

# Lochac Rapier Combat Rules

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# 1. DOCUMENT HISTORY

- v 1.0 Original document developed by the Lochac Rapier Marshallate, proclaimed into law on the formation of the Kingdom of Lochac, on 6/7/2002.

# 2. INTRODUCTION

- 2.1. These rules set fundamental standards for rapier combat in Lochac. All combatants and marshals are responsible for knowing these rules, as well as the rapier rules of the Society.
- 2.2. Rules are designed to promote safe rapier combat in the Kingdom. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all participants.
- 2.3. Rapier combat is intended to re-create the rapier fighting styles of the fifteenth and sixteenth centuries. It is not an arena for modern "Olympic-style" fencing, although training in that area is useful for safety and skill development. Participants are encouraged to study the fencing manuals of the period, and to develop fighting styles based on their study.

# 3. CONVENTIONS

## 3.1. GENERAL INFORMATION

- 3.1.1. Rapier Combat shall be conducted in accordance with the Rules of the Lists for the SCA Inc (see Appendix), the Society Rapier rules and these rules.
- 3.1.2. All combatants, prior to every combat or practice, shall ensure their equipment is safe, in good working order and has been inspected by a member of the Kingdom Marshallate authorised to inspect rapier gear.
- 3.1.3. 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.
- 3.1.4. 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.
- 3.1.5. For rapier combat to occur within Lochac a RMIC must be assigned and present, and each bout must be supervised by an authorised rapier marshal.

## 3.2. BEHAVIOUR ON THE FIELD

- 3.2.1. All combatants shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to subsequent disciplinary action.
- 3.2.2. Disagreements with the marshals overseeing the field shall be resolved through the established mechanisms outlined in the Marshallate Procedures of the SCA Inc.
- 3.2.3. Combatants are responsible for maintaining control over their temper and behaviour at all times.
- 3.2.4. Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
- 3.2.5. 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.
- 3.2.6. Conduct obstructive of normal rapier combat, such as consistent ignoring of blows, deliberate misuse of the rules (such as calling HOLD whenever pressed), or the like, is forbidden.
- 3.2.7. The use of Fleche (running at an opponent with rapier extended) or similar uncontrolled attacks is prohibited.
- 3.2.8. A combatant may decline any challenge without dishonour, and without specifying a reason. In a tournament this may result in forfeiture of a bout.
- 3.2.9. Combatants may engage only when the marshal who is supervising the bout has received verbal

acknowledgment from each combatant, and has instructed them to begin.

- 3.2.10. All issues must be resolved on the field, or noted to the marshal for later resolution if delay is necessary.

### **3.3. USE OF WEAPONS AND PARRYING DEVICES**

- 3.3.1. Blows will be 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).
- 3.3.2. Sabre cuts, chopping or hacking blows are never permitted. Fast circular movements (such as moulinets) may however, be used to place a blade for tip, draw or push cuts.
- 3.3.3. Parries may be performed with weapons, parrying devices, the gloved hand, or any other part of the body. Though the gloved hand may be used to parry, it shall not be used to push, grasp or strike an opponent.
- 3.3.4. Parrying devices may be used to move, deflect, or immobilise an opponent's weapon or parrying device, so long as such use does not endanger the safety of the combatants.
- 3.3.5. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.
- 3.3.6. No equipment, other than cloaks, may be thrown except in controlled actions to remove equipment from the field.
- 3.3.7. The following conventions shall be used if a combatant is using the specified defensive equipment:
- (a) Parrying Gauntlets
    - The protected (armoured) part of the parrying gauntlet shall not be considered to extend farther up the arm than the wrist bones. Furthermore, only those areas covered by mail or rigid metal plate shall be considered to be protected.
    - Parrying gauntlets sliding along the blade will not cause loss of the hand.
    - The block of a straight thrust will be considered to have disabled the hand, since mail would not necessarily stop such a thrust from a rapier.
  - (b) Cloaks and other non-rigid defensive equipment (hats, etc.):
    - These may only be used as a parrying device.
    - The block of a straight thrust will be considered to have penetrated through to the body, if any was directly behind it. For example, a cloak wound around an arm will not stop a thrust to the arm. However a draping cloak will stop a thrust to the body that is hidden behind it by a distance greater than 20 cm.

### **3.4. ACKNOWLEDGEMENT OF BLOWS**

- 3.4.1. In judging blows, all combatants are presumed to be wearing common civil attire of the period, not armour.
- 3.4.2. Tournaments may be held which define areas of the body as if armoured, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat.
- 3.4.3. In rapier combat, blows will be counted as though they were struck with a real rapier, 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.
- 3.4.4. Valid Attacks
- (a) A valid thrust is an attack with the point of the offensive weapon that is firm enough to feel direct pressure against the body.
  - (b) A valid thrust is not negated or lessened due to sliding off after solid contact with the tip of the blade.
  - (c) A valid cut is to place the edge of an offensive weapon against an opponent and slide the blade while maintaining noticeable and constant pressure against the opponent's body. Merely laying the blade on the opponent without pressure or movement is insufficient.

- (d) An attack must be acknowledged as valid if it is felt. There is no such thing as a "light" blow.

#### 3.4.5. Optional Attacks

The following optional attacks may be used in practice or tournament by agreement of both combatants and the supervising Marshal. The following standards must be adhered to when using these optional attacks.

