

West Kingdom Rapier Combat Standards

1. Rules of the List for Rapier Combat

1.1 General Rules

- 1.1.1 Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., these rules, and such further rules as are established by the Kingdom of the West.
- 1.1.2 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.
- 1.1.3 Should a situation arise not explicitly covered by Corporate or Kingdom rapier combat rules, the marshals should NOT assume that the situation is forbidden or inappropriate. 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. Procedures for experimental programs are defined in Society Appendix 2.
- 1.1.4 At inter-kingdom 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.
- 1.1.5 There are two categories of rapier combat in the West Kingdom – heavy rapier and cut and thrust rapier. Except where noted, all rules apply to both forms of rapier combat.
- 1.1.6 Combat in the Society poses risks to the participant. This recognition, however, does not excuse fighters from exercising control of their techniques.
- 1.1.7 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.
- 1.1.8 All combatants, prior to every combat or practice, shall ensure their equipment is safe, in good working order and has been inspected by a rostered Rapier Marshal. Even though a rostered member of the Kingdom Marshallate has inspected the armor and weapons used by a fighter, each fighter accepts full responsibility for the condition of their own equipment, and has the obligation to oneself, the Marshal, and all opponents to see that their equipment meets all Society and Kingdom requirements.
- 1.1.9 No one may wear any real weapon onto the field while participating in combat or present during combat. At the discretion of the RMIC, an exception may be made for Marshals and other non-combatants, as long as the weapon is secured to prevent loss.
- 1.1.10 A combatant may decline any challenge without dishonor, and without specifying a reason. In a tournament this may result in forfeiture of a bout.
- 1.1.11 There shall be no rapier combat (or drilling which requires armor) with or between minors under the age of 10.
- 1.1.12 All combat related activities involving minors aged 10 to 16 are covered under the Youth Rapier Experimental Program (Reference WK Appendix A).

- 1.1.13 Minors aged 16 and 17 may authorize and fight under the WK Heavy Rapier Combat Standards. There will be no Cut and Thrust Combat for minors.
- 1.1.14 For Minors aged 10 to 17 years, a parent or legal guardian must countersign and provide explicit permission for all training and authorizations, according to rules set down by the Youth Combat Marshallate of the Kingdom of the West. This written permission must include a statement that the minor's parent or legal guardian has observed rapier combat, including melee, is aware of the risk of injury inherent in this martial art.

1.2 Behavior on the Field

- 1.2.1 Combatants shall behave in a knightly and chivalrous manner.
 - a. Combatants shall extend the utmost courtesy to your opponent. If there is question regarding a point of honor, combatants shall give their opponents the benefit of the doubt as far as is reasonable.
 - b. Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes unfair advantage of an opponent, is prohibited.
- 1.2.2 All combatants shall obey the commands of the marshals overseeing the field and the Rules of the List, or be removed from the field and subject to further disciplinary action.
- 1.2.3 Disagreements between combatants or with the marshals overseeing the field shall be resolved through the established mechanisms outlined in the Marshallate Procedures of the West Kingdom.
 - a. At the end of a combat, the supervising marshal shall ask whether the combatants are satisfied with the conduct of the bout.
 - b. Unsafe maneuvers, uncontrolled attacks (such as Fleche) or excessive force blows shall be discussed on the field.
 - c. All issues should be resolved on the field or noted to the Rapier Marshal in Charge for later resolution if delay is necessary.
 - d. If the RMIC can not come to a mutually satisfactory solution, the aggrieved combatant shall write an official letter of complaint to the Regional Marshal.
- 1.2.4 Each person on the field of combat shall maintain control over his or her temper and behavior at all times.
- 1.2.5 Striking an opponent with excessive force or with deliberate intent to injure is forbidden.
- 1.2.6 Conduct obstructive of normal rapier combat, such as the consistent ignoring of blows, deliberate misuse of the rules (such as calling HOLD whenever pressed), or the like, is forbidden.
- 1.2.7 All rapier combat shall be done in the round. In the case of a combatant who has lost his/her leg, the mobile combatant may not move beyond 90-degrees to either side of a grounded fighter's centerline during single combat. (Reference Rule 1.4.8)

