Kingdom of Avacal: Book of Rapier

This Book of Rapier Combat,

Approved on the 27 day of June, 2015 A.S. 49

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A. Introduction

The goal of Rapier Combat within Avacal is to safely recreate western European swordsmanship originating in the last Renaissance, as applied to arms commonly referred to as rapier. To better enable the Avacal rapier community with a workable framework to realize this goal, there is a primary focus on the promotion of safe and accurate period weapon simulators and techniques that were used during this time.

1. Overview

The Avacal Rapier Combat Handbook (RCH) defines the rules, expectations, and policies necessary for conducting and promoting rapier combat within the Kingdom of Avacal, which includes only Heavy Rapier. “Light” Rapier, as defined in the Rapier Rules for the Society of Creative Anachronism, is not allowed within this Kingdom. Cut and Thrust combat is governed by the Avacal Book of Cut and Thrust.

Rapier Combat in Avacal shall be conducted in accordance with the Rules of the Lists of the SCA, Inc. page 32, the Society Rapier rules, Kingdom rules, and such further directives as are established for and within the Kingdom of Avacal. 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 Marshalate.

In addition, these rules apply to all participants of rapier combat in the Kingdom of Avacal, whether combatant or marshal, and supersede any previous publication of both the Avacal Book of Rapier Combat and the Rapier Marshals Handbook (which is now combined into this document).

2. Purpose

The purpose of these rules is to provide a framework for the safe and fun practice of these arts, while retaining as much of the historical flavor as possible.

The core principles that lie at the heart of the standards and guidelines for Avacal Rapier Combat are those of safety and respect.

B. Rapier Combat

1. Rules and Guidelines

1.1. Glossary

“Arm and Stand Ready”  Being prepared to enter the field and fight when called. This means a fighter has done the following:
- Put on all required armor, and selected the appropriate weapons
- Moved to the designated field

<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack</td>
<td>A blow (q.v.) or Death From Behind (q.v.); an attempted blow.</td>
</tr>
<tr>
<td>Authorization</td>
<td>The process where a potential fighter demonstrates adequate knowledge of the rules, adequate safety with weapons and adequate ability to call blows.</td>
</tr>
<tr>
<td>Blind Attack</td>
<td>An attack made when unable to see the intended opponent. This type of attack is usually a reaction to an opponent approaching from behind during a melee, or attacking an opponent around an obstacle. Not legal.</td>
</tr>
<tr>
<td>Blow</td>
<td>The impact caused by a blade or shot.</td>
</tr>
<tr>
<td>Blow Calling (Call Blows)</td>
<td>The ability to recognize and properly acknowledge a blow.</td>
</tr>
<tr>
<td>Case fighting</td>
<td>Fighting with a rapier in each hand.</td>
</tr>
<tr>
<td>Cloth</td>
<td>A blow which only strikes the fighter’s clothing (or other attire) and would miss, even if the attack would have continued un-impeded. Shots that are stopped by clothing that would have connected without the clothing present are still valid.</td>
</tr>
<tr>
<td>Cut</td>
<td>A blow completed by the relative motion of the blade’s edge upon the target. The motion may be caused by the target moving along the blade, the blade moving along the target, or some combination of both. The cutting motion must be toward the hilt, toward the point, or a “draw” at the extreme end of the edge over the target.</td>
</tr>
<tr>
<td>Death from Behind</td>
<td>A specialized attack sometimes allowed during melee combat where the attacker &quot;kills&quot; an opponent from behind without attempting to strike. Death from Behind is a minimal contact, or no contact, form of attack.</td>
</tr>
<tr>
<td>Death Lunge</td>
<td>An attack made by a kneeling fighter who lunges and throws their weight in front of their knees, causing them to fall forward. A Death Lunge is also called a “dead man’s lunge.” Death lunges are not legal.</td>
</tr>
<tr>
<td>Field of Contact Engagement (FCE)</td>
<td>A 180° field in front of a fighter as defined by an imaginary line drawn through both shoulders of the fighter. The FCE has no size limit.</td>
</tr>
<tr>
<td>Flat</td>
<td>Any blow that is delivered with the flat of the blade. Not valid.</td>
</tr>
<tr>
<td>Hold</td>
<td>A command used to immediately stop all fighting on a field.</td>
</tr>
<tr>
<td>Late Attack</td>
<td>An attack delivered by a fighter AFTER they have received a valid blow that would have ended the fight (death, or an attack that disables the weapon arm). If a fighter begins their attack PRIOR to receiving a valid blow, and cannot halt their motion before striking their opponent the attack is not considered late.</td>
</tr>
<tr>
<td>&quot;Light&quot; (Light Blow)</td>
<td>A term used ONLY in armored combat to describe a blow that strikes with insufficient force. This term DOES NOT apply to Avacal rapier combat.</td>
</tr>
<tr>
<td>Localized Hold (&quot;Bubble Hold&quot;)</td>
<td>A hold that stops all fighting in a portion of the fighting field. Localized holds are typically used during melee combat.</td>
</tr>
<tr>
<td>Melee Combat</td>
<td>Any fighting scenario with more than one combatant on each side. Examples of melees include tavern brawls, team tourneys, wars, or ship battles.</td>
</tr>
<tr>
<td>Term</td>
<td>Definition</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>---------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Percussive Cut</td>
<td>A forceful blow delivered by the edge of a simulator, irrespective of cutting movement that is characterized by bouncing off the target after making contact. Cuts by definition have a percussive element to some degree and cuts with such an excessive percussive element are not allowed.</td>
</tr>
<tr>
<td>Posting</td>
<td>Standing without stepping and both feet no more than shoulder width apart.</td>
</tr>
<tr>
<td>Practice Tourney</td>
<td>A tourney designed to teach proper list behavior to new or inexperienced fighters. A practice tourney follows all the rules for normal tourneys, except that a fighter is not required to have an authorization in order to fight. These tourneys are typically held at practice and must be supervised by a warranted marshal.</td>
</tr>
<tr>
<td>Rapier Authorization</td>
<td>Permission to fight with any of the basic rapier weapon combinations</td>
</tr>
<tr>
<td>Rubber Band Gun (RBG)</td>
<td>A type of missile weapon that uses surgical tubing bands as ammunition</td>
</tr>
<tr>
<td>Short</td>
<td>Any “cut” that initially strikes with the edge of the blade, but has insufficient continuous contact</td>
</tr>
<tr>
<td>Shot</td>
<td>A blow delivered by the round of a rubber band gun</td>
</tr>
<tr>
<td>Simultaneous Kill (“Double Kill”)</td>
<td>A situation where both fighters land valid &quot;killing&quot; blows. For a simultaneous kill to occur, both blows must happen at the same time, OR if fighter A is struck while in mid motion (and unable to halt action), and strikes fighter B within that same time</td>
</tr>
<tr>
<td>Single Combat</td>
<td>Fighting where a single fighter faces a single fighter on the field</td>
</tr>
<tr>
<td>Tactical Rules and Parameters (TRPs)</td>
<td>Rule enhancements used to clarify application of the ABCs for a particular tourney or melee scenario. TRPs explain proper blow acknowledgement, the objective of a melee scenario, the use of RBGs, or other situations left to the MiC’s discretion. The TRPs must not contradict any of the rules specified in the Rapier Combat Handbook.</td>
</tr>
<tr>
<td>Thrust</td>
<td>A blow that directs pressure down the long axis of the blade, through the point.</td>
</tr>
<tr>
<td>Tip Cut</td>
<td>In the Kingdom of Avacal, this is defined as a cut that draws the point (tip) of the blade across the target.</td>
</tr>
<tr>
<td>Two Handed Rapier Combat</td>
<td>Two Handed Rapier Combat is defined as any style where a weapon with a handle greater than 8” long is used for the intent of using two hands are used on the sword at the same time. At all times during use the fighter shall keep, at minimum, one hand fully within the marked forward portion of the grip. The exception being momentary actions to change which hand is forward on the grip.</td>
</tr>
<tr>
<td>Weapons Safety</td>
<td>The ability to attack and defend in a coordinated fashion without presenting a hazard to one’s self or their opponent. A fighter who demonstrates proper weapons safety has control of their attacks and defensive responses, their movement on the field, the force of their blows, and their temper.</td>
</tr>
</tbody>
</table>
1.2. General Information

1. All combatants, prior to every combat or practice, shall ensure their equipment is safe, in good working order and has been inspected by a Rapier Marshal as designated by the MiC. Even though a member of the Kingdom Marshalate 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.

2. At any inter-kingdom event guest combatants shall meet the SCA minimum standards for protective gear, but shall comply with whatever weapons standards are being used by the host kingdom for that tourney.

3. Should a situation arise that is not explicitly covered by Society 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.