##### (a) Tip cuts

A valid tip cut is to draw the tip of the blade a minimum of 10 cm across an opponent's body. As with a thrust, only minimal, but noticeable, pressure need be maintained. Only tip cuts to critical areas need be called. These areas are:

- The neck, especially at the front of the throat and the sides of the jugular veins.
- The brachial arteries, on the inside of the upper arm between shoulder and elbow.
- The femoral arteries, on the inside of the upper leg between groin and knee.
- The abdomen, between the bottom of the rib cage and the pelvis.
- The face, including the forehead.

##### (b) Blade grasps

Combatants may choose to grasp, rather than parry, rapier blades. If the blade that is grasped moves or twists in the grasping hand, the grasped blade must be released immediately, and that hand is deemed disabled if a parrying gauntlet is not being used. Grasping techniques shall be used only to immobilise a blade, not to bend it or wrest it from the opponent's grip.

#### 3.4.6. A good thrust or cut to the

- (a) head,
- (b) neck,
- (c) torso
- (d) inner groin (to the combatant's palm width down the inner limb), or
- (e) armpit (to the combatant's palm width down the limb)

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

- 3.4.7. A good blow to the arm will disable the arm. A good blow to the hand will only disable the hand.
- 3.4.8. A good blow to the foot will disable the foot. The combatant must then fight kneeling, sitting, or standing on one leg, without placing weight on the injured foot.
- 3.4.9. A good blow to the leg will disable the leg. The combatant must then fight kneeling, sitting, or standing on one leg without placing weight on the injured leg. No rising up is allowed once a combatant is on the ground.
- 3.4.10. Grasping (if the grasping convention has not been previously agreed to) or sliding a hand or arm along the blade will result in the loss of the hand or arm unless a parrying gauntlet is being used.
- 3.4.11. 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.
- 3.4.12. A combatant is considered armed so long as one offensive weapon is retained. When disarmed (not holding any offensive weapon) a combatant may, at the discretion of their opponent, recover a weapon/s. If permission is refused they must yield, accepting a safe honourable loss of the bout. In any other situation, the marshal supervising the bout shall call a hold until one of the above actions is settled upon.
- 3.4.13. A bout shall be won by rendering one's opponent "disinclined to continue", for whatever reason. The opponent may concede the bout because of an incapacitating blow, because of a disabling wound or series of wounds, because of "accumulated blood loss", or even because of any small scratch, depending upon agreements previously made by the combatants or the scenario in which they are competing.

### 3.5. MELEE COMBAT

- 3.5.1. In melees, combatants are engaged with all opponents immediately upon the call to lay on.
- 3.5.2. Combatants may strike any opponent with any legal blow if they are within the 180° arc of the opponent's front. A combatant who approaches an opponent from behind shall not deliver a blow until he is within that frontal arc. A combatant may never strike an opponent from behind.
- 3.5.3. Killing from behind is allowed if it has been announced beforehand. The Kingdom norm for "death from behind" in melees shall be:
- If a melee scenario allows killing from behind, a combatant does so by laying the rapier blade over the opponent's shoulder, to at least a third of the blade, while calling "Dead, my lord" (or other short, courteous phrases) in a loud, clear voice. Reaching around the neck is forbidden. The opponent will be deemed "killed" from the instant the blade touches his shoulder and shall not attempt to spin, duck or dodge away.
- Note: If death from behind is not allowed in a given melee, a combatant who deliberately ignores an attacker behind them, or repeatedly manoeuvres to keep their back to an attacker (thereby preventing any attack on them) may be considered misuse of the rules and obstructive behaviour.
- 3.5.4. Special scenario melees such as bridge or town battles may impose additional restrictions as needed by the marshals.

## 4. EQUIPMENT SPECIFICATIONS

### 4.1. GENERAL EQUIPMENT REQUIREMENTS

- 4.1.1. Sharp points, edges or corners are not allowed anywhere on any equipment.
- 4.1.2. All equipment must be able to safely withstand combat stresses.
- 4.1.3. Equipment that is likely to cause bodily injury or break a blade or damage other equipment is prohibited.
- 4.1.4. All equipment shall make an attempt at being period in appearance.

### 4.2. PROTECTIVE EQUIPMENT (ARMOUR)

#### 4.2.1. Definitions

##### 4.2.1.1. 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:

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

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

##### 4.2.1.2. Puncture-Resistant Material

Any fabric or combination of fabrics that will predictably withstand puncture. Examples include, but are not limited to:

- 2 mm leather
- four layers of heavy poplin cloth
- ballistic nylon rated to at least 550 Newtons
- commercial fencing clothing rated to at least 550 Newtons.

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

These materials need only be tested at the marshal's discretion; all other materials must be tested the first time new gear is used, or if no marshal on the field knows a given piece of gear to have been tested.

#### 4.2.1.3. Rigid Material

Puncture-resistant materials that will not significantly flex, spread apart, or deform under pressure of 12 kg applied repeatedly to any single point. Examples of rigid material are:

- 0.8 mm stainless steel
- 1.0 mm mild steel
- 1.6 mm aluminium, copper, or brass
- One layer of 4 mm leather.

#### 4.2.1.4. Resilient Padding

Material or combination of materials, equivalent to 7 mm of closed cell foam, which absorbs some of the force of a thrust. The standard padded bib of a modern epee or three-weapon mask may meet this requirement, depending on construction.