1.3 Use of Weapons and Parrying Devices

- 1.3.1 Blows are struck by: thrusting with the point of the blade (thrust); sliding the edge of the blade by drawing (draw cut) or pushing (push cut); or by placing the tip of the blade upon, and then drawing it across an opponent (tip cut). For draw, push, and tip cuts, the length of the cut shall be 6 inches.

- 1.3.2 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.
 - a. Percussive cuts shall be delivered with the edge of the blade striking the armor.
 - b. Necessary impact is defined as noticeable pressure, with momentum in the direction of the cut.
- 1.3.3 Chopping or hacking blows are not permitted in heavy rapier combat.
 - a. For cut and thrust rapier, they still must be delivered with sufficient control.
 - b. Fast circular movements (such as moulinets) may be used to place a blade for allowable thrusts and cuts in both categories of rapier combat.
- 1.3.4 Parries may be performed with weapons, parrying devices, the gloved hand or any other part of the body.
 - a. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking or other unsafe behavior occurs.
 - b. Grasping the blade is forbidden and will result in the loss of the bout. When a blade has been grasped by an opponent, "HOLD" shall be called.
 - c. Though the gloved hand may be used to parry, it shall not be used to grasp or strike an opponent.
 - d. In Heavy Rapier, all intentional body-to-body contact is forbidden, for example using one's hand to parry by placing it against one's opponent's hand or arm.
 - e. In Cut and Thrust Rapier, the open, gloved hand may be used to parry the opponent's hand, if neither fighter is wearing chain or rigid hand protection. All other intentional body-to-body contact is forbidden.
- 1.3.5 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.
- 1.3.6 Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited. Blades and other offensive portions of weapons are approved. There will be no other intentional parrying device to body contact.

1.4 Acknowledgement of Blows

- 1.4.1 In judging blows, all combatants are presumed to be wearing common civil attire of the period, not armor.
- 1.4.2 The entire body is a target area.
- 1.4.3 For the purpose of these rules the following definitions apply:
 - a. Arm: From the point of the shoulder to the wrist bones not including the armpits.
 - b. Hand: From the wrist bones to the fingertips.
 - c. Leg: From the hip joint to the ankle bones, not including the groin.
 - d. Foot: From the ankle bones to the toe tips.
 - e. Torso: The chest, back, abdomen, groin (to the combatant's hand width of the inner leg), and sides up to and including the armpits (to the combatant's inner hand width down the inner arm).
 - f. Neck: From the collarbone to the jaw line.
 - g. Throat: The front of the neck between and including the jugular furrows.
- 1.4.4 Tourneys 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.

- 1.4.5 Attacks will be counted as though they were struck with a real blade, extremely sharp on point and edge.
1. Any blow that would have penetrated the skin shall be counted a good blow.
 2. Any blow with noticeable pressure in line with the attack is valid.
 3. Draw, Push, Tip and Percussive cuts must be struck with the edge of the blade. "Flat" shots are not valid.
 4. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh.
- 1.4.6 A valid blow to the head, neck, torso, groin, or armpit shall be judged incapacitating, rendering the combatant incapable of further combat.
- 1.4.7 A good blow to the arm will disable the arm. A good blow to the hand shall render the hand useless. The incapacitated hand may be held as a fist and used to parry.
- 1.4.8 A valid blow to the foot or leg will disable the leg.
- a. For heavy rapier, the fighter must then fight kneeling, sitting, or standing.
 1. Kneeling or sitting fighters may not rise up off of the ground or their own feet. Standing fighters must balance upon the unstruck leg.
 2. In tournament, the fighter should be turned so that he or she is not facing into the sun and allowed to settle prior to re-engaging.
 3. In melee, the legged fighter may re-orient to face the action (Reference Section 1.5).
 - b. For cut and thrust rapier, valid blows to the leg or foot are considered incapacitating, rendering the fighter incapable of further combat.
- 1.4.9 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 combatant 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.
- 1.4.10 A bout may be won by rendering one's opponent "disinclined to continue", for whatever reason.