4. A fighter must provide written or electronic (via the Avacal Authorization Lists Database) proof that they have a valid Rapier Authorization to fight in tourneys, melees, or wars.

1.3. Authorizations

1. Combat authorizations are not rights - they are privileges extended to the fighter by the Crown of Avacal.
   a. Fighters who abuse these privileges are subject to disciplinary action as described in the Marshal’s section of this Guidebook. Consistent patterns of abuse can lead to the suspension of a fighter's authorization.

2. The authorization card is proof that a fighter has demonstrated knowledge of the rules, safe use of weapons, safe conduct on the field, and has a current fighter waiver on file with the Kingdom Lists Office.
   a. Due to SCA corporate rules, a fighter may not possess authorization cards from two different kingdoms. If a fighter resides in Avacal, they may only possess and maintain an Avacal authorization card.
   b. See Section C.5 for more information

3. Ownership of weapons and armor is not required for authorization. However, any equipment used must meet the requirements of these rules

4. It is the fighter’s responsibility to make arrangements with a Warranted Rapier Marshal to test for authorization. NOTE: Fighter’s authorizing at an event are allowed to compete in any tournaments which occur during the same event, after they have been approved.

1.4. Minors

1. The minimum age for training and authorizing in Rapier is 14
   a. All minors must check the 'Minor' Box on their authorization card until they reach the age of 18.
   b. All minors must have an Avacal Minor marking on their mask/helm.

2. Minors may train and authorize, provided these conditions are met:
The parents (or guardians) of the minor shall witness rapier combat, acknowledge that they are aware of the risks inherent in this martial art, and have executed a “Minor’s Waiver and Informed Consent to Participate in SCA Combat”.

Kingdom Rapier Marshal (or Principality/Regional deputy ONLY) witnesses the above conditions are met and signs the authorization paperwork.

3. At any event in which the minor is involved in SCA Combat-Related Activities the minor must have either a parent or guardian present during combat, or must be in possession of a properly executed “Medical Authorization Form for Minors.” The Medical Authorization Form must designate an adult that is present during the combat activity who has the parent or guardian’s permission to authorize medical treatment in the case of an emergency.

1.5. Offensive and Defensive Actions

1. Attacks that are permitted for Rapier Combat in Avacal are thrusts, cuts, Shot (RBG) and Death From Behind, but Death From Behind is only allowed in melee styled combat.
   a. Attacks are invalid when it is an invalid blow, Death Lunge or a Late Attack
   b. A blow is invalid when it is Flat, Short or Cloth.

2. A cut must meet one of the following requirements, or it shall be considered to be Short:
   a. The edge has at least 6 inches of continuous contact
   b. The edge has continuous contact equal to ¼” of the target circumference
   c. The edge and the point are simultaneously drawn over the target.

3. Cuts that consist solely of a percussive element are not valid for Rapier Combat.

4. Any fighter consistently delivering cuts with only a percussive element during Rapier Combat will first be given a warning for improper conduct, followed by the appropriate level of Discipline/Sanction(s), as listed in the Marshalate section of this document.

5. A thrust shall be considered valid even when the point slides after initial contact

6. In Melee, blows delivered by the Shot from RBGs and blows delivered by blades are equivalent. A fighter must acknowledge being struck by a Shot just as if a blade struck him.

7. An opponent’s weapon or parrying device may be moved, or deflected except by any action that endangers the safety of the combatants

8. Striking an opponent with anything except a blade or shot is prohibited.

9. Though the gloved hand may be used to parry, it shall not be used to grasp or strike an opponent, or to grasp any offensive/defensive items (blades, bucklers, etc.).

10. 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.
   a. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking or other unsafe behavior occurs.

1.6. Acknowledgement of Attacks

1. In judging blows, all fighters are presumed to be wearing common civil attire of the period, not armor.

2. 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.

3. 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.

4. 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 hand width down the limb)

   shall be judged incapacitating, rendering the fighter incapable of further combat.

5. A valid blow to the hand or arm will disable the arm.

6. A valid blow to the foot or leg will disable the leg.
   a. The fighter must then fight kneeling, sitting, or posted.
   b. Fighters who choose a kneeling position may move on their knees.

7. Parries may be performed with weapons, parrying devices, the gloved hand or any other part of the body. Unintentional, fleeting contact between opponents is allowed, as long as no grappling, deliberate striking or other unsafe behavior occurs.

1.7. Behavior on the Field

1. During fighting, only the assigned field marshal(s) active fighters and the Crown are permitted within the boundaries of the fighting field.

2. Improper conduct is not permitted. Some examples of improper conduct are:
   a. Deliberately misusing, manipulating, or violating the rules.
   b. Improper calling of hold to escape a disadvantage or moving in contact with the list ropes to force a hold
   c. Consistently ignoring attacks
   d. Consistently letting invalid attacks stand
   e. Striking without control or with intent to injure.
   f. Blind attacks
   g. Intentionally pushing, grabbing, grappling, or running into an opponent

3. A fighter is warned on the first instance of improper conduct. A second occurrence results in forfeiture of the bout. A pattern of improper conduct will result in disciplinary action, as described in the Marshalate section of this Handbook.

4. A fighter must be aware of their opponent’s position on the field and not force their opponent into any field hazards.

5. If a fighter loses their only offensive weapon, it is up to their opponent whether the fighter may recover the lost weapon.

6. Disagreements between combatants or with the marshals overseeing the field shall be resolved through the established mechanisms outlined in Section C: Marshalate Procedures.
   a. At the end of a combat, the supervising marshal shall ask whether the combatants are satisfied with the conduct of the bout.
   b. All issues shall be resolved on the field.
   c. If the fighters cannot come to a mutually satisfactory solution, both fighters will receive a loss for the round, and the issue will be remanded to the MiC for later resolution.
1.8. Melee Combat

1. In melees, combatants are engaged with all opponents immediately upon the call of “Lay On”, which lasts until the scenario is completed or a hold is called.
   a. In Figure 1, all of the fighters are engaged.
   b. Fighters A and B may use any valid attack because they are within the FCE of Fighter C.
   c. Fighters D and E are not within Fighter C’s FCE. Therefore, they may only use Death from Behind or a Shot against Fighter C.

2. Fighters may only attempt to physically engage an opponent when they are within the 180 degree arc of the opponent’s front.
   a. A fighter who approaches an opponent from behind shall not attempt to physically engage until they are within that frontal arc.
   b. A fighter must never deliberately touch an opponent from behind, except with shot or Death From Behind.

3. An attacking fighter is not required to have eye contact with an opponent before initiating an attack.

4. Death From Behind is allowed in Rapier Melee unless it has been announced beforehand by the Rapier MIC that it will not be used.
   a. In Figure 1, the attacker (Fighter D or E) approaches the opponent and is NOT in the opponent’s FCE.
   b. The attacker (Fighter D) places the blade over the shoulder AND within the opponent’s vision. The blade is permitted to touch the shoulder of the attacked person. This is a deliberate exception to 1.8.2 forbidding physical contact outside of an opponent’s 180 degree arc.
   c. OR, if the attacker’s (Fighter E) approach does not permit placement of the blade over the shoulder, then the blade shall be placed in front of the opponent’s face.
   d. The attacker calls out “Death from Behind” or “You’re Dead My Lord/Lady”.
   e. The opponent is deemed “killed” from the instant the blade passes their shoulder, and shall not attempt to spin, duck or dodge away.
   f. If death from behind is not allowed in a given melee, deliberately ignoring an attacker by repeatedly maneuvering to face away (thereby preventing any attack), is misuse of the rules and obstructive behavior.

1.9. Halting Rapier Combat

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
noncombatants entering the field.
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.
3. Once a hold is called only the marshal on the field can lift it.

2. Weapons Standards

2.1. General
1. Sharp points, sharp edges or sharp 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.

2.2. Blades
1. Only blades listed in Appendix 2 – Blade Types are permitted for use.
2. 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. 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
      a rapier so long as care is taken to prevent damage to the temper of the blade. The
      blunt object will still need some form of coverage per below.
3. All steel blades must be reasonably flexible. Rigid steel "parrying-only" daggers such as those
made from cut down blades will not be allowed.
4. All blade ends must have a rigid cap firmly attached to the tip end.
   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. The tip must be of a color contrasting with
      the blade so that the tip's absence is readily apparent. If tape is used, it must contrast
      with both blade and tip. The tape shall not cover the tip of the striking surface,
5. Any blade with kinks, sharp bends, "S" curves, or cracks shall not be used. Steel blades that
develop these defects cannot be repaired and must be retired.
   a. If doubt exists about a weapon's flexibility, an acceptable field test is: Hold weapon
      parallel to the ground, supporting handle against table or bench if necessary. Hang a 3-
      ounce weight (85 grams) just behind the tip. If the blade of a dagger (out to 18" blade
      length) flexes visibly (more than 1/4 inch <6 mm>), the blade is sufficiently flexible. For a
      rapier blade (greater than 18"), the flex must be 1/2 inch (12 mm).
6. Weapons may use a hand guard such as a cup hilt, swept hilt or quillons and knuckle bow.
   The ends of quillons must be blunt.
7. Quillons must not be wider than 12 inches at their widest point.
8. Handles shall not be longer that 8 inches from the quillons to the end of the pommel for single
handed swords.