#### 4.2.1.5. SFAT (Standard Fencing Armour Test)

The Standard Fencing Armour Test is used for testing Puncture Resistant Material. Acceptable field inspections shall deliver a consistent force. Tests known to be acceptable include:

- (a) Cloth or garment manufacturer's commercial certification that a fabric is rated to 550 N. (Documentation must be available at the time of inspection.)
- (b) Use of 550 N garment punch test devices, manufactured by sources acceptable to the Deputy Society Marshal for Rapier Combat. Such a device shall be used in accordance with its instructions.
- (c) Use of a drop test device, which delivers a force, on dropping, of 4 joules. An example is a dull, flat 4 mm metal rod mounted on a 1.4 kg weight and dropped down a guide tube from 30 cm onto the fabric sample. The sample must be held firm over a 10 cm diameter can or frame by rubber band or clamp when the drop test is applied.
- (d) For all tests, if the material in question has been completely penetrated, or penetrated in more than one layer, it fails. If only the top layer has been damaged, then it passes.

### 4.2.2. General Defensive Equipment Requirements

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

4.2.2.2. Additional protective equipment (beyond what is described herein) may be used as long as it does not interfere with the proper acknowledgment of blows.

### 4.2.3. Head

4.2.3.1. 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.

4.2.3.2. The face must be covered by either 12 kg mesh (eg, a standard fencing mask) or perforated metal. Such perforated metal must not have holes larger than 3 mm in diameter, with a minimum offset of 5 mm and shall also meet the definition of rigid material.

4.2.3.3. 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 in a conventional fencing mask is NOT sufficient, by itself, to secure the mask to the combatant. Conventional fencing masks require a supplementary closure that will prevent the mask from being dislodged from under the chin. An example is a tie attached to the bib below the jaw line, securing around the neck.

- 4.2.3.4. 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 (eg, 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 12 kg mask punch. Marshals doing the testing shall be trained in the use of the punch.
- 4.2.3.5. The rest of the head must be covered by at least puncture resistant material.

#### 4.2.4. Neck and Throat

- 4.2.4.1. The entire neck and throat must be covered by rigid material. It must also cover from 25 mm below the hollow of the throat, up to 25 mm below the jaw line.
- 4.2.4.2. Resilient padding or puncture resistant material (as a hood) shall back the rigid materials. The use of resilient padding is highly recommended.
- 4.2.4.3. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.

#### 4.2.5. Torso and Other Incapacitating Zones

- 4.2.5.1. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material.
- 4.2.5.2. Acceptable minimum armpit coverage is provided by a triangle of puncture resistant material 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 combatant's elbow.
- 4.2.5.3. Male combatants shall also 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.

#### 4.2.6. Arms and Legs

- 4.2.6.1. Gloves made of abrasion resistant material shall protect hands and overlap any sleeve openings. Boots, shoes, or sandals, comprised of at least abrasion-resistant material shall protect the feet.
- 4.2.6.2. Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.

### 4.3. STANDARD OFFENSIVE EQUIPMENT (WEAPONS)

#### 4.3.1. General Offensive Equipment Requirements

- 4.3.1.1. Standard offensive weapons are:
- Oval bladed schlagers
  - Diamond bladed schlagers
  - Del Tin Practice Rapiers
  - Fibreglass blades
  - Flexidaggers
  - Society approved equivalents to the above.
- 4.3.1.2. Any blade may be used against any other blade.
- 4.3.1.3. All weapons must have a straight grip. Orthopaedic and pistol grips are not permitted. Where verifiable medical reasons exist, supported by documentation from their health care provider, the combatant may apply to their Branch Rapier Marshal for an authorisation to use an orthopaedic grip. The Marshal shall note this exemption on their authorisation card. The Branch Rapier Marshal must inform the Kingdom or Principality Rapier Marshal of the exemption within 30 days.
- 4.3.1.4. Any blade with kinks, sharp bends, or cracks shall not be used. Steel blades that develop

these defects cannot be repaired and must be retired. Steel blades with "S" curves shall not be used unless they can be properly re-curved.

- 4.3.1.5. Weapons may use a hand guard such as a cup hilt, swept hilt or quillons and knucklebow. Rapiers must have at least a cross guard of no more than 30 cm in total length to be acceptable. Quillons may extend no further than 15 cm from the blade, and must have blunt ends of at least 6 mm in one direction.
- 4.3.1.6. No dagger shall have a blade length longer than 64 cm. All blades longer than 64 cm shall be treated as swords.
- 4.3.1.7. Foil, Sabre and Epee blades may not be incorporated into weapons that are to be used in rapier combat within Lochac.

#### 4.3.2. Blade Points

- 4.3.2.1. Blade points must be covered with plastic or rubber tips, which must be firmly taped or glued in place in such a way that they will not come loose during normal combat.
- 4.3.2.2. Tips will have a blunt striking surface, presenting a cross-section of at least 9 mm diameter.
- 4.3.2.3. The tip must be of a colour contrasting with the blade so that the tip's absence is readily apparent. If tape is used, it must contrast with both blade and tip.
- 4.3.2.4. Tips exhibiting excessive wear or abuse must be replaced.