1.5 Melee Rules for Rapier Combat

- 1.5.1 The RMIC will determine the number of Marshals required to maintain the safety of the combatants.
- 1.5.2 In melees, combatants are engaged with all opponents immediately upon the call to "lay on".
- 1.5.3 Fighters may strike any opponent with any legal blow if they are within the 180 degree arc of the opponent's front. (Reference Rule 1.4.8)
- a. A fighter who approaches an opponent from behind shall not deliver a blow until he is within that frontal arc.
 - b. A fighter may never deliberately strike an opponent from behind.
- 1.5.4 Killing from behind is allowed if it has been announced beforehand by the RMIC.
- 1.5.5 The Society norm for "death from behind" in melees shall be:
- a. 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.
 - b. Reaching around the neck is forbidden.

- c. The opponent will be deemed "killed" from the instant the blade touches his shoulder and shall not attempt to spin, duck or dodge away.
 - d. Daggers may also be used but care must be taken not to punch or strike the fighter with the guard or quillions of the dagger when so used.
 - e. 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 for misuse of the rules and obstructive behavior.
- 1.5.6 In special scenario melees (e.g., bridge or town battles), additional restrictions may be imposed by the marshals as needed.
- 1.5.7 Cut and thrust rapier as a combat form may not be used in melees at this time.
- 1.5.8 Do not drop, throw, set down, or otherwise leave anything on a melee field during combat. Items may be handed to a Marshal, but only at the Marshal's discretion.

1.6 Halting Rapier Combat

- 1.6.1 Holds may be called by anyone for any reason. Marshals and fighters shall pay special attention for missing tips or broken blades, other faulty equipment, bare skin, and non-combatants entering the field.
- 1.6.2 Upon hearing the call of "HOLD" all fighting shall immediately stop. The combatants shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.
- 1.6.3 Once a hold is called, only a marshal can lift it.

2. Equipment

2.1 General Equipment Requirements

- 2.1.1 No piece of equipment may have rough or sharp edges.
- 2.1.2 All equipment shall be in good repair and safely able to withstand combat stresses
- 2.1.3 Equipment that is likely to break or damage other equipment is prohibited. This includes but is not limited to blade-trapping quillions and 'sword-breaker' daggers.
- 2.1.4 Equipment that fails inspection may not be used until it has been repaired or modified and passes re-inspection by the RMIC.
- 2.1.5 Specified cloaks, specified projectile weapons, and scenario-specific, non-weapon props are the only equipment that may be thrown. (reference rule 2.4.3.b and rule 2.5.9)
- 2.1.6 Equipment shall show an attempt at being period in appearance.

2.2 Protective Equipment (Armor)

- 2.2.1 All gear shall be formally tested (including fabric and mask tests, as appropriate) at least once every two years. Compliance is the responsibility of the individual fighter.
- 2.2.2 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.

