

# Ealdormere Rules for Rapier Combat

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# Ealdormere Rules for Rapier Combat

## **INTRODUCTION**

The following rules are based on the “CORPORATE RULES FOR RAPIER COMBAT IN THE SOCIETY FOR CREATIVE ANACHRONISM, INCORPORATED”, as passed by the Board of Directors in November 1999. Significant functional differences between the Kingdom of Ealdormere rules and the Corporate Rules are made note of at the end of these rules. Simple differences of semantics and grammar are not noted.

Rules are designed to promote safe rapier combat in the Society. 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.

# CONVENTIONS

## **1.0 GENERAL INFORMATION**

- A. Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., and these rules.
- B. All combatants, prior to every combat or practice, shall ensure their equipment is safe, in good working order and has been inspected by a member of the Kingdom Marshallate authorized to inspect rapier gear.
- C. At interkingdom events, for any given Kingdom's tourney, guest combatants shall meet SCA standards for protective gear, but shall comply with whatever weapons standards are being used by the host kingdom for that tourney.
- D. Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with Rapier Combat is the Earl Marshal, then the Kingdom Rapier Marshal, then, by delegation, members of the Kingdom Rapier Marshallate.
- E. There are three categories of rapier combat, each requiring separate authorization. Each Kingdom can decide which categories of rapier combat they will permit in their rules. These categories are:
  - Light rapier
  - Heavy rapier
  - Cut and thrust rapierExcept where noted, all rules apply to all three forms of rapier combat. One of the major differences in the three forms is the allowable blades, which are specified in Appendix 5.
- F. The Kingdom Rapier Marshal may suspend any Kingdom level rule for purposes of demonstration.

## **2.0 BEHAVIOUR ON THE FIELD**

- A. All fighters shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to further disciplinary action.
- B. Disagreements with the marshals overseeing the field shall be resolved through the established mechanisms outlined in the Marshallate Procedures of the SCA, Inc.
  - **These mechanisms are explained in the Ealdormere Marshal's Handbook under "Arbitration and Grievance Procedures" with the noted additions for Rapier Combat:**
    - **For the Report System, the Kingdom Rapier Marshal shall be the first point of contact and will follow the procedures as listed. The Kingdom Rapier Marshal will notify the Earl Marshal when a combatant is placed "On Report". Appeals are to be made first to the Earl Marshal, then as per the appeal process listed.**
    - **A Rapier Marshal's Court will occur if first the Kingdom Rapier Marshal or the Earl Marshal is unavailable, and will follow the procedure as outlined. Court Reports will be submitted to the Kingdom Rapier Marshal whom will forward a copy to the Earl Marshal.**
- C. Each fighter shall maintain control over his or her temper and behaviour at all times.
- D. Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
- E. Upon hearing the call of "HOLD" all fighting shall immediately stop. The fighters shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.
- F. Conduct obstructive of normal rapier combat, such as consistent ignoring of blows, deliberate misuse of the rules (such as calling HOLD whenever pressed), or the like, is forbidden.

### **3.0 USE OF WEAPONS AND PARRYING DEVICES**

- A. Valid Blows are struck by: thrusting with the point of the blade (thrust); sliding the edge of the blade by drawing (draw cut); sliding the edge of the blade by pushing (push cut); or placing the tip of the blade upon and then drawing it across an opponent (tip cut). Cut and thrust rapier also includes the use of percussive cuts as a valid blow. Percussive cuts must always be delivered with sufficient control so as not to injure the opponent while still delivering the necessary impact for a valid cut.
- B. Chopping or hacking blows are not permitted in heavy rapier combat. Fast circular movements (such as moulinets) may be used to place a blade for allowable cuts in all three categories of rapier combat.
- C. Parrying devices may be used to move, deflect, or immobilize an opponent's weapon or parrying device, so long as such use does not endanger the safety of the combatants.
- D. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.

#### 4.0 ACKNOWLEDGEMENT OF BLOWS

- A. In judging blows, all fighters are presumed to be wearing common civil attire of the period, not armour.
- B. Tourneys may be held which define areas of the body as if armoured, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat.
- C. In rapier combat, blows will be counted as though they were struck with a real blade, extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a good blow. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh.
- D. A valid blow to the:
  - head,
  - neck,
  - torso,
  - inner groin (to the fighter's hand width down the inner limb), or
  - armpit (to the fighter's inner hand width down the limb) shall be judged incapacitating, rendering the fighter incapable of further combat.
- E. A valid blow to the arm will disable the arm. A valid blow to the hand will disable the hand and the arm. The arm may be allowed to hang limp, but may not be used to actively parry a blow. (Note 2)
- F. A valid blow to the foot or leg will disable the leg. In heavy rapier the fighter must **choose to** fight from a sitting **or kneeling** position **and remain in that position**. The fighter may not rise up, **change from kneeling to sitting, sitting to kneeling**, fall forward or intentionally move from this position except for reasons of safety or courtesy. **The fighter is allowed to rotate on the ground, while sitting or kneeling, to engage their opponent.** (Note 3) In cut and thrust rapier, valid blows to the leg or foot are considered incapacitating.
- G. 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 grabbling, deliberate striking, or other unsafe behaviour occurs.
- H. Fighters may choose to grasp blades, rather than parry. If the blade that is grasped moves or twists in the grasping hand, that hand is deemed disabled. Grasping techniques shall be used only to temporarily immobilize a blade, not to bend it or wrest it from the opponent's grip. Prolonged wrestling over a grasped blade is sufficient grounds for calling a "hold" and forcing release of the blade.
- I. If an effective blow is thrown before, or on, the same moment as an event that would stop a fight (a "HOLD" being called, the fighter being "killed" himself, etc.), the blow shall count. If the blow is thrown after the hold, killing blow, or other event, it shall not count.