#### 4.3.3. Steel Blades

- 4.3.3.1. Steel blades must be of commercial manufacture. Artisans desiring an exception must apply to the Deputy Society Marshal for Rapier Combat and will be considered on a case-by-case basis.
- 4.3.3.2. Schlager blades shall be of at least 87 cm in length.
- 4.3.3.3. 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:
  - The tang of the weapon may be altered.
  - Schlager and Del Tin blades may be shortened so long as it does not make them too stiff, or shorter than the required minimum length.
- 4.3.3.4. All steel blades must have a flattened or rolled tip.
- 4.3.3.5. All steel blades must be reasonably flexible. The Society Field Flexibility Test shall be used where there are concerns regarding blade stiffness. (see Appendix for applicable test)
- 4.3.3.6. The entire weight of a steel dagger may not exceed 680 g.
- 4.3.3.7. Rigid steel "parrying-only" daggers such as those made from cut down blades will not be allowed.

#### 4.3.4. Fibreglass Blades

- 4.3.4.1. The weapon shall have a blade constructed solely of fibreglass rod or equivalent, glue and fibreglass and vinyl tapes. Metal for hilt mounting purposes may only extend 10 cm along the blade.
- 4.3.4.2. Fibreglass rapiers shall have a flexing resistance equivalent to a standard epee. (See Appendix for applicable test)
- 4.3.4.3. The blade shall be wrapped in vinyl duct tape (not cloth backed), or such other tape as will not tear readily. Fibreglass strapping tape may be used in constructing the weapon, but must be completely covered by the outer wrapping tape.
- 4.3.4.4. The blade must be capable of easily bending to 90° and show no signs of failure or fatigue when so flexed.
- 4.3.4.5. Fibreglass daggers will be constructed in the same manner and from the same materials as fibreglass rapiers

## 4.4. STANDARD DEFENSIVE EQUIPMENT

### 4.4.1. Standard Defensive Equipment

The standard defensive equipment shall consist of buckler, baton, cloak, and parrying gauntlet. All other defensive equipment shall be considered non-standard.

### 4.4.2. Rigid Parrying Devices

- 4.4.2.1. Rigid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering. The edges shall be covered to prevent splintering or sharpness.
- 4.4.2.2. Offensive bucklers will be considered non-standard devices.
- 4.4.2.3. Batons may be of any reasonable length but should not exceed 680 g. The RMIC shall be the sole judge of what is or is not a reasonable length.
- 4.4.2.4. Where a scabbard or other open ended item (ie. tube) is used as a baton, the end facing the opponent shall be capped, plugged or otherwise sealed where a hole exists that would allow a tipped weapon to enter.

### 4.4.3. Non-Rigid Parrying Devices

- 4.4.3.1. 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 that are heavy enough to turn the device into a flail or impact weapon.
- 4.4.3.2. Cloaks shall not have any rigid material in the construction of the cloak, except for fasteners near the neck area where the combatant grasps it.
- 4.4.3.3. If the cloak is to be thrown, no rigid materials are allowed at all.
- 4.4.3.4. Parrying gauntlets shall be a glove of mail or rigid metal plates that completely covers the entire hand and wrist area.

### 4.4.4. Non Standard Equipment

- 4.4.4.1. Equipment that has been improvised, modified or is not previously defined as standard in these rules is considered non-standard. The use of any equipment, standard or otherwise, in a fashion that is not defined as the normal use of that equipment is considered non-standard equipment use.
- 4.4.4.2. The Rapier Marshal in Charge shall specifically authorise all non-standard equipment and non-standard equipment use. Approval is limited to that competition, unless the Rapier Marshal in Charge previously revokes it.
- 4.4.4.3. Non-standard equipment or equipment use must not pose a greater risk of injury or equipment damage than standard equipment or equipment use.
- 4.4.4.4. Only consenting opponents need face non-standard equipment or equipment uses, and then only after they have been made aware of the nature of the variation. Any combatant may, without dishonour, penalty or forfeiture, reject a bout against any non-standard offensive or defensive equipment item. If a combatant refuses to face a non-standard item, his or her opponent must either re-equip or forfeit the bout.
- 4.4.4.5. Non-standard equipment shall be constructed as to be recognisable as the original item it represents.
- 4.4.4.6. Devices that predictably cause entangling of an opponent or equipment either by design or by repeated mishap are not allowed.
- 4.4.4.7. All non-standard offensive equipment shall be constructed of any normal, safe material conforming to the following rules for non-standard offensive equipment.
- 4.4.4.8. Offensive equipment shall be constructed exclusively of cloth, foam, glue, tape, leather or the equivalent, and must not contain rigid material. The offensive part shall provide progressively resistant "give" without allowing contact with any underlying material.
- 4.4.4.9. Experimentation with offensive equipment not allowed under this Code of Rules is

permitted only with the specific permission of the Kingdom or a Principality Rapier Marshal. Such permission may be granted for a limited period of time only and is subject to a report and/or recommendation on the item of equipment being tested.

## 5. AUTHORISATIONS

### 5.1. GENERAL REQUIREMENTS

- 5.1.1. The applicant must provide their Society and Legal names, and a mailing address by which they may be contacted, and complete an indemnity for the Lists files.
- 5.1.2. The result of the test is not considered valid unless the Kingdom or, if applicable, Principality Rapier Marshal receives completed authorisation paperwork no later than 30 days after the date of the authorisation. It is the responsibility of the authorising marshal to ensure that such information is promptly sent.
- 5.1.3. A copy of the authorisation paperwork will be issued at the time of the test as a temporary authorisation card, certifying the authorisations of the applicant, and is valid until a Combat Authorisation Card is received.
- 5.1.4. Each authorisation must be renewed every two years. Renewals will be conducted by performing a repeat of the test appropriate to the authorisation level, in the same manner as if they are applying for the first time. Combatants who have been actively fighting within the last 6 months will have the re-authorisation waived unless letters of complaint have been received by the PRM/KRM.
- 5.1.5. All cards bearing certifications for rapier authorisation must be signed and dated in ink by the authorising marshal.
- 5.1.6. Authorising Marshals must hold authorisation for the combat authorisations being tested, before they can grant authorisation to an authorising combatant.
- 5.1.7. The minimum age for training and authorisation in rapier combat is 14. When combatants under the age of 18 undertake training and authorisation, the Kingdom Rapier Marshal (or his designated representatives) shall ensure that the minor's parent or legal guardian has observed rapier combat, is aware of the risk of injury inherent in this martial art, and has signed a statement explicitly acknowledging the above.