- 2.2.3 Refer to Society Appendix 1 on Testing Standards. The 'broken foil' method is not a standard permitted in the West Kingdom.
- 2.2.4 Definitions – Any material that meets the definition for a category shall be counted in that category. In order of increasing resistance:
- a. Resilient Padding: Any material that absorbs some of the force of a blow. Examples include, but are not limited to:
 1. $\frac{1}{2}$ inch (6 mm) closed cell foam
 2. 5 mm neoprene (mouse pads)
 3. 8 ounce (4 mm) leather
 - b. Abrasion-resistant material: Any material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials. Examples of acceptable materials include, but are not limited to:
 1. Broadcloth
 2. A single layer of heavy poplin cloth (35% cotton/65% polyester trigger cloth)
 3. Opaque cotton, poly-cotton or lycra/spandex mix tights
 - c. Puncture-resistant material: Any fabric or combination of fabrics that will predictably withstand puncture. Acceptable 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. Kevlar is not an acceptable material, as it degrades rapidly. Examples of acceptable materials include, but are not limited to:
 1. 4 ounce (2mm) leather
 2. 4 layers of heavy poplin cloth
 3. Ballistic nylon rated to at least 550 Newtons
 4. Commercial fencing clothing rated to at least 550 Newtons
 - d. Rigid Material: Any 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 acceptable materials include, but are not limited to:
 1. 22 gauge (0.8 mm) stainless steel
 2. 20 gauge (1.0 mm) mild steel
 3. 16 gauge (1.6 mm) aluminum, copper, or brass
 4. 8 ounce (4mm) hardened leather
- 2.2.5 No skin shall be bared regardless of the fighter's stance or movement.
- a. There shall be at least a 2 inch (50mm) overlap between separate pieces of protective clothing.
 - b. Any hole or opening that could admit a blade shall have a 2 inch (50 mm) overlap with appropriate materials.
- 2.2.6 Additional protective equipment that does not interfere with proper acknowledgement of blows may be used. Fighters adhering to 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.
- 2.2.7 Head and Neck Protection
- a. The front and top of the head must be covered by rigid material to below the jaw line and behind the ears.
 1. Standard 12 kg fencing masks are known to meet this standard.
 2. If built to this standard, fencing helms are also acceptable.
 3. 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. The face must be covered by either 12 kg 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.

- c. 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).
 1. If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard, commercial 12 kg mask punch.
 2. Any advanced or senior marshal trained in the use of the punch may perform the test.
- d. Masks and helms must be secured to the combatant, so that they cannot be easily removed or dislodged during combat. The combination of snug fit and the spring-tongue (with or without the elastic) in a conventional fencing mask are NOT sufficient, by itself, to secure the mask to the combatant.
- e. 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 puncture resistant material (as a hood), one quarter inch (1/4") (6 mm) of closed-cell foam, other resilient padding, or the equivalent.
- f. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.
- g. The rest of the head and neck must be covered by at least puncture resistant material.

2.2.8 Torso Protection

- a. The entire torso must be covered with puncture-resistant material.
- b. 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.
- c. 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.
- d. Female fighters shall wear puncture resistant groin protection.

2.2.9 Arm and Leg Protection

- a. Hands shall be protected by gloves, made of abrasion resistant material, that overlap any sleeve openings as above.
- b. For cut and thrust rapier, the wrist bones (both points), the back of the hand, and the back of the fingers and thumb (including knuckles) will be protected by at least resilient padding. Rigid materials are also acceptable. The weapon or parrying device may provide part of the protection.
- c. Feet shall be protected by boots, shoes, or sandals, comprised of at least abrasion-resistant material.
- d. Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.
- e. For cut and thrust rapier, elbows and knees (all three points) must be further protected by a minimum of resilient padding. Rigid materials are also acceptable.

2.3 Standard Offensive Equipment (Weapons)

- 2.3.1 Blades will be specified as to which type of rapier combat they are allowed for. This list is kept in Appendix 5 of the Society Rapier Rules. All Society approved steel heavy rapier and cut and thrust blades are permitted in the West Kingdom. No rattan daggers will be permitted. Offensive bucklers are not permitted.