## WEAPONS AND PARRYING DEVICES

1. Sharp points, edges or corners are not allowed anywhere on any equipment.
2. All equipment must be able to safely withstand combat stresses.
3. Equipment that is likely to break a blade or damage other equipment is prohibited.
  - A. Light rapier does not permit any equipment that has small rigid openings large enough to admit a properly tipped rapier blade (i.e. small holes in bell guards, small openings in cage or swept hilts, any design which has acute angles where a blade could easily be wedged and bent). Knuckle bows ARE DEEMED SAFE for use with light rapier blades.
4. BLADES:
  - A. Blades will be specified as to which type of rapier combat they are allowed for. This list is kept in Appendix 5 of the Corporate Rapier Rules on the SCA's official website ([www.sca.org](http://www.sca.org)) with each Kingdom listed specifically. Ealdormere does not allow foils, double-wide epees, fiberglass blades, or rattan blades. Check Appendix 5 for additional restrictions and which specific blades ARE allowed.
    - i. Light rapier blades may only be used for the purpose of practicing for out-of-kingdom events. These blades may not be used at any event or demo in Ealdormere.
  - B. All blades are subject to the following:
    - i. Any rapier or dagger blade in a given rapier class may be used against any other blade in that same class, but NOT against blades of the other class. Remember that some blades are allowed in more than one category and so can face a wider range of other blades. Blades must follow all restrictions for a category to be used in it. As some blades are allowed in more than one type of rapier combat, care must be taken by the fighters to agree on which category of rapier combat applies to each bout.
    - ii. Only blades listed in Appendix 5 – Blade Types and Conventions are permitted for use. Fighters or marshals desiring an exception must apply to **the Kingdom Rapier Marshal. If the Kingdom Rapier Marshal deems the exception has merit and is acceptable, the Kingdom Rapier Marshal will apply to the Deputy Society Marshal for Rapier Combat. Any exceptions** will be considered on a case-by-case basis.
    - iii. 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 re-temper the blade to the original manufacturer's specifications**. The blunt object will still need some form of coverage, per 4.B.v below.
    - iv. All blades must be reasonably flexible. Rigid steel "parrying-only" daggers such as those made from cut down blades will not be allowed.
    - v. 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, and must contain a rigid metal barrier between the blade and the tip to prevent wear-through.
      - b. Tips must be firmly taped or glued in place. The tip must be of a colour 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. (Black rubber on steel is not sufficient contrast.)

- vi. Any blade with kinks, sharp bends, or cracks shall not be used. 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.
  - vii. Weapons may use a hand guard such as a cup hilt, swept hilt or quillons and knucklebow. The ends of quillons must be blunt.
  - viii. Orthopedic (or "Pistol") grips will not be used unless the fighter has approval **from the Kingdom Rapier Marshal** for medical reasons, supported by documentation from their health care provider.
5. PARRYING DEVICES: (Note 6)
- 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. A mail glove is considered a standard rigid parry device. While worn on the hand, it will be considered protection against cuts, but not against thrusts. (Note 10)
6. PROJECTILE WEAPONS: (Note 7)
- Mock-gunnery gear (such as rubber-band guns) may be used in rapier melee combat, at the discretion of the marshal in charge.
- A. The use of any projectile weapon is forbidden within formal rapier tournament lists (single combat), or in any situation where spectators cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used.

## PROTECTIVE GEAR

1. In order of increasing resistance:

A. 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.

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

- Four-ounce (2 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.

Kevlar is not an acceptable material, as it degrades rapidly. 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.

C. 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:

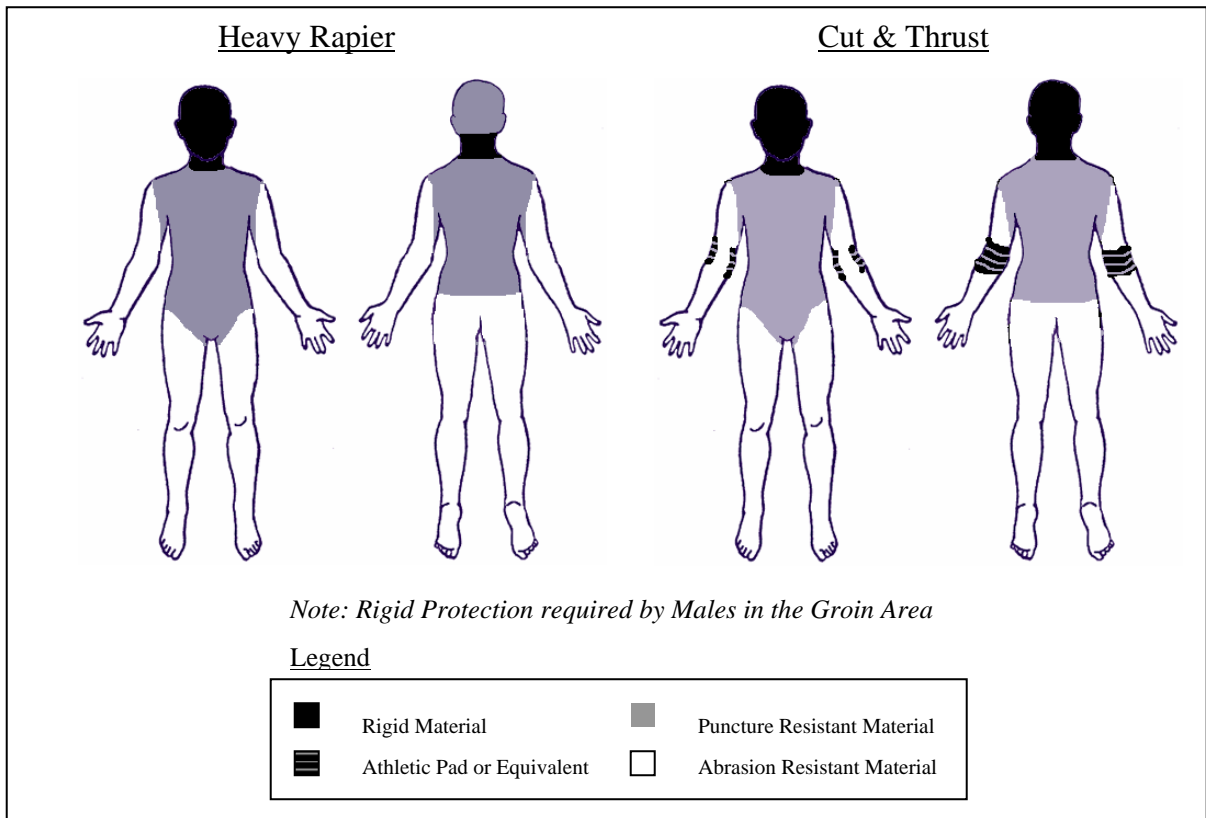
- 22 gauge stainless steel (0.8 mm)
- 20 gauge mild steel (1.0 mm)
- 16 gauge aluminum, copper, or brass (1.6 mm)
- one layer of hardened heavy leather (8 ounce, 4 mm)