### 5.2. COMBAT AUTHORISATIONS

- 5.2.1. In all authorisations safety will be the paramount consideration. A display of minimum skills will also be required in order to pass.
- 5.2.2. Two authorising marshals, or 1 authorising marshal and a combatant authorised in the authorisations being examined shall perform the authorisation. The two examiners must agree on an authorisation.
- 5.2.3. One of the two examiners must fight while the other observes.
- 5.2.4. Anyone relocating to Lochac who is already authorised in fibreglass or schlager may continue to use those weapons forms until their card expires from out of Kingdom or 6 months pass. They must still abide by our armour standards and rules of the list while in Lochac. They must have proven their competence to the Lochac Marshallate in this time in order to receive a Lochac Combat Authorisation card. If they have not and their card expires then they must go through the normal authorisation process.
- 5.2.5. The 4 authorisations that rapier combatants may earn are:
  - (a) Single Rapier (sword and empty hand and sword and parrying gauntlet)
  - (b) Offhand Defensive Devices (buckler, baton, cloak)
  - (c) Offhand Weapons (rapier and dagger, case of rapier)
  - (d) Melee
- 5.2.6. Requirements:
  - (a) Single Rapier Authorisations:
    - Safe weapon usage.

- Basic movement including advances, retreats, stance changes and lunges.
  - Basic defences including parries made by the rapier, the off hand and the proper use of distance and voids.
  - Basic offence is the ability to attack using valid thrusts and cuts.
  - Proper calibration must be demonstrated with both thrusts and cuts.
  - The authorising person must verbally demonstrate an understanding of the rules and conventions of rapier combat in Lochac.
  - They must fight from the ground and attack someone grounded as well.
  - They must demonstrate knowledge of armour and weapons requirements.
  - They must be able to respond properly to a hold called by the marshal and their opponent.
  - They must demonstrate knowledge of the difference between offhand parries made without and with a parrying gauntlet.
- (b) Offhand Defensive Devices:
- Competent and safe use of the devices must be demonstrated.
  - Knowledge of the rules pertaining to the use of these devices must be demonstrated.
- (c) Offhand Weapons:
- Active and coordinated use of the weapon must be demonstrated for both offence and defence.
  - Proper calibration must be demonstrated with both thrusts and cuts.
  - Knowledge of the rules pertaining to off hand weapons must be demonstrated
- (d) Melee
- Consistent calibration while in a melee
  - Demonstrated knowledge of the melee combat conventions, including engagement, obstacles and death from behind.
  - The applicant must be tested in a melee scenario.

### 5.3. MARSHALATE AUTHORISATIONS

- 5.3.1. Anyone interested in becoming a marshal must first be a Marshal in Training (MIT) for at least 6 months in Lochac unless otherwise indicated by the Kingdom Rapier Marshal or appropriate Principality Rapier Marshal.
- 5.3.2. MITs may marshal or assist in the training of rapier combatants or the running of a field under the direct supervision of a marshal. Said marshal must be present with the MIT and not engaged with any other activity, ie: they must marshal the same field together, not one each.
- 5.3.3. All MIT's must have a Marshal as a sponsor to learn from and who will arrange for the eventual authorisation of said MIT.
- 5.3.4. MIT's must demonstrate their familiarity with all the rules of the list in Lochac pertaining to rapier combat.
- 5.3.5. They must have assisted in marshalling at least 3 separate tourneys.
- 5.3.6. MIT's must be familiar enough with the weapons forms and styles of combat to be able to ensure a safe environment for the rapier combatants in the list or practice.
- 5.3.7. The authorisation must include an oral exam including the following subjects:
- (a) Rules of the list and how to conduct a tourney field.
  - (b) How they should handle safety issues and holds.
  - (c) They must know their chain of command.
  - (d) Knowledge of the armour and weapons requirements.

- 5.3.8. There must be at least 2 marshals involved in the authorisation of an MIT (not including the MIT). If the MIT is applying to be an Authorising Marshal, at least one of the marshals involved must also be an authorising marshal.
- 5.3.9. It is not necessary to be an authorised rapier combatant to be a rapier marshal. However, only authorised rapier combatants may apply for an Authorising Marshal delegation.
- 5.3.10. To receive a rapier authorisation delegation, the MIT must satisfy the following:
- (a) MIT's must be able to teach the basics required for someone to satisfy the requirements for the 3 combat authorisations. They must also have demonstrated the ability to teach these skills in the 6 months prior to the authorisation.
  - (b) A scenario must be run where the MIT will "authorise" a marshal who is acting as a fencer. The MIT will run the authorisation from verbal questioning to inspection, observing the combatant and fighting a part of the authorisation. The MIT must then pass or fail the "candidate" with specific reasons. The reasons must have been discussed with the other marshals present. The MIT must also recommend a course of action if the "candidate" fails, in order to bring them up to an acceptable standard.
  - (c) More than one scenario is recommended. The MIT should have been tested thoroughly on all pertinent issues.