- 2.3.2 Only blades listed in Appendix 5 – Blade Types and Conventions are permitted for use. Fighters or marshals desiring an exception must apply to the Deputy Society Marshal for Rapier Combat and will be considered on a case-by-case basis.
- 2.3.3 Some blades are permitted in both heavy rapier and cut and thrust rapier. Care must be taken by the fighters as to agree on which set of rules (i.e. which category of rapier combat) apply to each bout.
- 2.3.4 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.
- 2.3.5 Orthopedic (or "Pistol") grips will not be used unless the fighter has approval by the KRM for medical reasons, supported by documentation from their health care provider.
- 2.3.6 Any blade with kinks, sharp bends, or cracks shall not be used.
- a. Steel blades that develop these defects cannot be repaired and must be retired.
 - b. Flexidaggers with "S" curves shall not be used unless they can be properly re-curved.
- 2.3.7 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:
1. The tang of the weapon may be altered.
 2. Heavy rapier and cut and thrust rapier blades may be shortened so long as they maintain acceptable flexibility.
- 2.3.8 All steel blades must be reasonably flexible. If doubt exists about a weapon's flexibility, an acceptable field test is detailed in Society Appendix 1.
- 2.3.9 Rigid steel "parrying-only" daggers such as those made from cut down blades will not be allowed.
- 2.3.10 All steel blades must have a flattened or rolled tip. A nut or other blunt metal object designed to spread impact may be welded or otherwise secured 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.
- 2.3.11 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 (9 mm) diameter.
 - b. Tips must be firmly taped or glued in place.
 1. The tip must be of a color contrasting with the blade so that the tip's absence is readily apparent.
 2. If tape is used, it must contrast with both blade and tip.
 3. The end of the blunt shall remain visible for inspection.
- 2.3.12 Weapons must use a hand guard such as a cup hilt, swept hilt or quillions and knucklebow. The ends of quillions must be blunt.
- 2.3.13 The length of a steel dagger blade from guard to tip may not exceed 18 inches (47 cm).

2.4 Standard Defensive Equipment

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

- 2.4.2 Rigid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering.
- a. Bucklers may have any shape as long as the area does not exceed the area of a 20-inch (50cm) diameter circle.
 - b. Batons may be of any reasonable length and weight. The RMIC shall determine what is or is not reasonable.
 - c. Open ended items shall be capped, plugged or otherwise sealed where a hole exists that would allow a tipped weapon to enter at the end facing the opponent.
 - d. Armored Parrying gauntlets shall be made of Rigid Material or chain mail that completely covers the entire hand and wrist.
 1. The gauntlet will protect against cuts.
 2. It shall not protect against thrusts or blade grasping. (Reference Rule 1.4.10.c)
- 2.4.3 Soft, non-rigid devices such as cloaks may be made of cloth, foam, leather and similar materials.
- a. Cloaks and other non-rigid defensive equipment will stop a straight thrust for a distance of 8 inches behind the device.
 - b. Cloaks with a drop length greater than 36 inches (90 cm) may not be thrown.
 - c. Non-throwing cloaks may have fasteners (including metal) where the combatant grasps it.
 - d. Throwing cloaks are not permitted to have any rigid materials.
 - e. 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.
- 2.4.4 Non-rigid parrying devices may be weighted with soft material such as rope or rolled cloth. They shall not be weighted with any rigid material, or with materials which are heavy enough to turn the device into a flail or impact weapon.

2.5 Non-Standard Equipment

- 2.5.1 Any equipment or equipment use not previously defined in these rules is considered non-standard.
- 2.5.2 Non-Standard devices and/or techniques must be approved on a case by case basis by the RMIC.
- 2.5.3 An opponent may decline to face non-standard devices without forfeiting a bout.
- 2.5.4 Case/Florentine/Two-swords will be considered non-standard in Cut and Thrust Rapier.
- 2.5.5 Fiberglass Rapiers and daggers will be considered non-standard weapons but, if used, must be constructed to the following standards:
- a. The weapon shall have a blade constructed solely of fiberglass rod or equivalent and fiberglass tapes. The metal hilt may extend 4 inches (10 cm) along the blade for mounting purposes.
 - b. The blade shall be wrapped in vinyl duct tape (not cloth backed), or such other tape as will not tear readily. Fiber reinforced strapping tape may be used in constructing the weapon, but must be completely covered by the outer wrapping tape.
 - c. The blade must be capable of easily bending to 90° and show no signs of failure or fatigue when so flexed.
- 2.5.6 Shields not meeting the definition of a buckler are considered non-standard.