2. **The following are the Society norms for protective gear.**

A. 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 **with coverage equal to or exceeding the standard 12 kg fencing mask**, fencing helmets 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" (5 mm) and shall also meet the definition of rigid material.
- iii. Masks and helmets 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 helmets, 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.
- v. The rest of the head and neck must be covered by at least puncture resistant material.
- vi. Additional throat protection is also 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. (Note 9)

- 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.
- B. **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.
- C. **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.



*Figure 1 – Pictorial Representation of Armour Requirements*

## RESPONSIBILITIES OF THE RAPIER MARSHALLATE

All members of the Rapier Marshallate within Ealdormere are warranted by the Crown and are therefore considered Officers of the Society. An Officer of the Society must be a paid member of the Society and must be at least 18 years of age. The members and responsibilities of the Kingdom Rapier Marshallate are:

1. **Kingdom Rapier Marshal:** Acts as the Earl Marshal's representative for Rapier Combat, and therefore is responsible for all aspects of Rapier Combat within Ealdormere. The Kingdom Rapier Marshal shall appoint deputies as necessary to fulfill the requirements of office.
2. **Baronial Rapier Marshal:** Acts a conduit of information between the Kingdom Rapier Marshal and Group Rapier Marshals within their Barony. The Baronial Rapier Marshal should be an experienced Rapier Marshal who can keep an eye on the Rapier activities under him/her and help teach the Rapier Marshals whom report to him/her. Baronial Rapier Marshals are required to submit reports to the Kingdom Rapier Marshal for all Rapier activities within their Barony.
3. **Group Rapier Marshal:** These officers are Rapier Marshals of Cantons, Marches, Shires, and Colleges who have the responsibility to foster communication within the local group, and between the local group and their superiors. These officers have the responsibility of ensuring that a qualified, experienced individual is found to train new Rapier Combatants or to take over these duties themselves. Group Rapier Marshals supervise all Rapier combat events hosted by their group and submit all required reports to the appropriate superior officers.
4. **Rapier Marshals of the Field:** These individuals are fully warranted Rapier Marshals who are not responsible for a specific group, but perform all the field duties of a Rapier Marshal. They are required to report the Kingdom Rapier Marshal.
5. **Rapier Constables:** These individuals are warranted by the Kingdom Rapier Marshal, the Earl Marshal, and the Crown, but do not possess a Rapier Combat Authorization. Rapier Constables may not authorize new Rapier combatants and may not serve as the Kingdom Rapier Marshal, but may carry out all other Rapier Marshal duties and serve in other Rapier Marshal offices. A Rapier Constable may become a Rapier Marshal at the discretion of the Kingdom Rapier Marshal, once they have authorized in Rapier Combat and two secondary Rapier Combat forms.
6. **Rapier Marshal in Charge (RMiC):**
  - a. The Rapier Marshal in Charge of an official event must be a fully warranted Rapier Marshal or Rapier Constable. The RMiC must be acceptable to the Group Rapier Marshal and the group Seneschal. The RMiC is the person considered responsible by the Kingdom Rapier Marshal.
  - b. A RMiC must have on hand at the event Single Rapier Combat Authorization forms, Combat Waivers, Injury Report Forms, and Ealdormere Rules for Rapier Combat.
  - c. A RMiC of an event may have to discipline an individual. As a representative of the Crown, the Earl Marshal, and the Kingdom Rapier Marshal, the RMiC may remove a participant from the Rapier lists, remove a warranted Rapier Marshal or Rapier Constable from the Rapier lists, or prohibit the presence in the Rapier lists of other persons who have combat related activities.
  - d. The RMiC may also suspend a Rapier combatant's authorization card for the duration of the event. The RMiC in that case must immediately notify the Kingdom Rapier Marshal. This decision may be appealed to a Rapier Marshal's Court.