## 6. RAPIER ADMINISTRATION

### 6.1. RAPIER MARSHALLATE ORGANISATION

Group Rapier Marshals (sections 6.1.1. to 6.1.3.) must make quarterly reports to their superiors. Their superior will inform them of the due dates of these reports when their office is confirmed.

#### 6.1.1. Kingdom Rapier Marshal

- 6.1.1.1. The Kingdom Rapier Marshal shall be appointed by the Crown in consultation with the Kingdom Earl Marshal and shall report to the Kingdom Earl Marshal and act as a deputy of the Kingdom Earl Marshal.
- 6.1.1.2. The Kingdom Rapier Marshal coordinates all Rapier Combat within the Kingdom of Lochac.
- 6.1.1.3. The Kingdom Rapier Marshal maintains the rules for rapier combat in consultation with the Kingdom Earl Marshal and the Crown.
- 6.1.1.4. The Kingdom Rapier Marshal is the final arbiter, in conjunction with the Earl Marshal and the Crown, in cases where a Group Rapier Marshal makes an application for permanent revocation of a marshal's warrant, or combatant authorisation.
- 6.1.1.5. The Kingdom Rapier Marshal maintains the roster of Rapier Marshals and Combatants.
- 6.1.1.6. Issue Rapier Combat Authorisation Cards, and Rapier Marshal Authorisations.

#### 6.1.2. Principality Rapier Marshals

- 6.1.2.1. The Coronets in consultation with Principality Knight Marshals and the Kingdom Rapier Marshal shall appoint Principality Rapier Marshals. They shall report to the Kingdom Rapier Marshal and act as deputies to the Principality Knight Marshals.
- 6.1.2.2. Principality Rapier Marshals coordinate Rapier Combat within their Principality.
- 6.1.2.3. Principality Rapier Marshals issue Rapier Combat Authorisation Cards and Rapier Marshal Authorisations to members in their region.
- 6.1.2.4. Principality Rapier Marshals maintain the roster of authorised rapier marshals and combatants for their region.
- 6.1.2.5. Principality Rapier Marshals serve as the head of the disciplinary committee of their region, and is responsible for implementing disciplinary procedures up to and including twelve month suspensions of authorisation.
- 6.1.2.6. Principality Rapier Marshals are responsible for forwarding information on injuries and disciplinary actions to the Kingdom Rapier Marshal.

### 6.1.3. Branch Rapier Marshals

- 6.1.3.1. Branch Rapier Marshals shall be appointed in the normal manner for a Branch officer, and shall be approved and registered by the appropriate Principality Rapier Marshal or the Kingdom Rapier Marshal. They shall report to the appropriate Principality Marshal or the Kingdom Rapier Marshal.
- 6.1.3.2. Branch Rapier Marshals coordinate Rapier Combat in their Baronies, Shires, etc.
- 6.1.3.3. Branch Rapier Marshals ensure that a qualified marshal is appointed as the "Rapier Marshal in Charge" of any event sponsored by their Branch.
- 6.1.3.4. Branch Rapier Marshals ensure that the Rapier Marshal in Charge of each event sponsored by that Branch files all the necessary reports within 30 days of the event, and that a copy of this report is forwarded to their superior.
- 6.1.3.5. Branch Rapier Marshals forward warrant and authorisation documents to their superiors so that warrant/authorisation cards can be issued in a timely fashion.
- 6.1.3.6. Branch Rapier Marshals report breaches of the safety regulations and disciplinary actions taken by the RMICs of events to ensure that further disciplinary action can be taken where appropriate.

### 6.1.4. Rapier Marshals in Charge

- 6.1.4.1. RMICs Oversee all aspects of safety and proper conduct of rapier combat at a proposed event.
- 6.1.4.2. RMICs select the marshals to assist with an event.
- 6.1.4.3. RMICs may suspend combatants from fighting for the duration of the event.
- 6.1.4.4. RMICs may not participate in any Rapier Combat during the event if he/she is the only marshal present. They may not marshal their own bout.
- 6.1.4.5. RMICs need not be constantly present in the vicinity of all rapier combat, but must be readily accessible to any Marshal of a particular bout at the event for which they are RMIC.
- 6.1.4.6. RMICs must submit an event report to their Branch Rapier Marshal that includes:
  - (a) The name of the Rapier Marshal in Charge and the names of all the Marshals who assisted.
  - (b) A list of all authorisations, whether successful or not, and the results of those attempts.
  - (c) The names of all the participants in Rapier Combat.
  - (d) A description of any problems or disputes that occurred during the fighting, and of any injuries that occurred.
  - (e) A list of those combatants who were suspended from fighting for the duration of the event, the reasons for the suspensions and recommendations for any higher level disciplinary action they consider that might be required.

### 6.1.5. Rapier Marshals at Large

- 6.1.5.1. Rapier Marshals at Large assist in equipment inspections and the running of all practices and lists.
- 6.1.5.2. Rapier Marshals at Large conduct combatant authorisations if they are an authorising marshal.
- 6.1.5.3. Rapier Marshals at Large assist in the training and authorisation of Marshals in Training.
- 6.1.5.4. May perform the duties of RMIC if required. Examples of where this may be required is if they are appointed as RMIC by the GRM, or if an RMIC is not present or appointed.