9. Any weapon having grip length of greater than 8" as measured from the quillions to the extreme end of the pommel shall be considered a two handed weapon.

10. All two handed weapons shall have a forward grip of not less than 8" as measured from the guard clearly defined either by change in coloration, change in covering material, or by a clear shaping of the contour of the grip.

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

2.3. Parrying Devices

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

2. 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.

3. Devices that predictably cause entangling of an opponent or their equipment, either by design or by repeated mishap, are not allowed. This does not exclude curved quillons.

4. A shield must have a maximum silhouette area of 530 square inches. This is equivalent to a circle with a 26" diameter.
   a. A shield may have any shape as long as the area of that shape does not exceed the maximum silhouette area.
   b. Wooden shields must be at least 1/4" thick.
   c. The edges of a wooden shield must be covered to prevent splinters. The other surfaces of the shield must be kept free of splinters, cracks, or other damage.
   d. Metal shields must have rolled edges or the equivalent.

5. Batons made from plastic tubing or plastic pipe must have a rigid cover on the end facing the opponent. Some examples of acceptable end covers are plastic caps glued onto the ends or wooden plugs glued into the ends.

2.4. Rubber Band Gun

1. WARNING: RBG are projectile weapons that are capable of causing serious injury. At all times, handle them as if loaded.

2. RBG may be used in melee scenarios only, at the discretion of the MiC
   a. An unloaded RBG may be used as a baton in single combat

3. Rubber band gun ammunition (surgical tubing bands) shall not contain any metal parts.
   a. The metal “tab” found in some zip ties are ok
   b. Additional material cannot be used to add weight to the shot (such as sand)

4. Parrying shot is considered Improper Conduct.

5. RBG is the only approved missile weapon for rapier combat (melee).

6. An RBG must not be loaded until ready for use in a scenario. Once loaded, the RBG must either be pointed up in the air or down at the ground until the start of the scenario.

7. A fighter must not point or shoot a loaded RBG towards unarmored persons.

8. Marshals shall wear eye protection when RBGs are in use during a scenario.
3. Armor Standards

3.1. Definitions

1. 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:
   a. broadcloth
   b. a single layer of heavy poplin cloth (35% cotton, 65% polyester; "trigger" cloth)
   c. sweat pants
   d. opaque cotton, poly-cotton or lycra/spandex mix tights
   e. Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.

2. Puncture-resistant material: any fabric or combination of fabrics that will predictably withstand puncture (as outlined by the Drop Test process). Examples include, but are not limited to:
   a. four-ounce (2 mm) leather
   b. four layers of heavy poplin cloth
   c. ballistic nylon rated to at least 550 Newtons
   d. commercial fencing clothing rated to at least 550 Newtons
   e. Kevlar is not an acceptable material, as it degrades rapidly.
   f. 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.

3. 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:
   a. 22 gauge stainless steel (0.8 mm)
   b. 20 gauge mild steel (1.0 mm)
   c. 16 gauge aluminum, copper, or brass (1.6 mm)
   d. one layer of hardened heavy leather (10 ounce (5 mm), 12 (6 mm) ounce is better).

3.2. Armor Requirements

1. Head and Neck
   a. The front and top of the head must be covered by rigid material to below the jaw line and behind the ears. Standard 12 kg fencing masks are known to meet this standard. If built to this standard, fencing helms are also acceptable.
   b. 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.
   c. Masks and helms must be secured to the fighter, so that they cannot be easily removed or dislodged during combat. The combination of snug fit and the spring-tongue in a conventional fencing mask is NOT sufficient, by itself, to secure the mask to the fighter.
   d. Both modern fencing masks and rapier helms, when inspected, shall comply with the rigid material standard, provisions on facial coverage, and shall show no evidence of impending failure (e.g., rust which weakens the metal involved, dents or other defects
which spread open mesh, broken weld points, etc.). If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard commercial 12kg mask punch. Marshals doing the testing shall be trained in the use of the punch. The Kingdom Rapier Marshals may elect to designate certain deputies to administer such testing.

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

f. Throat protection shall consist of rigid material, as noted above, covering the entire throat. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.

2. Torso, Armpits and Groin
   a. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) 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. Female fighters shall wear puncture resistant groin protection.

3. Arms and Legs
   a. 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.
   b. Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.
   c. 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.

4. Authorizing for Rapier Combat

4.1. Overview
   1. The fighter sets a time for the authorization with a senior rapier marshal (SRM).
   2. Temporary (“Day”) fighter authorizations are not permitted.
   3. Fighters who allow authorizations to expire shall retest. The KRM may waive re-testing requirements.
   4. Only a Senior Marshal shall perform authorizations.
      a. An experienced, authorized rapier fighter shall witness and/or fight bouts during combat authorizations.
      b. If the fighter is a minor, the SRM must be the Kingdom Rapier Marshal (see section 1.4 above for additional requirements).
   5. Authorization tests the fighter’s knowledge of the rules, and the ability to apply these rules by engaging safely in single combat.
      a. IF the fighter successfully demonstrates the requirements above:
i. Then the Senior Marshal will notify the candidate that they are now authorized. The new fighter and marshal will properly complete the Avacal Four Year Authorization form.

ii. The bottom part should be removed. This is the fighter’s official authorization card which they will show to marshals or lists volunteers at subsequent events.

iii. The Senior Marshal shall follow the guidelines as per section IV.B.4 of the Avacal book of Lists to submit the top portion of the four Year Authorization form

b. **IF** the fighter **does not** demonstrate the requirements above:

   i. Then the SM provides a detailed explanation of the areas where the fighter needs improvement

### 4.2. Knowledge of the Rules

<table>
<thead>
<tr>
<th>Body of Knowledge</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor Standards</td>
<td>● The areas of the body that must be protected</td>
</tr>
<tr>
<td></td>
<td>● The minimum level of protection required for each area of the body</td>
</tr>
<tr>
<td>Weapons Standards</td>
<td>● The types of blades permitted</td>
</tr>
<tr>
<td></td>
<td>● The types of Parrying Devices permitted</td>
</tr>
<tr>
<td></td>
<td>● RBG use</td>
</tr>
<tr>
<td>Attacks, Blows, and Gauging of Blows</td>
<td>● The permitted attacks, including &quot;Death from Behind&quot;</td>
</tr>
<tr>
<td></td>
<td>● What constitutes a valid attack</td>
</tr>
<tr>
<td></td>
<td>● The target area</td>
</tr>
<tr>
<td></td>
<td>● How to properly gauge received blows</td>
</tr>
<tr>
<td></td>
<td>● When to call back an attack</td>
</tr>
<tr>
<td></td>
<td>● The effects and proper acknowledgement of blows</td>
</tr>
<tr>
<td></td>
<td>● Who (and when) to ask for assistance when resolving a dispute</td>
</tr>
<tr>
<td>Fighting Field Safety</td>
<td>● The proper response to a &quot;Hold&quot;</td>
</tr>
<tr>
<td></td>
<td>● Who may call a &quot;Hold&quot;</td>
</tr>
<tr>
<td></td>
<td>● The rules for engagement</td>
</tr>
<tr>
<td></td>
<td>● The proper response to an equipment failure</td>
</tr>
<tr>
<td></td>
<td>● The differences between melee and single combat</td>
</tr>
</tbody>
</table>

### 4.3. Weapons Safety

1. Demonstrate safe use of the single sword: Fighters must show that they are safe using single sword. This includes using the off-hand for parrying and for using sword in their non-dominant hand. In addition to demonstrating that the fighter can safely use the sword, the fighter must also demonstrate the ability to properly acknowledge a valid attack and adequately call blows they have delivered and received.

2. A single sword authorization is needed before a fighter can authorize in any of the other forms below. These authorizations can take place on the same day or at separate times.
   a. **Sword and Offensive Secondary**: This authorization covers using a dagger in their off hand or case (a sword in each hand).
   b. **Sword and Defensive Secondary**: Fighters looking for this authorization have to show that they are safe using a buckler, cloak, or baton in their off hand.
c. Two Handed Sword: This authorization is for wielding a single sword in two hands.