**7. Rapier Marshal in Training (RMiT):**

- a. Rapier Marshals in Training are not warranted to authorize Rapier combatants to participate in Ealdormere, although they may perform other duties of warranted Rapier Marshals as is described above, under the supervision of a warranted Rapier Marshal or Constable.
- b. To become a full warranted Rapier Marshal, the applicant must go through a period of training as a RMiT.
- c. The RMiT must first contact the Kingdom Rapier Marshal and request to be made a Rapier Marshal in Training. A Training form will be provided with the signature of the Kingdom Rapier Marshal noting the appointment of Rapier Marshal in Training.
- d. The RMiT must accomplish the following before the RMiT is eligible for full status:
  - i. The applicant must be an authorized Rapier Combatant. They must also possess two secondary Rapier Combat authorizations at the end of their training period.
  - ii. They must attend a Rapier Marshal's class, which is to be run by the Kingdom Rapier Marshal at Crown Tournament.
  - iii. The RMiT must work at four (4) Rapier events, including inspections, authorizations, and the tourney. This training must be progressive in level of responsibility and independence from shadowing the RMiC at the first event to just watchful oversight at the fourth event. This training must also occur on a one to one basis of RMiT and RMiC. At the discretion of the RMiC, the RMiT may be instead supervised by one other specified, warranted Rapier Marshal or Constable to ensure a higher quality of training is imparted to the RMiT. After each training session the RMiT must have his/her Training Form signed by the RMiC or the Rapier Marshal or Rapier Constable whom supervised the training. During the four Rapier Events the RMiT must receive training in all aspects of a Marshal's duties including armour inspections, fighter authorizations, and list supervision.
  - iv. After completing four events and getting signed off for those events, the applicant must be recommended by two warranted Rapier Marshals or Rapier Constables. A third signature from the applicant's Baronial or Shire Rapier Marshal is required, or if none are available a Rapier Marshal of the Field or Rapier Constable whom has served as Baronial Marshal or Kingdom Rapier Marshal in the past is acceptable. The applicant is then to forward their Training form to the Kingdom Rapier Marshal who will then issue their warrant if the applicant is acceptable to the Kingdom Rapier Marshal.

**8. Rapier Constable in Training (RCiT):**

- a. Follow the same training and requirements as Rapier Marshals in Training, except they do not require a Rapier Combat Authorization, or two secondary Rapier Combat authorizations.

## MARSHALLING CONCERNS IN RAPIER COMBAT

1. **AUTHORIZATIONS:** Competence in other SCA combat styles does not automatically mean competence in rapier. Separate warrants and authorizations in rapier combat are required.
2. **BROKEN BLADES:** Marshals and fighters shall pay special attention for missing tips or broken blades.
3. **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. "HOLD" need not be called if the cloak is merely near the face, deflecting a weapon, loosely draped over, or weighting down the blade.
4. **BLADE GRASPING:** Blade grasping is allowed in heavy rapier and cut and thrust rapier. When a blade has been grasped by an opponent, "HOLD" shall be called if wrestling about the blade occurs.
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. This applies to all forms of rapier combat.
6. **MELEE:** Melee combats present special challenges to all involved. Society norms are as below:
  - A. In melees, fighters are engaged with all opponents immediately upon the call to lay on.
  - B. Fighters may strike any opponent with any legal blow if they are within the 180 degree arc of the opponent's front. A fighter who approaches an opponent from behind shall not deliver a blow until he is within that frontal arc. A fighter may never deliberately strike an opponent from behind.
  - C. Killing from behind is allowed if it has been announced beforehand. The Society norm for "death from behind" in melees shall be: If a melee scenario allows killing from behind, a fighter does so by laying the rapier blade over the opponent's shoulder, to at least a third of the blade, while calling "Dead, my lord" (or other short, courteous phrases) in a loud, clear voice. Reaching around the neck is forbidden. The opponent will be deemed "killed" from the instant the blade touches his shoulder and shall not attempt to spin, duck or dodge away.
    - i. Note: If death from behind is not allowed in a given melee, a fighter who deliberately ignores an attacker behind them, or repeatedly maneuvers to keep their back to an attacker (thereby preventing any attack on them) may be considered misuse of the rules and obstructive behaviour.
    - ii. Daggers may also be used, but care must be taken not to punch or strike the fighter with the guard or quillons of the dagger when so used.
  - D. In special scenario melees (e.g., bridge or town battles), additional restrictions may be imposed by the marshals as needed.
  - E. Cut and thrust rapier may not be used in melee.
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. When the minor is ready to start practicing cut and thrust rapier, the minor's parent or legal guardian will again observe cut and thrust rapier combat and have the differences between heavy rapier and cut and thrust explained. (See RULES FOR MINORS IN RAPIER COMBAT further in this document.)
8. **UNFORESEEN SITUATIONS:** Should a situation arise not explicitly covered by these rapier combat rules, the marshals should NOT assume that the situation is forbidden or inappropriate. Again: No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants.

## **EXPIRY DATES AND PERIODIC TESTING**

1. All authorization cards will be valid for a period not to exceed two years. An authorization card without a date stamped on it is invalid. Cards can be renewed any time before their expiry date, but after they expire the holder will have to re-authorize, in all forms, to get another valid card.
2. Before a new expiry date is applied to a card, all penetration resistant materials and modern fencing masks used by the rapier combatant must be tested.
  - a. If the rapier combatant does not have their own equipment, the equipment they most commonly use will be tested. If they don't have equipment they commonly use, this step can be skipped.
  - b. Equipment must be tested, but it does not have to pass to get a new expiry date stamped on the card.
  - c. Any protective gear may be formally tested at any time there is a concern that the gear may have lost protective ability due to age, wear and tear, or other factors.
3. Before a new authorization card is issued, or an existing authorization card given a new expiry date, the Rapier Minister of the Lists will ensure that there is a valid waiver on file. If the rapier combatant is a minor, there must be a valid minor waiver on file, when the minor becomes an adult they must submit an adult waiver.