- 2.5.7 Combat archery (CA), throwing weapons, and/or mock-gunnery gear (such as rubber-band guns) are permitted to be used in rapier melee combat, as long as safety standards for those arts are met.
- a. CA Standards are defined in Appendix B. The CA and Rapier Marshallate have joint responsibility for this area. Combat Archers on the rapier field shall meet the minimum standard for rapier armor.
 - b. For other projectile weapons, the RMIC shall insure safe use.
- 2.5.8 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.

3. Authorizations

3.1 General Requirements for Combat and Marshallate Authorizations

- 3.1.1 Competence in other SCA combat styles does not automatically mean competence in rapier. Separate warrants and authorizations in rapier combat are required.
- 3.1.2 Authorizations are a privilege, not a right.
- 3.1.3 The applicant must provide their Society and Legal names, a mailing address, phone number, and email address (when available).
- 3.1.4 The applicant must have a current waiver or indemnity on file.
- 3.1.5 Only a Senior Marshal shall perform authorizations.
- a. An experienced, authorized rapier fighter shall witness and/or fight bouts during combat authorizations.
 - b. All individuals involved must agree to the authorization of the candidate.
- 3.1.6 The authorizing marshal must send the Database Deputy Earl Marshal the authorization paperwork within 7 days.
- 3.1.7 A temporary card may be issued at the time of the test.
- 3.1.8 Authorizations will last for no more than four years.
- a. Candidates who have been fighting and/or marshalling without complaint at West Kingdom events shall have their authorizations extended.
 - b. Candidates who allow authorizations to expire shall retest. The KRM may waive re-testing requirements.
- 3.1.9 Authorizations must be signed and dated in ink on an applicable WK Authorization Card.
- 3.1.10 Anyone relocating to the West who has a current Heavy Rapier or Cut and Thrust Rapier authorization from another Kingdom may continue to use those weapons forms until his/her card expires or six months go by, which ever comes first.

3.2 Combat Authorizations

- 3.2.1 Basic Rapier
- a. This authorization is a prerequisite for heavy rapier combat and for melee and Cut and Thrust authorizations.
 - b. The fighter must demonstrate knowledge and understanding of the WK Rapier Combat Standards and Conventions that pertain to Heavy Rapier.

- c. The fighter must demonstrate safe offense and defense with each hand while mobile and legged with such weapons and parrying devices as the marshal chooses.

3.2.2 Melee

- a. The fighter must hold a current WK basic rapier authorization.
- b. The fighter must have received training in melee with an advanced marshal at a West Kingdom event or practice.
- c. Topics to be included in training are covered in the WK Rapier Melee Manual (reference Appendix C).
- d. This requirement may be waived if the fighter has equivalent training or experience (such as an authorization from another kingdom).
- e. The fighter must demonstrate knowledge and understanding of the WK Rapier Combat Standards and conventions that pertain to melee combat.
- f. The fighter must demonstrate safe offense and defense in a melee scenario or scenarios, including death from behind.

3.2.3 Cut and Thrust

- a. The fighter must hold a current WK basic rapier authorization.
- b. The fighter must have completed training in Cut and Thrust Rapier with the WK Marshallate as specified by the KRM (detailed in Appendix D).
- c. The authorization will be conducted by two Senior Marshals.
- d. The fighter must demonstrate an understanding on the WK rapier combat standards and conventions that pertain to Cut and Thrust rapier.
- e. The fighter must demonstrate safe cuts and defense with both hands.

4. Rapier Administration

4.1 Rapier Marshallate Organization

4.1.1 Combat Marshal (CM)

- a. May marshal single and melee combat.
- b. May inspect armor and weapons under the indirect supervision of an advance marshal.