3. Fighters with an authorization as a combatant under the An Tir 2010 rules will be considered as authorized in single sword, sword and offensive secondary, sword and defensive secondary, and RBG when renewing their card under the Kingdom of Avacal Book of Rapier Combat; unless the signing marshal declares otherwise. However, fighters must separately demonstrate competence with a two handed sword before that authorization can be granted.

C. Information, Process and Guidelines for Marshals

1. Introduction
The Rapier Marshal’s section of this handbook defines the procedures, processes, and requirements for rapier marshals within the Kingdom of Avacal. This section also covers topics such as marshal qualifications and responsibilities, grievance resolution, conduct of combat, authorization of fighters and marshals, and other processes necessary for the proper function of the Kingdom Rapier Marshalate.

1.1. Definition of Terms Used

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Area Deputy</td>
<td>An assistant to the Kingdom Rapier Marshal with administrative responsibilities for a) a geographic region of the kingdom or b) special projects as assigned by the Kingdom Rapier Marshal. Examples of Area Deputies are the Kingdom Deputy Rapier Marshal, and the Deputy for Cut and Thrust.</td>
</tr>
<tr>
<td>Fair Witness</td>
<td>Provide an objective and impartial account of events as they appeared to have occurred. This account is used as evidence to resolve disputes or apply sanctions.</td>
</tr>
<tr>
<td>Incident</td>
<td>A reportable event. Incidents typically involve safety issues, improper conduct, equipment failures, or combat related injuries.</td>
</tr>
<tr>
<td>Marshal in Charge (MiC)</td>
<td>The rapier marshal with the responsibility to coordinate all rapier combat at an official Society for Creative Anachronism, Inc. (SCA) event. The MiC is also responsible for maintaining and enforcing the rules and regulations of rapier combat.</td>
</tr>
<tr>
<td>Warrant, Warranting</td>
<td>The official process of recognizing an officer of the SCA. A warrant is necessary for signing official paper work (such as authorization forms) on behalf of the corporation. To be an officer of the corporation, an individual must maintain a current SCA membership.</td>
</tr>
</tbody>
</table>
2. Regarding the Marshalate

2.1. Marshalate Structure

2.2. Requirements

The following table defines the minimum requirements for marshals.

<table>
<thead>
<tr>
<th>Marshal Type</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Field Marshal</td>
<td>• Be at least 18 years old&lt;br&gt;• Be willing to enforce the rules&lt;br&gt;• Be able to control rapier combat safely, whether it is single combat, team combat, general melee, or a war environment</td>
</tr>
<tr>
<td>MiC</td>
<td>• Must be a Senior Marshal&lt;br&gt;• Be the branch marshal OR have the approval of the sponsoring branch’s seneschal, marshal, and event autocrat</td>
</tr>
<tr>
<td>Senior Marshal (Includes Branch Marshal)</td>
<td>• Be at least 18 years old&lt;br&gt;• Be a paid member of the SCA&lt;br&gt;• Possess a copy of the current edition of the Avacal Rapier Combat</td>
</tr>
</tbody>
</table>
Kingdom of Avacal: Book of Rapier

2.3. Responsibilities

<table>
<thead>
<tr>
<th>Marshal</th>
<th>Areas of responsibility</th>
</tr>
</thead>
</table>
| All Marshals | • Enforcing compliance with the rules  
• Providing fair witness during combat  
• Ensuring the safety of the fighters and spectators  
• Halting or disallowing any combat activity for cause  
• Approving or disapproving any equipment, weapon, or combat style, so long as said decision is in keeping with the rules  
• Reporting what they personally observed of any incident, during or related to combat, on which the MiC is required to report |
| Senior Marshal | • In addition to the areas listed for All Marshals...  
• Be acceptable to the Crown, via the Kingdom Rapier Marshal  
• Testing and recommending new marshal candidates for promotion  
• Authorizing fighters, and sending completed authorization forms to the Kingdom Lists Officer  
• Settling disputes over armor, weapons, combat or behavior on the field  
• Submitting “incident reports” to the KRM for cause  
• Conferring with and advising the KRM on matters concerning the rules  
• Regular reporting to the AD on their activities, and other reports as required by the AD or this Handbook |
| Branch Marshal | • In addition to the above list(s)...  
• Submitting regular reports as described in these rules  
• Ensuring that information is available to all fighters about armor and weapon standards, rules of combat, and any other information they are directed to distribute  
• Ensuring that their branch has trained marshals present at events  
• Ensuring that fighters and marshals in the branch receive proper training  
• Supervising marshal activities at local events |
- Keeping records on all fighting events in the branch.
- Training a successor
- Ensuring that all participants at official local practices sign an SCA combat waiver

**Marshal-in-Charge (MiC)**

- **In addition to the areas listed for All Marshals...**
- Overseeing combat at an event
- Checking the safety of the field
- Overseeing the inspection of all weapons and equipment for compliance with SCA and Kingdom standards
- Arranging for enough marshals for a particular type of combat
- Consulting with the event Chirurgeon
- Suspending any rapier combatant or rapier marshal should the need arise (not to exceed the length of the specific event)
  - And filing an Incident Report to the KRM within 24 hours of the event end
- Reporting as required by these rules
- Other functions as described by this document

**Area Deputy (AD)**

- **In addition to the above list(s)...**
- Reporting to the KRM on the status of their office
- Assisting with the verification, approval, or rejection of warrants for marshals in their area
- Training and authorizing combatants in the area
- After consultation with the KRM, limiting, suspending, or revoking any of the warrants or authorizations of the aforementioned individuals for cause
- Regularly communicating safety and re-creative developments to branch marshals
- Convening and presiding over regular meetings of the associated Marshalate for the purpose of advice and counsel upon matters of concern
- Training a successor
- Acting as MiC at any event they attend that does not have this position of responsibility occupied
- Assisting in the development of Kingdom policy regarding rapier combat
- Working with the Historical A&S Officer to encourage the development of THUA classes and other workshops dealing with the history, tactics, construction and use of weapons, armor and combat
- Coordinating workshops to ensure the Marshalate is up-to-date on the rules and their application

**Kingdom Rapier Marshal (KRM)**

- **In addition to the above list(s)...**
- Providing quarterly reports to the Kingdom Earl Marshal and the Society Rapier Marshal on the status of Rapier within Avacal
- Issuing, verifying, approving, or rejecting warrants of all Senior...
Marshals

- Limiting, suspending, or revoking any of the warrants or authorizations of the aforementioned individuals for cause
- Regularly communicating safety and re-creative developments to the ADs and branch marshals
- Convening and presiding over regular meetings of the associated Marshalate for the purpose of advice and counsel upon matters of concern
- Training a successor
- Acting as MiC at any event they attend that does not have this position of responsibility occupied.
- Leading the development of Kingdom policy regarding all aspects of rapier combat
- Working with the Historical A&S Officer to encourage the development of THUA classes and other workshops dealing with the history, tactics, construction and use of weapons, armor and combat
- Coordinating workshops to ensure the Marshalate is up-to-date on the rules and their application

3. Warranting, and Training Marshals

3.1. General Requirements

General requirements: There are three near-equal priorities in marshaling: safety, fair witness, and showmanship. Overemphasizing any one at the expense of the others will tend to make the fighting less enjoyable for everyone. (Although, if you must go overboard on one, pick safety.)

1. A marshal may be authorized after demonstrating the ability to oversee combat, help judge a fighter’s authorization, and inspect weapons and armor.
2. Unless currently authorized by the Earl Marshal as a Senior Marshal, a marshal may not be the Marshal in Charge of an event or sign the paperwork to authorize fighters.
3. Senior and Junior Marshals are warranted or rostered by the Earl Marshal of the Kingdom through Kingdom Lists.
4. Anyone may become a Junior Marshal by stating they intend to follow the rules herein after reading them thoroughly.
   a. Two Witnessing Senior Marshals must approve of the promotion; the primary Senior marshal will enter the promotion into the Avacal Lists Database as per section IV.B.2 of the Avacal book of Lists to submit the fighter authorization.
   b. The 2nd witnessing Senior Marshal will receive the promotion and verify it electronically in the Avacal Lists Database as per as per section IV.B.4 of the Avacal book of Lists to submit the fighter authorization.
c. In lieu of points a, and b. Submissions can be made manually directly to the Minister of the Lists as needed. Using the 4 year authorization form and the Marshal promotion form.
d. Those marshals will verify the Junior Marshal is familiar with the rules in this manual.