## AUTHORIZATIONS

(See Note 11)

1. The following rapier authorizations exist in Ealdormere:
  - Single rapier (being the use of a single rapier).
  - Rigid parry device (being the use of a single rapier in conjunction with a buckler and/or baton).
  - Non-rigid parry device (being the use of a single rapier in conjunction with a cloak, hat or other non-rigid parry device).
  - Dagger (being the use of a single rapier in conjunction with a dagger, or the use of two daggers, or a single dagger).
  - Case (being the use of two rapiers).
  - Out of kingdom epee
  - Cut and thrust rapier (being the use of rapier with percussive cuts).
2. Authorizations may be done at practices or events.
3. The first form a combatant will authorize in is single rapier. All other authorizations may be attempted in the order desired by the combatant.
4. Once a combatant has authorized in cut and thrust rapier, he/she may use percussive cuts in conjunction with any other authorization they have (i.e., cut and thrust with non-rigid parry device).
5. Out of kingdom epee authorizations exist to allow Ealdormerian fencers to participate in a greater variety of tournaments when they are visiting other kingdoms. Epees will only be used in Ealdormere to practice for an event out of kingdom, they will never be used in a tournament in Ealdormere. Once a combatant has authorized in out of kingdom epee, he/she may use epee in conjunction with any other authorization they have (i.e., epee and dagger).
6. An authorization will be run by at least two marshals. For all primary authorizations at least one and preferably both marshals will be unfamiliar with the candidate. For advanced authorizations, at least one of the marshals will be unfamiliar with the candidate.
  - i. An unfamiliar marshal is one the authorization candidate does not practice with, in the form being attempted, more than once every two months
  - ii. As well, the unfamiliar marshal does not live in the same region or municipality as the authorization candidate.
7. The following procedure shall be used for a single rapier authorization:

The candidate will fence against an experienced and authorized fencer, who may be one of the two marshals running the authorization. The two will fence and acknowledge all valid blows, calling these out loudly so that the marshals can verify the candidate's ability to detect and accurately judge the blows. Non-valid blows which might have appeared good should also be acknowledged verbally. The candidate shall show good control at all times whether being pressed or on the attack, demonstrate ability in both defence and offence, and the ability to respond properly to a hold. The candidate shall also show the ability to use the rapier in the following circumstances:

  - i. with both fencers standing,
  - ii. with the candidate fighting with the off hand,
  - iii. with the candidate fighting from the ground while the authorized fencer is standing,
  - iv. with both fencers fighting from the ground,
  - v. with the candidate standing while the authorized fencer is fighting from the ground.

The marshals and authorized fencer shall discuss the candidate's progress at several points during the authorization. If they agree that the candidate has shown sufficient skill and control to be able to participate safely in fencing tournaments, then the candidate shall be considered authorized. A high degree of skill is not required for authorization but due to the nature of the weapons involved a moderate degree of skill is expected and required. It is the duty of the candidate to submit the necessary paperwork to the appropriate people to receive an authorization card. At this point the

- candidate shall be allowed to participate in all rapier combat activities in the Ealdormere, using only the weapon forms in which they are authorized.
8. Authorization in rigid parry, non-rigid parry, dagger, and case of rapier shall be modeled on the single authorization procedure above, and modified as appropriate.
    - i. A combatant wishing to authorize in non-rigid parry may choose any object which meets the non-rigid parry specifications to use in their off-hand.
    - ii. The marshals running the authorization must be authorized in the form being attempted.
    - iii. No reporting of secondary authorizations is necessary, they shall be reported when the fencer renews their authorization card.
  9. Authorization in cut and thrust rapier will also be modeled on the single authorization procedure above, with the following modifications and requirements:
    - i. There will be no fighting from the ground, since any valid blow to the legs ends a bout.
    - ii. The marshals running the authorization must be authorized in cut and thrust rapier and approved by the Kingdom Rapier Marshal to do cut and thrust authorizations.
    - iii. The authorization will begin with the following calibration drill: the experienced fencer will provide the palms of their hands as a target at various locations while moving around the authorization space. The candidate will make percussive cuts at the hands while maintaining good distance. Occasionally the experienced fencer will close his/her hand before the blade impacts and the candidate will stop their attack before it touches the hand.
    - iv. The candidate will demonstrate valid cuts to both sides of the head, at least one arm, both legs, and the torso.
    - v. The candidate will demonstrate valid thrusts to various parts of the body.
    - vi. The candidate will demonstrate valid cuts to at least two target areas using their off-hand.
    - vii. All cuts must be of acceptable calibration, even one percussive cut that is excessive will cause the candidate to fail.
  10. Authorization in out of kingdom epee will also be modeled on the single rapier authorization procedure above, with the following modifications and requirements:
    - i. The authorization will take place at an event outside of Ealdormere.
    - ii. The candidate will arrange for an Ealdormerian marshal to run the authorization.
    - iii. The candidate and the Ealdormerian marshal will obtain the assistance of a marshal from a kingdom which uses epees regularly.
    - iv. The Ealdormerian marshal does not have to be authorized in out of kingdom epee to participate in this authorization, however, the marshal from another kingdom must be authorized in light rapier according to his/her home kingdom's standards.
    - v. Jointly, the Ealdormerian marshal and the candidate will arrange for an appropriate epee-authorized opponent. This may be the epee authorized marshal.
    - vi. The epee marshal will inspect the candidate's weapons.
    - vii. The Ealdormerian marshal will run the authorization, with advice and consultation from the epee marshal.
    - viii. The candidate must meet both marshals' criteria for calibration before authorizing.
    - ix. Only when both marshals are fully satisfied that the candidate is safe will the authorization be given.