## 6.2. RAPIER EVENTS

### 6.2.1. Equipment Inspection

- 6.2.1.1. At least one marshal must be present to perform equipment inspections.
- 6.2.1.2. The marshal conducting equipment inspection shall not damage a combatant's equipment unduly, such as by repeatedly bending the combatant's weapon blade to test flexibility or curvature, or performing the SFAT on the combatant's protective equipment.
  - (a) If such testing is deemed to be necessary, then it is preferable that the SFAT be performed on a sample of the combatant's protective equipment, if the combatant desires to use the equipment in question.
  - (b) When checking for groin protection the Marshal shall ask the combatant to self-test.
- 6.2.1.3. Equipment may not be used on the field until approved by an inspecting rapier marshal. Equipment that fails the field inspection may be modified or repaired to meet the equipment standards, and then returned to the inspecting rapier marshal for approval.
- 6.2.1.4. An appeal can be made on any equipment that fails the field inspection. Such appeals are addressed to the RMIC first, then the Principality Rapier Marshal and finally to the Kingdom Rapier Marshal who will make a final decision. The equipment may not be used until the appeal is resolved.

### 6.2.2. Conduct of Combat

- 6.2.2.1. Because of the nature of the weapons being used, marshals, and combatants should pay special attention to tips missing or broken, and for badly bent or fatigued blades.
- 6.2.2.2. The marshal supervising a bout or melee shall enforce the rules and conventions governing rapier combat. If infractions occur during a bout, the supervising marshal shall warn the combatants involved and take steps to prevent their recurrence. If no other solutions are workable, the combatant responsible will be deemed defeated.
- 6.2.2.3. All infractions of this type shall be reported to the Rapier Marshal in Charge, as they must be included in the event report.
- 6.2.2.4. The Rapier Marshal in Charge may suspend a combatant and remove him/her from the competition field for the duration of the event for any of the following reasons. (If the Rapier Marshal in Charge is not available during the bout, the supervising marshal may take this action, thereafter reporting to the Rapier Marshal in Charge.)
  - (a) The combatant has made his/her third violation of the rules during a bout.
  - (b) The combatant, through demonstration of behaviour on the field, poses a risk to the safety of him/herself or others and the supervising marshal believes that the combatant shall continue to pose a risk regardless of verbal warning.
  - (c) The combatant refuses to obey the legal commands of the marshals supervising the combat.
- 6.2.2.5. Any rapier combatant who has been suspended may not participate further in any Rapier Combat until the suspension has been resolved. For such resolution the appeal must first go to the RMIC, then the Principality Rapier Marshal and finally to the Kingdom Rapier Marshal for a ruling.
- 6.2.2.6. Unsafe or excessive force blows shall be discussed on the field, and failing a mutually satisfactory resolution, the aggrieved combatant shall write an official letter of complaint to the Kingdom / Principality Rapier Marshal. Three letters of complaint of separate instances shall automatically suspend the individual from combat until the Kingdom / Principality Rapier Marshal can establish the factual basis of the complaints.
- 6.2.2.7. At the end of a combat the supervising marshal shall ask whether the combatants are satisfied. Any combatant who leaves the field without stating a problem is declaring their satisfaction with the outcome of the combat. Disagreements with the Marshallate shall be resolved off the field through the appropriate Kingdom grievance and appeal procedures.
- 6.2.2.8. Supervising marshals and RMIC's are responsible for reporting any injury requiring the attention of a health professional (eg. Doctor, Nurse, Chiropractor, or Paramedic) to the

Kingdom / Principality Rapier Marshal within 24 hours. The Kingdom / Principality Rapier Marshal will investigate the incident and provide a report to the Kingdom Earl Marshal within 10 days of the incident being reported.

- 6.2.2.9. If for any reason it becomes impossible to conduct Rapier Combat safely, and in accordance with the rules, or if any officer acting with their due authority removes sanction from an event, the Rapier Marshal in Charge shall cooperate to halt all Rapier Combat at the event. If the Rapier Marshal in Charge makes this determination but is unable to stop Rapier Combat then he/she must withdraw sanction for Rapier Combat from the event. This action and why it was taken must be included in the event report, and all efforts made to immediately contact the Kingdom and/or, Principality Rapier Marshal and sponsoring Branch Seneschal
- 6.2.2.10. An attending marshal must supervise all rapier combat bouts. The Rapier Marshal in Charge shall delegate additional marshals to supervise the Marshalling of each bout if more than one is being run at any given time:
- (a) Each bout of 2 combatants shall be supervised by at least 1 marshal. If the bout is part of a tournament it is recommended that there be an additional marshal.
  - (b) In a melee (more than 2 combatants) there shall be at least 1 rapier marshal for every 6 combatants. For example, a field of 7 to 12 combatants requires two marshals, a field of 13 to 18 requires three marshals and so forth. The Rapier Marshal in Charge shall provide procedures for the identification and removal of "dead" combatants, removal of abandoned equipment, rules of engagement and rules for engaging from behind.
  - (c) If there are not enough marshals available then the number of bouts or number of combatants in melees being run at any given time must be reduced to match the number of marshals. In no case is a bout or melee to be run without a marshal to supervise the combat.
- 6.2.2.11. 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.
- 6.2.2.12. If an opponent has grasped a blade using the blade grasping convention, "HOLD" shall be called if wrestling about the blade occurs.