5. To become a Senior Marshal, two Senior Marshals must witness the authorization.
   a. The primary Senior marshal will enter the promotion into the Avacal Lists Database as per as per section IV.B.4 of the Avacal book of Lists to submit the fighter authorization.
   b. The 2nd witnessing Senior Marshal will receive the promotion and verify it electronically as per as per section IV.B.4 of the Avacal book of Lists to submit the fighter authorization.
   c. Only the Kingdom Earl Marshal, Deputy Kingdom Marshals, Principality Marshals, or Regional Marshal(s) may finalize a Senior Marshal promotion.
   d. In lieu of points a, b and c. Submissions can be made manually directly to the Minister of the Lists as needed. Using the 4 year authorization form and the Marshal promotion form.
   e. At a minimum, a Senior Marshal’s Authorization shall include the following
      1) The candidate must be willing to enforce the Rules of the Lists, the Society Conventions of Combat, and the Avacal rules and conventions.
      2) The candidate must have a good working knowledge of the Society minimum armor and weapons standards and the Avacal Armor and Weapons standards.
      3) The candidate must demonstrate the ability to conduct an inspection of all armor and weapons used in combat.
      4) The candidate must demonstrate the ability to safely control SCA combat, whether this is single combat, team combat, general melee, or part of a war environment.

6. All warranted or rostered Junior or Senior marshals shall be members of the Society for Creative Anachronism Inc.

7. Marshals may renew an existing authorization by completing a new card signed by a single warranted senior marshal. However, if a marshal allows their authorization to lapse for one year, then they must re-do the promotion process to prove their skills are still current.

3.2. Marshal Training

1. The KRM and/or the AD will organize periodic training workshops for the Marshalate. The purpose of these workshops is to ensure that the Marshalate is current on the rules and their application. This training is mandatory for all marshals. Failure of a marshal to attend may result in suspension of their warrant.
2. The training workshops are held on a regional level to ensure that every marshal has access to the training.
3. Training make up dates can be held at the discretion of the KRM.
3.3. Promotion and Warranting Process

<table>
<thead>
<tr>
<th>Step</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Two warranted marshals review a candidate’s qualifications for the position. The review must determine if the candidate meets the appropriate requirements.</td>
</tr>
<tr>
<td>IF the candidate...</td>
<td>THEN the Senior Marshals...</td>
</tr>
</tbody>
</table>
| Meets the requirements | • Complete the Marshal Promotion form online, detailing the qualifications of the candidate.  
• Submit the completed form for approval in the Avacal Authorizations Database. |
| DOES NOT meet the requirements | • Inform the candidate of their decision.  
• Provide details on areas for improvement.  
• Informs the AD of the decision. |
| 2    | The AD reviews the completed form. |
| IF the AD... | THEN the AD... |
| Approves | • Comments and forwards the completed form to Lists.  
• Informs the recommending marshals and the candidate of their decision.  
• Provides details on areas for improvement. |
| DOES NOT Approve | |
| 3    | List notifies the KRM of the pending promotion. |
| 4    | The KRM reviews the completed form. |
| IF the KRM... | THEN the KRM... |
| Approves | • Informs Lists to notify the newly created warranted marshal.  
• Issues a warrant for the new warranted marshal. |
| DOES NOT Approve | • Informs the AD of their decision.  
• Provides the AD with the reason for the denial. |

4. Reporting Details

Reports are a necessary function of the Marshalate and required for all levels of marshals. Not filing a report is grounds for disciplinary action, up to and including suspension of a marshal’s warrant. Reports can be submitted physically (postal mail, in person, etc.) or by email.

4.1. Event Reports

1. After each event, the MiC is required to file an Event Report. The report must contain the following details, as a minimum:
   a. Name of the event.
   b. Dates of the event.
   c. Types of combat held.
   d. Incidents, if any.
   e. The MiC must submit the Event Report to the Area Deputy within 30 days of the end of the event.

4.2. Incident Reports

2. An Incident Report is required when:
   a. A combat-related injury occurs (where a fighter required first aid or was examined by a chirurgeon).
   b. A disciplinary action is taken.
   c. A dispute occurs between fighters.
   d. An equipment failure occurs (for example, broken blades or armor failures).
e. Other unusual events may be reported at the marshal's discretion.

f. Combat-related injuries of any kind must be reported to the KRM and AD within 24 hours of the incident. Any applicable follow-up information must be reported as it becomes available. If medical attention was required (meaning an injured person had to see a physician), the KRM must immediately notify the KEM and Society Marshal of Fence.

g. Non-injury Incident Reports are filed with the KRM and Area Deputy within one week of the incident. Any applicable follow-up information is reported as it becomes available. Failure to report incidents could be grounds for revocation of Marshal Status.

### 4.3. Quarterly Reports

<table>
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<tr>
<th>Function</th>
<th>Report Contents</th>
</tr>
</thead>
<tbody>
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<td>Kingdom Rapier Marshal</td>
<td>• A summary of the reports from their ADs.</td>
</tr>
<tr>
<td></td>
<td>• Any rule changes.</td>
</tr>
<tr>
<td></td>
<td>• Follow up on any disciplinary actions.</td>
</tr>
<tr>
<td></td>
<td>• Any experiments in progress.</td>
</tr>
<tr>
<td>Area Deputy</td>
<td>• A summary of the reports from the branch and senior marshals.</td>
</tr>
<tr>
<td></td>
<td>• Follow up on any incidents.</td>
</tr>
<tr>
<td></td>
<td>• Any experiments in progress.</td>
</tr>
<tr>
<td>Branch Marshal</td>
<td>• Details of the activities of the branch.</td>
</tr>
<tr>
<td></td>
<td>• Follow up on any incidents.</td>
</tr>
<tr>
<td>Senior Marshal</td>
<td>• Follow up on any incidents.</td>
</tr>
</tbody>
</table>

### 5. Authorizing Fighters

#### 5.1. Overview

This section explains how to apply the authorization process and contains guidelines for assessing a potential fighter's skill level.

#### 5.2. The Authorization Process

1. The authorization process determines if a potential fighter will be safe during combat. There are two parts to the process – Rules Knowledge and Weapons Safety. A fighter must demonstrate adequate knowledge of the rules before taking the Weapons Safety test.

2. The marshal's responsibility during authorization is to assess a fighter's qualifications. The marshal must be objective when conducting authorizations. The worst thing a marshal can do is let an unqualified person onto the field. A fighter should typically be observed over at least six practices before an authorizing bout is arranged. However, some fighters may be ready before six practices, and others may take longer. Marshals should use their discretion in arranging authorization bouts.

3. Marshals are encouraged to perform authorizations only at practices. Marshals should not conduct authorization tests at events unless (a) it is previously arranged by the fighter, or (b) the fighter does not have any warranted marshals in their own area. If an authorization is performed at an event, do not rush in order to “get the fighter out there.”
4. Renewing an authorization card does not automatically mean re-examination of the fighter. However, the marshal must be satisfied that the fighter meets the current requirements for authorization. If necessary, a re-examination may be required.

5. All Minor authorizations will be done by Kingdom, Principality or Regional Rapier Marshals only.

5.3. Rules Knowledge

1. Section 3 of the Rapier Combat Rules outlines the minimum level of rules knowledge a fighter must have before they may take the Weapons Safety Test. The authorizing marshal tests a fighter’s knowledge by asking questions from all sections of the rules. The test may be oral or written at the discretion of the marshal. The marshal must ask enough questions to ensure that a fighter understands the rules. A word-for-word answer is not necessary. However, the fighter’s answer must demonstrate understanding of a given rule.

2. Marshals must give fighters comprehensive training on the rules before the fighter attempt to authorize. The training must cover all of the rules, page by page, to ensure that the rule set is explained to each fighter. A suggested way to do this is to have a “Rapier Combat 101 Night” at practice. This could be a monthly routine where the marshal explains the rules to any new fighters.

5.4. Weapons Safety

1. Basic Rapier Combinations
   a. The Weapons Safety Test assesses a fighter’s ability to safely use the weapons, RBG And Parrying Devices of rapier combat. The assessment must be thorough. A quick 15 minutes of fighting is not enough time for a fighter to demonstrate safe use of the weapon combinations. The length of time to qualify a fighter will vary, but be prepared to spend at least 30 to 60 minutes for the test
   b. Have the fighter demonstrate the permitted attacks. Ensure that the fighter knows how to perform each attack

2. Determine if the fighter knows how to respond to following situations:
   a. Being pressed
   b. Their opponent falling down
   c. Receiving an invalid blow
   d. Having an opponent ignore a blow
   e. “Hold!” being called
   f. Any other unusual situations that might occur on the field
   g. The goal is to see if the fighter remains in control during these situations. Do not attempt to make the fighter fail, but do not make it too easy

5.5. Blow Calling

1. The SCA standard for blow calling is as follows:
   a. “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. Kingdoms shall not alter this standard.”
   b. Application of this standard is straightforward – if a blow is felt AND was delivered using a
valid attack, then it had sufficient force to penetrate the skin. Therefore, the blow must be called as good. Blows to rigid areas, such as masks and gorgets, are judged the same way, even though they might not be felt. See the Rapier Combat Rules section above for the details on blow calling.