## **RULES FOR MINORS IN RAPIER COMBAT**

(See Note 8)

In Ealdormere, minors (14 to 17) may authorize with these additional requirements:

1. No person below the age of fourteen (14) may be authorized in rapier combat.
2. No person below the age of 18 may be warranted as a Marshal or Constable.
3. Before a minor can begin training in heavy rapier, the parents or guardians of the minor must witness SCA rapier combat, discuss with a witnessing Marshal how it relates to the participation of their child, and execute a "Minor's Waiver and Informed Consent to Participate in SCA Combat-Related Activities". The witnessing Marshal must countersign the waiver. Before a minor can begin training in cut and thrust rapier the parents or guardians of the minor must witness cut and thrust rapier and have the differences between cut and thrust and heavy rapier explained to them.
4. The Kingdom Rapier Marshal, or a designated Deputy approved by the **Kingdom Rapier Marshal**, must be the one to authorize the minor for single rapier in SCA rapier combat. Before this authorization occurs the Kingdom Rapier Marshal must speak with the minor's parent or legal guardian (by telephone is acceptable) and review the risks of participating in rapier combat. Secondary authorizations may be done by any qualified marshal.
5. At any event (including practices and training sessions) which the minor is involved in SCA rapier combat, the minor must either have a parent or guardian present, or must be in procession of a properly executed "Medical Authorization Form for Minors". Said Medical Authorization Form must designate an adult present at the event as able to authorize medical treatment in the case of an emergency.

## NOTES

1. **Removed – Tip Cut validity determined as per Section 4.0.**
2. The Corporation allows Kingdoms to determine whether a blow to the hand disables only the hand, or both hand and arm. In Ealdormere, a blow to the hand disables the entire arm.
3. The Corporation allows a fighter who has received a blow to the leg to fight sitting, kneeling or standing on one leg. In Ealdormere, a fighter who has received a blow to the leg must fight from the ground, **while sitting or kneeling**, and may not rise up or move **from point A to point B. The fighter may rotate on the ground in their chosen sitting or kneeling position to engage their opponent.**
4. deleted for v4, now similar to Corporate wording
5. This new section allows for use of epees at **practice** only, for the purposed of training for interkingdom or out of kingdom events.
6. Sections on offensive bucklers have been removed.
7. Section on combat archery has been removed.
8. Additional of section on rules for minors.
9. As epees are not the standard weapon in Ealdormere, throat protection is mandatory, not optional.
10. Addition of section on mail gloves.
11. Addition of section on authorization procedures.

## REVISION HISTORY

Version	Date	Person	Reason
1.0	??/??/????	Cerdic Weyfare	Creation
2.0	30/06/1998	Cerdic Weyfare	Changes for Submission
2.1	01/10/1998	Lars Eriksson	Convert to word format, proofreading
2.2	15/04/1999	Lars Eriksson	Some corrections.
2.3	10/06/1999	Lars Eriksson	Clarified attacks from behind.
2.4	05/08/1999	Lars Eriksson	Standard blade length defined, curve allowed in schlager blade.
	August 1999	Magnus Rasmussen	Inclusion of Del Tin and diamond cross section schlagers.
3.0	1 July 2000	Alistair Kirk	Draft rewrite to bring in line with new Corporate Rules.
3.1	23 July 2000	Alistair Kirk	Final rewrite for the Earl Marshal and the Crown.
3.2	02 December 2000	Alistair Kirk	Addition of Conventions 1. E. Suspension of Kingdom Rules.
3.3	03 March 2001	Alistair Kirk	Rewrite of Out-of-Kingdom epee authorization.
3.4	29 June 2001	Alistair Kirk	Addition of rules for minors.
3.5	30 June 2001	Alistair Kirk	Addition of all steel daggers and heavy rapier blades.
	05 July 2001		v3.5 Approved by Earl Marshal
3.6	19 February 2003	Wilhelm von Pottruff	New wording to tips, grasping and authorizations.
3.7	29 March 2004	Wilhelm von Pottruff	Added rule concerning minors in melees in order to comply with new Society ruling.
4.0	27 February 2006	Eyrny Ormarrsdottir	Add Cut & Thrust option as described in new Society Rules. Add hand to body parry option. Restriction on minors in melee removed. Requirement to authorize non-rigid parry using both buckler and baton removed. Out of Kingdom epee section re-worded.
Draft for KEM Review	September 4, 2008	Mateo de Merida	<ul style="list-style-type: none"> <li>Revised Section 2.0 Part B to note the Arbitration and Grievance procedures can be found the Armoured Combatant's Handbook with the addition that the Kingdom Rapier Marshal will carry out the responsibilities of the Earl Marshal in those situations.</li> <li>Revised Section 3.0 to delete the note that allowed tip cuts to be taken at the discretion of those receiving the blow, will now be decided as per Section 4.0.</li> <li>Revised Section 4.0 Part F to allow Heavy Rapier Combatants to kneel when legged and to rotate on the ground to engage their opponent.</li> <li>Added Figure 1 to Protective Gear Section.</li> <li>Added section "RESPONSIBILITIES OF THE RAPIER MASHALLATE" to include a list of the Rapier Marshallate and their responsibilities.</li> <li>Added Appendix 1 containing forms specific to Rapier within Ealdormere.</li> </ul>
Draft	November 2, 2008	Mateo de	<ul style="list-style-type: none"> <li>Revised Section 2.0 Part B to change "Ealdormere</li> </ul>