4.1.2 Advanced Marshal (AM)

- a. May inspect armor & weapons.
- b. May also serve as a marshal in charge of an event or practice (RMIC).
- c. May serve as a branch marshal

4.1.3 Senior Marshal (SM)

- a. May authorize combatants & marshals up to Advanced Marshals.
- b. May assist KRM in the authorization of Senior Marshals.
- c. May serve as a Principality or Marches (Regional) Marshal.
- d. May Serve as KRM.

4.1.4 Rapier Marshal in Charge

- a. Oversees all aspects of safety and proper conduct of rapier combat at an event.
 - 1. Need not be present in the vicinity of all rapier combat, but must be readily accessible.
 - 2. If for any reason it is not possible to conduct rapier combat safely, the RMIC shall withdraw sanction from rapier activities at the event.
- b. May not participate in rapier combat at any Rapier Tournaments or War Scenarios for which he/she is the marshal in charge. May participate in rapier combat during practices and pick-up fights. May participate in Tournaments and Scenarios if someone else serves as the RMIC for those.
- c. May suspend combatants from fighting for the duration of the event.

- d. Must submit an event report within 7 days to the autocrat, Marshal in Charge (if applicable) and Regional Marshal which includes:
 - 1. Event, autocrat and site information.
 - 2. A list of all authorizations including success or not.
 - 3. The number of participants in Rapier Combat.
 - 4. A description of any problems or disputes that occurred during the fighting including suspensions, injuries requiring the attention of medical professionals, and broken equipment.
 - 5. Information on any experimental activities conducted.
- 4.1.5 Branch Rapier Marshal:
- a. Coordinates Rapier Combat in their local branch (Baronies, Shires, etc).
 - b. Ensures that branch sponsored events/practices have an RMIC.
 - c. Must be a Member of the SCA.
 - d. Must report quarterly to the Regional Marshal.
- 4.1.6 Principality or Marches (Regional) Rapier Marshal:
- a. Coordinates all Rapier Combat within their Region.
 - 1. Ensures that all branch marshals within the region are warranted.
 - 2. Ensures that event and quarterly reports for the region are filed.
 - 3. Forwards injury reports to the Regional Chiurgeon.
 - 4. Ensures that all Regional events have an RMIC.
 - b. Serves as the head of the disciplinary committee of their region. May implement disciplinary procedures up to and including twelve month suspensions of authorization.
 - c. Must be a Member of the SCA.
 - d. Reports to the Regional Earl Marshal and the Kingdom Rapier Marshal.
- 4.1.7 Kingdom Rapier Marshal (KRM):
- a. Oversees all Rapier Combat within the Kingdom of the West.
 - b. Maintains the Rules for Rapier Combat in consultation with the KEM and the Crown.
 - c. Works in conjunction with the KEM and the Crown of the West regarding permanent revocation of a marshal's or combatant's authorization.
 - d. Must be a Member of the SCA.
 - e. Reports to both the KEM and the Society Rapier Marshal.
- 4.2 Marshallate Authorizations**
- 4.2.1 All general authorization requirements apply.
- 4.2.2 Authorized marshals need not be authorized fighters.
- 4.2.3 Combat Marshal Authorizations
- a. The candidate shall have assisted in marshalling and inspections at 3 tourneys and one melee or have had equivalent experience.
 - b. The candidate shall demonstrate knowledge of the rules of the list and West Kingdom armor and weapons requirements.
 - c. The candidate shall demonstrate safe conduct of a tourney or melee.
- 4.2.4 Advanced Marshal Authorizations
- a. They shall have assisted with organization and reporting at 3 tourneys and one melee or have had equivalent experience.
 - b. The candidate shall demonstrate the roles and responsibilities of a RMIC including problem equipment inspections, chain of grievances, and reporting requirements.
- 4.2.5 Senior Marshal Authorizations

- a. The candidate shall have permission from the KRM to attempt authorization.
- b. The authorization shall be performed by two Senior Marshals.
 - 1. The KRM may delegate marshals to perform the authorization.
 - 2. The KRM may make special accommodations for outlying areas.
- c. The candidate shall demonstrate the ability to run a real or mock authorization.