2. Femoral and Brachial Arteries
   a. Blows to either of these areas are kills. The descriptions provide clarification to the target diagrams in the appendix. Please use the diagrams in conjunction with the descriptions.
   b. The femoral artery (also called "inner thigh") is in a triangular shaped area high on the inner thigh. The location can be determined by drawing a line from the hips to the groin. At a point 2/3 of the way towards the groin, draw another line to the edge of the thigh. The second line intersects the edge of the thigh one hand's-breadth down from the groin.
   c. The brachial artery (also called "armpit") is located on the underside of the arm. The artery runs down the centerline of the arm for one hand's-breadth. The location is the same area covered by the armpit protection.

5.6. Out-of-Kingdom Guests and Transfers
   1. Guests - A guest is any person who is not a permanent resident of Avacal. Residency is determined in one of two ways:
      a. The mailing address where they receive their copy of Tournaments Illuminated or The Avantgarde, if an SCA member
      b. State or province where their drivers license (or ID card) was issued, if a non-member
      c. Authorized out-of-kingdom fighters must demonstrate adequate safety with the weapons of Avacal and a working knowledge of the differences in the two kingdoms’ rule sets before being permitted to fight. A WRM must oversee this demonstration

   2. Transfers
      a. A transfer is any person who does not meet the definition of a guest. Authorized out-of-kingdom fighters must demonstrate knowledge of the Avacal Rules and weapons safety to a WRM before receiving an authorization card. A full authorization bout is not required, but the fighter must be observed and their competency determined before the card is issued

6. Armor and Weapons Inspection

6.1. Overview
This section explains how to how to inspect weapons and armor. Armor and weapons must be tested whenever there is a question about their compliance with the ABCs. When testing armor or weapons, use only approved test methods.

6.2. Types of Inspections
There are two types of inspections: practice and pre-tourney. The difference between the two is the level of scrutiny. Inspections at practice should be more severe and serve as a tool to get a fighter used to inspecting their own armor and weapons. If an item fails inspection, the marshal returns it to the owner, explains why it failed, and files an Incident Report on the failure.
1. **At Practice**
   a. The marshal and fighter should take advantage of practice inspections to test any new armor or weapons. This ensures that the fighter knows the new equipment meets the minimum standards before taking it onto the field.
   b. The marshal and the fighter perform the inspection together. The marshal explains each step and explains why it is necessary.

2. **Before the Tourney**
   a. Armor and weapons inspection at a tourney ensures that a fighter has remembered all required gear and it is in good condition. In most cases, only a visual examination of weapons or armor is needed.

### 6.3. Weapon Inspections

1. Weapons are inspected to ensure that they comply with the requirements outlined within these rules.
2. For bladed weapons, the inspection criteria are:
   a. Proper stiffness (flexibility or bend force).
   b. No sharp edges, burrs, or other projections.
      i. Blade edges may be rough so long as there are no sharp projections.
   c. No excessive curves.
   d. A firmly attached rigid cap.
3. For Rubber Band Guns (RBGs), the inspection criteria are:
   a. Shot must not have any parts made of metal or other dense materials that might cause injury (NOTE: The metal tab used in some wire ties is not cause for failure.)
   b. Shot must not have additional materials to add weight (such as sand).
   c. No sharp edges or sharp projections.
   d. The RBG barrel must not permit entry of a sword’s rigid cap.
4. For Parrying Devices, the inspection criteria are:
   a. No sharp edges or sharp projections.
   b. No uncovered wooden edges on bucklers.
   c. Rolled metal edge, if required.
   d. No dense materials or metal as weights for cloaks.
   e. No metal pipes.
   f. Proper material thickness and size for bucklers.
   g. Durable construction – no splintering, cracks, or other signs of damage.

### 6.4. Armor Inspections

1. Commercial garments rated to at least 550N do not require testing. However, if a commercial garment appears worn or substandard, the garment must be tested before it can be used.
2. Female fighters are encouraged to wear breast protection. The protection should cover the front and sides of the breasts. Examples of acceptable forms of protection are padding or rigid breast protectors.
3. Female fighters are encouraged to wear genital protection. An example of acceptable protection is padding.
4. Armor testing is required in order for a fighter to renew their authorization card.
7. Fighter Practice

7.1. General Requirements for Practices
1. Practices announced in an official SCA publication, such as a branch newsletter, are official events. As such, the rules in this handbook apply.
2. Participant waivers are required for all practices. If a fighter does not have an SCA membership card, they must sign a waiver before they can participate. This is SCA corporate policy and must be followed. A suggested way of collecting waivers is to use a roster. A copy of the roster waiver can be obtained from www.sca.org/docs/rosterwaiver.pdf. It is not included here as the SCA website will have the most current version.
3. Practices held at events do not require waivers as participants will have signed waivers at the gate.
4. The marshal responsible for the practice will provide the waiver forms, if they are needed.
5. In order for a Branch to host a C&T practice or tournament, a Warranted Cut and Thrust Marshal must be present.

7.2. Practices at Events
1. Arrangements must be made with the event MiC and/or the autocrat before holding a practice.
2. The MiC will designate the time and place for the practice. The MiC will also arrange the announcement of the practice in the event copy, if desired.
3. It is the responsibility of the person arranging the practice to provide an adequate number of marshals. The MiC will designate the most experienced of these marshals to oversee the practice. If marshals are not available, the MiC will cancel the practice.
4. Waivers must be signed as described above.
5. Practices that occur when the fighting field is open for pick-up bouts do not need prior arrangement. However, the rules concerning marshals and waivers still apply.

7.3. Practice Tourneys
1. A Practice tourney is a training tool marshals can use to teach proper list behavior to new fighters. As such, the marshal will demonstrate such things as:
   a. How to arm and stand ready.
   b. How to make the proper salutes/acknowledgements.
   c. Correct blow acknowledgement.
   d. How to call back an invalid attack.
2. Marshals should intervene anytime the fighters appeared confused and not quite sure what to do. Be prepared to explain why they should do things a certain way. Since this is not true tourney fighting, emphasis is placed on learning and not on the flow of fighting.
3. If a Practice tourney is to occur at an event, it must be approved by the MiC. The starting time and location must be announced in the event copy or by a camp herald.
4. All rules governing practices apply to Practice tourneys.
5. Using a Practice tourney to circumvent the rules for authorization within this handbook is
forbidden.

8. Running a Field

8.1. Definition of Terms Used

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lead Marshal</td>
<td>An unofficial title for the marshal running a specific field. Generally, if there is more than one marshal for a field, the most experienced one assumes the role of “Lead Marshal.” The MiC may also specifically assign the role of lead marshal.</td>
</tr>
<tr>
<td></td>
<td>The other marshals on the field take their direction from the lead marshal.</td>
</tr>
</tbody>
</table>

8.2. Being Marshal-in-Charge

1. Adequate preparation is essential for good fighting. The MiC is responsible for organizing the fighting at a particular event, and should include the following items as part of their Pre-Event Preparation:
   a. Select the tourney or melee format(s)
   b. Develop any TRPs needed for the fighting.
   c. Arrange for enough marshals for the type of fighting.
   d. Arrange for lists, heralds, and water-bearers, if needed. If water-bearing is not available, ensure that fighters bring their own water.
   e. Inspect the fighting area, if possible.
   f. Coordinate times for pre-fight inspections, opening of the lists, and the actual fighting with the event autocrat.
   g. Arrange with the autocrat for the announcement and/or publication of fighting details before the event
   h. MiCs must remember the fighters are here to fight. They should avoid formats or melee scenarios where the fighters spend a significant amount of time waiting to fight. Additionally, the outcome of any fighting should be decided by swordplay. Avoid formats that rely heavily on gimmicks or RBGs.

2. On the day of the event, the MiC has several more tasks to complete. Before the start of fighting, the MiC should do the following:
   a. Arrange to have heralds announce the times of armor inspection, opening of the lists, and start of fighting.
   b. Re-inspect the fighting field, noting the size of the area, condition of the ground, any hazards that might be present, or other conditions that might make fighting less safe.
   c. Hazards that cannot be removed from the field should be clearly marked, if possible, and the fighters advised of their presence (For example, “The ground is soft and wet. Watch your footing”; “There is a hole near the west edge of the field. It is marked with pink surveyor’s tape.”)
   d. Mark the boundaries of the fighting field.
   e. Confirm arrangements with list, heralds, and water-bearers.
   f. Confer with the assisting marshals, explaining the formats and assigning tasks, such as
who will perform inspections and who will run specific fields.
g. The number of marshals required for a given format varies with the size of the fighting field and format. As a general rule, there should be at least one marshal per single combat (two or three is best) and enough marshals for melee combat to surround the fighting, keep an eye on the boundaries, and watch for things like armor falling off, broken weapons, etc..