<p>for Privy Council Review</p>		<p>Merida for Albrecht Stampfer</p>	<p>Armoured Combatant Handbook” to “Ealdormere Marshal’s Handbook.”</p> <ul style="list-style-type: none"> <li>• Revised WEAPONS AND PARRYING DEVICES, paragraph 4, B, ii) to require Fighters and Marshals to apply to the Kingdom Rapier Marshal for an exception to the allowed Blade Types, instead of applying to the Society Rapier Marshal directly. If the KRM finds the exception acceptable, the KRM will apply to the Society Rapier Marshal.</li> <li>• Revised WEAPONS AND PARRYING DEVICES, paragraph 4, B, iii, c) to state care must be taken to re-temper the modified blade to the original manufacturer’s specifications rather than “prevent damage to the temper of the blade” which is not possible when welding.</li> <li>• Revised WEAPONS AND PARRYING DEVICES, paragraph 4, B, viii) to clarify that approval for Orthopedic Grips is required from the Kingdom Rapier Marshal.</li> <li>• Removed cautionary statement from Society concerning more stringent armour rules under PROTECTIVE GEAR paragraph 2. This is covered in the Society Rapier Rules and is not necessary in Kingdom Rules.</li> <li>• Revised PROTECTIVE GEAR paragraph 2, A, I) from “If built to this standard, fencing helms are also acceptable” to “If built with coverage equal to or exceeding the standard 12 kg fencing mask, fencing helms are also acceptable.”</li> <li>• Revised section “RESPONSIBILITIES OF THE RAPIER MARSHALLATE” to include requirement for all members of the marshallate to be paid Society Members and at least 18 years of age. Revised duties of the KRM to match what is stated in Ealdormere’s Laws. Added requirement for RMiC to have a copy of the rules at the event. Added requirement for RMiT’s to receive training in all aspects of a Marshal’s duties including inspections, authorizations, and list supervision.</li> <li>• “RULES FOR MINORS IN RAPIER COMBAT” paragraph 4) revised to state the designated Deputy for a given minor’s authorization will be approved the Kingdom Rapier Marshal, as opposed to the Kingdom Earl Marshal.</li> <li>• Revised “NOTES” no 5 to change “private practice” to “practice”</li> <li>• Revised Appendix 1 to change “Ealdormere’s Armoured Combatant Handbook” to “Ealdormere Marshal’s Handbook”</li> </ul>
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## **Appendix 1**

**This appendix contains the forms used specifically for Rapier Combat within Ealdormere. All other forms are found in Ealdormere Marshal's Handbook. A list of the forms included in this document is as follows:**

- 1. Single Rapier Combat Authorization Form**
- 2. Rapier Combat Update Form**
- 3. Marshal / Constable in Training Form -- Ealdormere Rapier**
- 4. Ealdormere Rapier Marshal's Report for Field Marshals, Constables, Marshals in Training, & Constables in Training**
- 5. Ealdormere Rapier Marshal's Report for Group Marshals or Group Constables**
- 6. Ealdormere Rapier Marshal's Report for Baronial Marshals**
- 7. Ealdormere Rapier Injury Report**

**Ealdormere Single Rapier Authorization Form**

Keep the top half of this form, and send the second half to the KRM or Rapier Minister of the Lists (you can find their address in the Tidings,) with a SIGNED COMBAT WAIVER, and a self-addressed, stamped envelope. The Minister of the Lists will mail your Authorization Card to you.

----- **KEEP THIS HALF** -----

-

Date: \_\_\_\_\_ Group & Event Name: \_\_\_\_\_

SCA Name: \_\_\_\_\_ Modern Name: \_\_\_\_\_

Address: \_\_\_\_\_ Phone: \_\_\_\_\_

\_\_\_\_\_ Age: Under 18 \_\_\_ 18 or over \_\_\_

The undersigned marshals authorize the above named person in the use of single rapier:

Marshal 1 Name: \_\_\_\_\_ Signature: \_\_\_\_\_

Marshal 2 Name: \_\_\_\_\_ Signature: \_\_\_\_\_

This form expires 4 months after the Date above.

----- **SEND THIS HALF AWAY** -----

-

Date: \_\_\_\_\_ Group & Event Name: \_\_\_\_\_

SCA Name: \_\_\_\_\_ Modern Name: \_\_\_\_\_

Address: \_\_\_\_\_ Phone: \_\_\_\_\_

\_\_\_\_\_ Age: Under 18 \_\_\_ 18 or over \_\_\_

The undersigned marshals authorize the above named person in the use of single rapier:

Marshal 1 Name: \_\_\_\_\_ Signature: \_\_\_\_\_

Marshal 2 Name: \_\_\_\_\_ Signature: \_\_\_\_\_

Armor drop tested by: \_\_\_\_\_ Mask tested by: \_\_\_\_\_

\_\_\_\_\_

Keep the top half of this form, and send the second half to the KRM or Rapier Minister of the Lists (you can find his/her address in the Tidings,) WITH A SIGNED COMBAT WAIVER, and a self-addressed, stamped envelope. The Minister of the Lists will mail your Authorization Card back to you.

### Ealdormere Rapier Expiry Date Update Form

Keep the top half of this form, and send the second half to the KRM or Rapier Minister of the Lists (you can find their address in the Tidings,) with your current authorization card, a SIGNED COMBAT WAIVER unless you are sure the KRM already has one on file, and a self-addressed, stamped envelope. The Minister of the Lists will stamp and return your Authorization Card to you.

----- KEEP THIS HALF -----

Date: \_\_\_\_\_ Group & Event Name: \_\_\_\_\_

SCA Name: \_\_\_\_\_ Modern Name: \_\_\_\_\_

Address: \_\_\_\_\_ Phone: \_\_\_\_\_

\_\_\_\_\_ Age: Under 18 \_\_\_ 18 or over  
\_\_\_

Authorized in: Single \_\_\_ Dagger \_\_\_\_\_ Case \_\_\_\_\_

Rigid \_\_\_ Non Rigid \_\_\_\_\_ Epee \_\_\_\_\_ Cut & Thrust \_\_\_\_\_

Verified by

Marshal Name: \_\_\_\_\_ Signature: \_\_\_\_\_

This form expires 4 months after the Date above.