4.3 Sanctions (definitions listed in increasing severity)

- 4.3.1 A verbal warning may be issued by any marshal and reported to the RMIC.
 - a. If infractions of the rules and conventions covering rapier combat occur during a bout or melee, the supervising marshal shall warn the combatants involved and take steps to prevent their recurrence.
 - b. If the infraction reoccurs repeatedly or no other solutions are workable, the combatant responsible will be deemed defeated.
 - c. If infractions are of a serious nature, the combatant may be referred to the RMIC for temporary suspension.
- 4.3.2 A written warning may be issued by Regional Marshals.
- 4.3.3 A temporary suspension may be issued by the RMIC or Regional Marshal.
- 4.3.4 Probation may be issued by the Regional Marshal on the advice of the disciplinary committee.
- 4.3.5 Mandatory re-training may be issued by the Regional Marshal on the advice of the disciplinary committee.
- 4.3.6 A suspension may be issued by the Regional Marshal on the advice of the disciplinary committee.
- 4.3.7 Permanent revocation may be issued by the KRM in conjunction with the KEM and the Crown.

4.4 Disciplinary Procedures

- 4.4.1 When a temporary suspension is initiated the following events shall occur:
 - a. The Regional Marshal shall establish the factual basis of the suspension.
 - b. If the Regional Marshal thinks probation or a more severe sanction is required, the Disciplinary Committee shall be convened.
 - c. The Committee shall agree on the factual basis and recommend action.
 - d. The Regional Marshal is responsible for notifying the combatant/marshal and KRM of the outcome in writing.
 - e. The KRM will handle notification of other authorities as appropriate.
- 4.4.2 Any combatant/marshal who is reinstated after a suspension shall be placed on probation for a minimum 6-month period.
- 4.4.3 Any suspended combatant/marshal whose authorization(s) expire(s) must reauthorize.
- 4.4.4 Probationary combatants/marshals who have their authorization(s) suspended shall be recommended to the PRM/KRM for a 12 month suspension of authorizations.
- 4.4.5 Any combatant/marshal who has their authorization(s) suspended twice may be recommended to the KRM for permanent revocation of all rapier authorizations.

4.5 Appeals

- 4.5.1 All marshallate decisions may be appealed to the next highest authority in the order of RMIC, Branch Rapier Marshal, Regional Rapier Marshal, Kingdom Rapier Marshal, Earl Marshal, Crown of the West, and finally SCA, Inc. in the form of the Society Rapier Marshal/Earl Marshal and Board of Directors.
- 4.5.2 Appeals against rulings may be taken to a higher authority if resolution cannot be found at a lower level.
- 4.5.3 Formal appeals must be lodged within 72 hours of being informed of the decision. Appeals to a higher authority must be lodged in writing.

5. Appendices

5.1 Society Appendices can be found in one or more separate documents found at <http://sca.org/officers/marshal/combat/rapier/index.html>

- 5.1.1 Appendix 1 - Testing Standards For SCA Rapier Combat
- 5.1.2 Appendix 2 - Procedures For Experimentation In Rapier Combat
- 5.1.3 Appendix 3 - Procedures For Creation Of A Drop Tester
- 5.1.4 Appendix 4 - Procedures For Use Of A Drop Tester
- 5.1.5 Appendix 5 - Blade Types And Conventions

5.2 West Kingdom Appendices will be kept updated on the web.

- 5.2.1 Appendix A – West Kingdom Youth Rapier Combat Experimental Program
- 5.2.2 Appendix B – West Kingdom Combat Archery Standards for Rapier
- 5.2.3 Appendix C – West Kingdom Melee Training Manual
- 5.2.4 Appendix D – West Kingdom Cut and Thrust Training Manual
- 5.2.5 Appendix E – West Kingdom Rapier Marshals Manual