3. With the tourney or melee ready to start, do the following:
   a. Call the fighters and marshals together.
   b. Explain the format of the tourney or the melee scenario. Be sure to explain any TRPs and answer any questions.
   c. Direct the marshals to their assigned places.
   d. Tasks, such as tourney pairings or melee starting positions, are performed after the MiC has positioned the marshals. Actual fighting begins after the MiC is satisfied that the fighters and supporting staff are ready.
   e. Marshals are encouraged to use whistles or similar devices to control melee fighting. The sound of the device must be loud and distinct in order not to be confused with any background noises.

4. During the Fighting
   a. For tourneys, the MiC circulates between the different fields, if appropriate. They observe the fighting, the conduct of the marshals, and the behavior of the fighters. During melees, the MiC moves with the flow of the fighting.

5. After the Fighting
   a. Upon conclusion of the tourney or melee, the MiC confers with the attendant marshals. This de-briefing allows the marshals to pass along any information to the MiC. Disputes, disciplinary problems, and other such incidents are reported at this time.
   b. If another tourney or melee is to follow, the MiC passes along to the fighters any general concerns (for example, hard or sloppy shots, rule clarifications, etc.)

6. Once fighting has concluded for the day, the MiC reports the outcomes as required.
7. Due to the possible need to provide fair witness, no marshal can participate as both a fighter and the MiC in the same formal competition (whether tournament or melee).
   a. If an Event MiC chooses to fight, they must delegate ALL of their MiC responsibilities and authority (for the duration of the competition) to another marshal.
   b. This second marshal must meet all requirements of an MiC

8.3. Marshalling a Field
1. The marshal on a field has three primary concerns:
   a. Safety of the fighters and spectators.
   b. Smooth conduct of the fighting on the field.
   c. Observation of the fighting.
2. Observation of the fight is critical. The marshals must be able to stop the fighting due to equipment failures, injuries, or the fight leaving the field. The marshal must also be aware of the area surrounding the field in case an object, animal, or spectator enters the fighting area. In any of these cases, the marshal calls “Hold!” loudly until the fighting stops. Additionally, observing the fight allows the marshals to provide fair witness in case of a dispute.
3. The fighters are the focal point and the marshals must be as unobtrusive as possible.

4. The Typical Tourney Bout
   a. The Lead Marshal does the following:
   b. If a herald is not available, call the fighters to the field, (for example, “Fighter A and Fighter B take the field.”)
   c. Ensure that the second pairing is ready to fight (for example, “Fighter C and Fighter D arm and stand ready.”)
   d. After the fighters take the field, the marshal does the following:
   e. If a herald is not available, the marshal may call for the appropriate salutes.
   f. Ask the fighters if they are ready. This question requires a verbal response from each fighter.
   g. After hearing each fighter make a positive reply, call “Lay On.”
   h. Observe the fighting.

5. The Typical Melee Scenario
   a. For a melee, the marshal’s responsibilities begin after the fighters are called to the field and the MiC has explained the scenario to the fighters. The marshal needs to ensure that all fighters are properly armored and ready to fight.
   b. After the two sides take their positions on the field, the MiC does the following:
   c. Ensure that the other marshals are ready.
   d. Ask the captains if their respective sides are ready. This question requires a positive verbal response from each captain.
   i. In melee scenarios where there are no specific “teams” or “captains”, such as a Grand Melee or Open Field Tourney, the MiC will call for fighters to raise their swords when ready – this counts as the “verbal” response.
   e. After hearing each side make a positive reply, call “Lay On.”
   f. Observe the fighting.

6. The MiC attends the site of a hold call and assists the initiating marshal in resolving the problem. When the situation is resolved, the MiC ensures that the fighters and marshals are ready to continue fighting. To resume combat, the MiC calls “Rise if you are able,” followed by “Lay on.”

7. At the apparent conclusion of fighting, the marshal must ask the fighters if they are satisfied with the conduct of the fighting. For single combat (or non team melee), the Lead Marshal must ask each of the combatants. For melee combat, the MiC must ask each of the captains. If there is a dispute, it is resolved as described in these rules.

8. If all parties are satisfied, the victory is confirmed by pointing to the winner(s) and announcing the victory.

9. Marshal Intervention
   a. There are occasions where the marshal must stop the fighting in order to correct a problem. A marshal should intervene under the following circumstances:
   b. It appears that blows are being ignored.
   c. The fighting gets sloppier as the bout progresses.
   d. An unsafe condition exists.
   e. It appears that tempers are flaring or going to flare.
   f. There are other times when intervention may be necessary. The marshal needs to use
their judgment and respond accordingly. Please be aware that intervention is not used to call blows. Use it to make fighters aware of a situation and help work out a solution.

9. Disputes

9.1. Overview
Disputes are settled before the fighters leave the field of combat. Once the fighters leave, the outcome of a fight or melee stands. If possible, fighters should work things out between themselves. The marshal steps in if asked, it becomes apparent that the fighters cannot reach a resolution on their own, or there are significant observations on the part of the marshal which have not been addressed. The marshal uses the following process as a guide:

1. Call the fighters and any assisting marshals together on the field.
2. Have the aggrieved fighter explain the reason for their dissatisfaction (for example, “I thought I landed a good blow to their leg. It was a solid thrust near the middle of the thigh.”)
3. Have the other fighter provide an explanation for their actions (for example, “I felt a tug on the cloth, but didn’t actually feel a hit on my leg, so I didn’t acknowledge the blow.”)
4. Have the assisting marshals provide their observations.
5. Add their own observations.
6. Decide how to best resolve the dispute (for example, re-fight the bout or scenario).
7. In all cases, it is important to quickly reach a resolution that is acceptable to all parties.
8. Be sure to involve the MiC in situations where the dispute occurs during a melee scenario or involves a reportable incident.

10. Discipline and Sanctions

10.1. Introduction

1. Investigating complaints and enforcing sanctions is an unfortunate, but necessary, part of a Marshal’s function. Without discipline, it is easy for a few people to spoil the fun for everyone. Therefore, complaints and incidents need to be reported properly in order to provide grounds for action, if it becomes necessary.
2. Discipline is applied privately. The marshal takes the individual aside and objectively explains what is happening, the reasons behind the action, and what conditions must be met in order for the action to be lifted.
   a. For example, “Fighter A, I’m placing you on report for failing to correct poor blow calling after being warned by myself and one other marshal. Additionally, it was observed that you failed to call back three invalid blows during the last bout. For the next six months, you may not have any complaints or warnings given to you. If you do, your authorization will be suspended.”
   b. Alternatively, “Marshal B, it has been noted that you’ve been consistently permitting fighters to use illegal armor and weapons. Given the severity of this problem, your warrant is suspended for six months. You can petition for the suspension to be lifted if two other senior marshals will sign a recommendation.”
10.2. Complaints

1. Any person may file a complaint. The complaint must be in writing and contain the following information:
   a. Modern and SCA names of the person making the complaint.
   b. Modern and SCA names of any witnesses.
   c. Contact information for the complainant and witnesses.
   d. Details of the incident – the “when, what, where, how, and who.”

2. The complaint is sent to the Area Deputy and a courtesy copy to the KRM for verification.

10.3. The Investigation Process

1. The Marshalate will review the behavior of an individual for any of the following reasons:
   a. Several (2 or more) unsolicited complaints are received in a 12 month period
   b. Several marshal’s reports containing complaints regarding the individual are received in a 12 month period

2. The Marshalate must be able to verify complaints. If no witnesses are willing to include their names in a complaint, then the investigation ends.

