the time of inspection.)

b. Use of 550N garment punch test devices, manufactured by sources acceptable to the Deputy Society Marshal for Rapier Combat. Such a device shall be used in accordance with its instructions.

c. Use of a drop test device which delivers a force, on dropping, of 1.5 joules to the fabric sample via a dull, flat 5/32" (4 mm) metal rod. As a general example, this rod can be mounted on a 1.0 kg (2.2 lbs) solid weight and dropped down a guide tube from 15.3 cm (6 inches) onto the fabric sample. The sample must be held firmly over a 3" diameter externally threaded frame by clamps when the drop test is applied. More specifically, the drop tester must be constructed and used as described in instructions found in Appendix 3 of these rules.

d. Use of a flat-broken foil blade to thrust against the material. To conduct this test, lay the material to be tested on firm ground or penetrable material (not hard packed dirt, concrete, or similarly hard surfaces). Holding the broken blade in both hands, punch the material four times, increasing the force each time. After each punch, examine the material. For these tests, if the material in question has been completely penetrated, or penetrated in more than one layer, it fails. If only the top layer has been damaged, then it passes.

B. BLADE FLEXIBILITY TESTING

The definition of "reasonably flexible" is dependent upon the length of the blade and the weapon class it is to be used in. To determine if a weapon meets the standard of being "reasonably flexible," hold the weapon parallel to the ground, supporting the handle against a table or bench if necessary. Hang a 6 ounce weight (170 grams) one inch (25mm) or less from the end of the tip. If the blade flexes as indicated in the following table then it is deemed "reasonably flexible" for that weapon class.

Weapon Class	Blade Length	Minimum Deflection	Weight
Light rapier Heavy Rapier	>18" (45.72cm) and <= 48" (121.92cm)	1" (25sm)	6oz(170 grams)
Light rapier Heavy Rapier	<=18" (45.72cm)	½" (12mm)	6oz(170 grams)
Cut & Thrust	<= 48" (121.92cm)	½" (12mm)	6 (170 grams)

C. BLADE TYPES AND CONVENTIONS

Due to the continual evolution of blades being developed that are appropriate for use in rapier combat, Appendix 5 (which formerly contained a specific list of approved blade models and manufacturers) has been retired in favor of the objective criteria for acceptable blades as specified in the body of this document. For current information on kingdom specific rulings regarding allowed blades and conventions related to rapier combat please refer to the appropriate kingdom marshallate and website.

Approved this 1 day of October, A.S. LI being 2016 C.E.

KOLGRIMR	Danielle de la Rochelle
Kolgrimr Olafsson, King	Danielle de la Rochelle, Queen
Olaf Bjornson	Antoine deVallies
Sir Olaf Bjornson, Earl Marshal	Don Antoine deVallier, Rapier Marshal