----- SEND THIS HALF AWAY -----

Date: \_\_\_\_\_ Group & Event Name: \_\_\_\_\_

SCA Name: \_\_\_\_\_ Modern Name: \_\_\_\_\_

Address: \_\_\_\_\_ Phone: \_\_\_\_\_

\_\_\_\_\_ Age: Under 18 \_\_\_ 18 or over  
\_\_\_

Authorized in: Single \_\_\_ Dagger \_\_\_\_\_ Case \_\_\_\_\_

Rigid \_\_\_ Non Rigid \_\_\_\_\_ Epee \_\_\_\_\_ Cut & Thrust \_\_\_\_\_

Verified by

Marshal Name: \_\_\_\_\_ Signature: \_\_\_\_\_

Armor drop tested by: \_\_\_\_\_ Mask tested by: \_\_\_\_\_

Keep the top half of this form, and send the second half to the KRM or Rapier Minister of the Lists (you can find their address in the Tidings,) with your current authorization card, a SIGNED COMBAT WAIVER unless you are sure the KRM already has one on file, and a self-addressed, stamped envelope. The Minister of the Lists will stamp and return your Authorization Card to you

**Marshal / Constable in Training Form -- Ealdormere Rapier**

**Training Appointment**

Be it known to all that \_\_\_\_\_ (legal name)

of \_\_\_\_\_ (address)

known in the Society for Creative Anachronism as \_\_\_\_\_  
is hereby appointed as a (check one): \_\_\_ Marshal in Training, \_\_\_ Constable in Training  
for a period of two years, or until fully warranted, removed or resigned.

This appointment takes effect on \_\_\_\_\_

and supercedes any existing or previous warrant for this office.

Kingdom Rapier Marshal: \_\_\_\_\_

**Events Trained at:**

Event ..... Supervising Marshal ..... Date .....

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

Course taken at: \_\_\_\_\_ Date: \_\_\_\_\_

**Recommending for Advancement:**

Marshal's SCA Name ..... Signature ..... Date .....

\_\_\_\_\_

\_\_\_\_\_

(Baronial Marshal if available)

\_\_\_\_\_  
(Kingdom Marshal)

SCA Membership # \_\_\_\_\_ and expiry date \_\_\_\_\_ (required for warranting).

**Remember to report on the same schedule as Rapier Marshals of the Field**

**Ealdormere Rapier Marshal's Report  
for Field Marshals, Constables,  
Marshals in Training, & Constables in Training**

Date: \_\_\_\_\_

SCA Name: \_\_\_\_\_

Modern Name: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_

Email: \_\_\_\_\_

SCA Membership Number: \_\_\_\_\_

SCA Membership Expiry Date: \_\_\_\_\_

I am: Field Marshal  Constable   
Marshal in Training  Constable in Training

The purpose of this report is to let the Baronial and Kingdom Rapier Marshals know that you are still participating and continue to desire to hold your position.

This report is due   May  1   and   Nov  1   to your Baronial Marshal and/or your Kingdom Marshal.

Please describe what you have been doing over the past 6 months by listing the events, practices, demos, etc. you have Marshalled/Constabled/Trained at and any other activities you think are relevant. Describe any problems you have encountered and your suggestions for solving these problems. Also include any other information you'd like to pass on.

**Ealdormere Rapier Marshal's Report  
for Group Marshals  
or Group Constables**

Date: \_\_\_\_\_

Group: \_\_\_\_\_

SCA Name: \_\_\_\_\_

Modern Name: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_

Email: \_\_\_\_\_

SCA Membership Number: \_\_\_\_\_

SCA Membership Expiry Date: \_\_\_\_\_

The purpose of this report is to let the Baronial and Kingdom Rapier Marshals know that your group is still active and that you continue to desire to hold your position. It provides a complete list of fencers active in your group so that the Baronial and Kingdom Rapier Marshals, and the Rapier Minister of the Lists, can be kept up to date.

This report is due May 1 and Nov 1 to your Baronial Marshal and your Kingdom Marshal. The Nov 1 report is your Domesday and so a copy should go to your Seneschal as well.

1. List the events, practices, demos, etc. you have Marshalled or Constabled at over the last 6 months.
2. Describe any problems you have encountered and your suggestions for solving these problems, especially those concerning training and injuries.
3. If this is the Nov 1 report, provide a summary of the activities of the group over the past year.
4. Provide any other information or activities you think are relevant.
5. Complete a roster of all fencers (both authorized and not) and Constables in your group, highlight any changes that have occurred since you last reported. This roster will include each fencer's SCA name, modern name, address, phone number, weapons forms authorized in, and marshal status (if any). Also note any fencers whom you previously listed who have stopped coming to practices.

**Ealdormere Rapier Marshal's Report  
for Baronial Marshals**

Date: \_\_\_\_\_

Group: \_\_\_\_\_

SCA Name: \_\_\_\_\_

Modern Name: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_

Email: \_\_\_\_\_

SCA Membership Number: \_\_\_\_\_

SCA Membership Expiry Date: \_\_\_\_\_

The purpose of this report is to let the Kingdom Rapier Marshal know that your Barony is still active and that you continue to desire to hold your position. It provides a complete list of groups active in your Barony so that the Kingdom Rapier Marshal can be kept up to date.

This report is due May 15 and Nov 15 to the Kingdom Rapier Marshal. The Nov 15 report is your Domesday and so a copy should go to your Seneschal as well.

1. List the events, practices, demos, etc. you have Marshalled at over the last 6 months.
2. If this is the Nov 15 report, provide a brief summary of the Barony's activities over the last year, note any changes in fencing activity in the Barony.
3. Describe any problems you have encountered and your suggestions for solving these problems, especially those concerning training and injuries.
4. Make any suggestions you may have for rules changes.
5. Provide any other information or activities you think are relevant.
6. Provide a list of all groups in your Barony that are fencing, who the Group Marshal or Group Constable is, and how many fencers there are in that group. Ensure that each group that has reported to you has also sent a copy of that report to the Kingdom [Rapier](#) Marshal.