3. Upon completing the investigation, the KRM determines the action needed to resolve the complaint. The severity of the action is based on the circumstances of the complaint and any other relevant information.
# Kingdom of Avacal: Book of Rapier

## 10.4. Sanctions

1. The Marshalate can impose the following sanctions:

<table>
<thead>
<tr>
<th>Sanction</th>
<th>Description</th>
<th>Suggested Applications</th>
</tr>
</thead>
<tbody>
<tr>
<td>Verbal Warning</td>
<td>An informal notification to an individual to correct an instance of undesirable behavior. Any marshal may give a verbal warning.</td>
<td>• One instance of Improper Conduct during a tourney • Not calling back an invalid blow • Any single infraction of the rules • Improper application of the rules</td>
</tr>
<tr>
<td>Time Out (“Day Suspension”)</td>
<td>Removal of an individual from fighting activities for the length of a tourney or event. A person given a Time Out is automatically placed on report. Time Outs are issued by a Senior Marshal or the MiC.</td>
<td>• Failure to correct behavior after being given a Verbal Warning • Multiple instances of Improper Conduct during a tourney or during a tourney season. • Biased marshalling</td>
</tr>
<tr>
<td>On Report (Watch List)</td>
<td>An official warning issued to an individual to correct undesirable behavior. Only the KRM or AD may place an individual on the Watch List.</td>
<td></td>
</tr>
<tr>
<td>Temporary Suspension</td>
<td>Revocation of a warrant or authorization for a specified period, as determined by the KRM. The KRM also determines what actions a person must take for reinstatement. Only the KRM may issue a temporary suspension.</td>
<td>• Consistently permitting unsafe conditions to exist on a fighting field • Consistent pattern of improper conduct spanning several events • Improper conduct while on report • Consistently biased marshalling</td>
</tr>
<tr>
<td>Permanent Suspension</td>
<td>Revocation of an individual’s warrant or authorization forever. Only the KRM may issue a permanent suspension.</td>
<td>• Deliberately causing an injury • Failure to abide by a temporary suspension • Repeated temporary suspensions</td>
</tr>
</tbody>
</table>

2. Except for the Verbal Warning, all sanctions are incidents and must be reported.
3. Suspensions must be reported to the Kingdom Earl Marshal and the Society Rapier Marshal.
4. Additionally, neighboring Kingdom Marshals should be notified, if appropriate.
10.5. Appeals

1. Any official action by the Marshalate can be appealed to the next higher level. The table below details how the process works:

<table>
<thead>
<tr>
<th>Sanction</th>
<th>Appeal to</th>
<th>How to Make the Appeal</th>
</tr>
</thead>
<tbody>
<tr>
<td>Verbal Warning</td>
<td>MiC of the event</td>
<td>Discuss the situation with the MiC and the marshal who issued the warning. This discussion takes place at the event.</td>
</tr>
<tr>
<td>Time Out</td>
<td>MiC of the event, if issued</td>
<td>Discuss the situation with the MiC and the marshal who made the action. This discussion typically takes place during the event.</td>
</tr>
<tr>
<td></td>
<td>by a marshal; AD, if issued</td>
<td>Written statement addressed to the AD, with a courtesy copy sent to the marshal who issued the sanction. If the AD is in attendance, then it can be discussed at the event.</td>
</tr>
<tr>
<td>Watch Listing</td>
<td>KRM, if the sanction was performed by the AD; Earl Marshal, if the sanction was performed by the KRM</td>
<td>Written statement addressed to the appropriate office, with a courtesy copy sent to the marshal who issued the sanction.</td>
</tr>
<tr>
<td>Temporary and</td>
<td>Earl Marshal</td>
<td>Written statement addressed to the Earl Marshal, with a courtesy copy sent to the KRM.</td>
</tr>
<tr>
<td>Permanent Suspensions</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

2. To appeal a Marshalate decision, a person must provide evidence to support the appeal. Simply saying “Did not!” (however eloquently) will not initiate an appeal.

3. Theoretically, an appeal can flow all the way to the BoD, which re-emphasizes the importance of collecting the facts and not acting on hearsay or rumors.

4. The Chain of Command for appeals is as follows:
   a. MiC
   b. Branch Marshal, if different from MiC
   c. Area Deputy
   d. Kingdom Rapier Marshal
   e. Earl Marshal
   f. Crown of Avacal
   g. Society Rapier Marshal
   h. Society Earl Marshal
   i. BoD
D. Appendix 1 – Reference Documents

1. The SCA Rules of the list

The basic rules for SCA combat are contained in the Rules of the Lists. These rules were not originally designed to cover non-tourney field activities such as wars, combat archery, and period fencing, but have been extended to cover these activities. The observance of honor and chivalry and the safety of the combatants are considered overriding elements. The following is intended to bring together the appropriate rules for conducting both tourney field combat and other SCA combat activities.

The Rules of the Lists are reprinted from section IX.B. of the Corpora of the SCA.

1. Each fighter, recognizing the possibilities of physical injury to themselves in such combat, shall assume unto themselves all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until they have inspected the field of combat and satisfied themselves that it is suitable for combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat and shall assume unto themselves the liabilities thereof.
   a. This recognition, however, does not excuse fighters from exercising control of their techniques.

2. No person shall participate in Official Combat-Related Activities (including armored combat, period fencing, and combat archery) outside of formal training sessions unless they have been properly authorized under Society and Kingdom procedures.

3. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.

4. All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.

5. The Sovereign or the Marshalate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor.

6. Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.

7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament lists are not to be considered a challenge and therefore may not be declined without forfeiting the bout.

8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier combat, used in the context of mutual sport, to be real weaponry.
   a. Classes run under the auspices of the Historical Combat A&S program are not impacted by this ruling.
9. No projectile weapons shall be allowed within the Lists of a tournament, nor shall any weapons be thrown. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

2. Armor Requirements, and Attack Effects – Rapier

Front View
E. Appendix 2 – Blade Types

Avacal Blade List

These blade types, from these manufactures, are approved for use in Rapier and Cut and Thrust combat in Avacal.

Just because a blade is on this list, does not automatically make it eligible for use though. Each individual blade must pass the standards set down by the Society Rapier Marshal.

The criteria is three fold:
1.) Blades must be made of steel
2.) Blades must be no longer than 48" as measured from the tip to the top of the tang (i.e. where the tang and forte meet)
3.) Blades must be reasonably flexible:

   To determine if a weapon meets the standard of being "reasonably flexible":
   Hold weapon parallel to the ground, supporting the handle against table or bench if necessary. Hang a 6-ounce weight (170 grams) one-inch (25 mm) distance from the tip. If the blade of a dagger (out to 18 inches blade length) flexes at least 1/2 inch (12.5 mm) the blade is reasonably flexible. For a heavy rapier blade (18" or longer), the blade must flex at least 1 inch (25 mm). For use in cut and thrust rapier, the blade must flex at least 1/2 inch (12.5 mm). Any blade 18 inches or longer, being used in melee combat, must flex at least 1 inch (25 mm).

These standards can be found at:
http://www.sca.org/officiers/marshal/combat/rapier
<table>
<thead>
<tr>
<th>Manufacturer</th>
<th>Manufacturer’s Mark</th>
<th>Product</th>
<th>Rapier</th>
<th>Thrust</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alchem Inc.</td>
<td>&quot;Alchem&quot;</td>
<td>Safeflex Broad Sword</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Safeflex Colichemarde</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Safeflex Curved</td>
<td>Y</td>
<td>Y</td>
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<tr>
<td></td>
<td></td>
<td>Flat Tang</td>
<td>Y</td>
<td>Y</td>
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<tr>
<td></td>
<td></td>
<td>Flat Tang Curved</td>
<td>Y</td>
<td>Y</td>
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<tr>
<td></td>
<td></td>
<td>Rod Tang</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Rod Tang Curved</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Safeflex Dagger Blade</td>
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<td>Y</td>
</tr>
<tr>
<td>Albion</td>
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<td>Maestro Line Swords</td>
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<td>Y</td>
</tr>
<tr>
<td>Angus Trim</td>
<td></td>
<td>Rapier</td>
<td>Y</td>
<td>Y</td>
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<td></td>
<td></td>
<td>Sidesword</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td></td>
<td></td>
<td>I-Beam Training Swords</td>
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<td>Y</td>
</tr>
<tr>
<td></td>
<td></td>
<td>AT 1691 Dagger Blade</td>
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<td>Y</td>
</tr>
<tr>
<td>Armour Class</td>
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<td>Sweepthilt Rapier 17C1T</td>
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<td>Y</td>
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<tr>
<td>Arms and Armour</td>
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<td>Narrow Nail Blade</td>
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<tr>
<td></td>
<td></td>
<td>Wide Nail Blade</td>
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<td>Y</td>
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<tr>
<td></td>
<td></td>
<td>Rebated Narrow Blade</td>
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<td>Y</td>
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<tr>
<td></td>
<td></td>
<td>Rebated Wide Blade</td>
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<td>Y</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Sidesword Blade</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Spada da Zogho Blade</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td>Castile Armory</td>
<td></td>
<td>Rapier Blade</td>
<td>Y</td>
<td>N</td>
</tr>
<tr>
<td></td>
<td></td>
<td>C&amp;T Blade</td>
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<td>Y</td>
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<td></td>
<td></td>
<td>Saber Blade</td>
<td>Y</td>
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<tr>
<td></td>
<td></td>
<td>Longsword Blade</td>
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<tr>
<td></td>
<td></td>
<td>Zweihander Blade</td>
<td>N</td>
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<td>Main Gauche Blade</td>
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</tr>
<tr>
<td>Darkwood Armory</td>
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<td>Dagger Blade</td>
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<td>N</td>
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<tr>
<td></td>
<td></td>
<td>Bated Rapier</td>
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