## 6.3. DISCIPLINARY ACTION

### 6.3.1. Combatants

- 6.3.1.1. Any combatant who is suspended from fighting at an event, or for whom the PRM/KRM has received 3 letters of complaint, shall have their combat authorisation temporarily suspended. The PRM/KRM shall then establish the factual basis of the suspension. If the PRM/KRM upholds the suspension, they shall then notify the combatant and all local branch rapier marshals that the combatant's combat authorisation has been suspended.
- 6.3.1.2. Upon receiving a suspension notification, the combatant, in conjunction with their local branch rapier marshal must make arrangements for retraining under an authorising rapier marshal. Retraining shall continue until the appointed trainer feels that the combatant has overcome the problems that resulted in the suspension.
- 6.3.1.3. Once retraining is completed, the trainer must arrange a re-authorisation bout for the combatant with 2 impartial authorising rapier marshals. The trainer must also prepare a report for the impartial marshals, that outlines the training undertaken, prior to the re-authorisation bout. Both impartial marshals must agree that the suspended combatant has overcome the problems that resulted in the suspension. If the combatant is found acceptable, the impartial marshals shall then complete authorisation paperwork and forward it to the PRM/KRM, along with the trainer's report. If the combatant is not found acceptable, the marshals shall discuss further requirements they feel necessary with both the combatant and their trainer.
- 6.3.1.4. Upon receiving the re-authorisation paperwork, the PRM/KRM shall ensure that the re-authorisation process has been followed correctly, and if satisfied shall notify the suspended combatant in writing that the suspension has been lifted.

- 6.3.1.5. Any combatant who is reinstated after a suspension shall be placed on probation for a 12 month period. Any probationary combatant who is suspended shall have their authorisation revoked for 12 months. After an authorisation revocation, the combatant must restart the authorisation process from the beginning as a new combatant.
- 6.3.1.6. Any combatant who has their authorisation revoked twice shall be recommended to the Earl Marshal and Crown by the KRM, for permanent revocation of their rapier authorisations.
- 6.3.1.7. Combatants who knowingly take the field with equipment not approved by the inspecting rapier marshals (masks, weapons, armour) shall have their authorisation suspended for a period of 12 months, subject to review by the Rapier Marshallate.

### 6.3.2. Marshals

- 6.3.2.1. Any marshal who knowingly allows a combatant to engage in combat with any equipment that does not pass safety standards shall have their marshallate authorisation suspended for a period of not less than two years, subject to review by the Rapier Marshallate.
- 6.3.2.2. Any marshal, who has their rapier combat authorisations suspended, shall also have their marshallate authorisations suspended. Marshallate authorisations can not be reinstated until the probation period has expired, after which they must retake the marshallate authorisation examination.
- 6.3.2.3. Any marshal, for whom the PRM/KRM has received 3 letters of complaint, shall have their marshallate authorisation temporarily suspended. The PRM/KRM shall then establish the factual basis of the complaints. If the PRM/KRM upholds the suspension, they shall then notify the marshal and the local branch rapier marshal that the marshal's authorisation has been suspended.

### 6.3.3. Appeals

- 6.3.3.1. All marshallate decisions regarding suspensions and authorisation revocations may be appealed.
- 6.3.3.2. Appeals shall first be directed to the RMIC, then the Branch Rapier Marshal, then the Principality Rapier Marshal, then the Kingdom Rapier Marshal and finally the Kingdom Earl Marshal. Appeals against the ruling of the Earl Marshal shall be heard by the Crown in a Quarter Court.
- 6.3.3.3. Appeals against rulings shall only be taken to a higher authority, if a satisfactory resolution can not be found at a lower level. A lower authority can not overrule rulings made by a higher authority.
- 6.3.3.4. All appeals must be lodged within 72 hours of being informed of the decision. Appeals to a higher authority must be lodged in writing (electronic mail, surface mail or fax).

## 7. APPENDICES

### 7.1. THE RULES OF THE LISTS FOR THE SCA, INC.

1. Each fighter, recognising the possibilities of physical injury to himself or herself in such combat, shall assume unto himself or herself all risk and liability for harm suffered by means of such combat. Other participants shall likewise recognise the risks involved in their presence on or near the field of combat, and shall assume unto themselves the liabilities thereof.
2. No person shall participate in Combat-Related Activities (including armoured combat, period fencing, combat archery, scouting, and banner bearing in combat) outside of formal training sessions unless he or she shall have been properly authorised 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 armour 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 Marshallate may bar any weapon or armour from use upon the field of combat. Should a warranted Marshal bar any weapon or armour, an appeal may be made to the Sovereign to allow the weapon or armour.
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 dishonour or penalty, reject any challenge without specifying a reason. A fight in a tournament lists is not to be considered a challenge, and therefore may not be declined or rejected 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.
9. No projectile weapons shall be allowed and no weapons shall be thrown within the Lists of a tournament. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

### 7.2. FLEXIBILITY TEST FOR A STANDARD EPEE

The following is the flexibility test for a FIE standard epee, as listed in the 1999 USFA rules. This test is used for determining acceptable flex in fibreglass rapiers.

The blade should have a flexibility equivalent to a bend of 4.5 cm minimum and 7 cm maximum measured in the following way.

1. The blade is fixed horizontally at a point 70 cm from the extremity of the button.
2. A 200 g weight is suspended 3 cm from the extremity of the button.
3. The bend of the blade is measured at the extremity of the button between the non-weighted and weighted positions

### 7.3. SOCIETY BLADE FLEXIBILITY TEST

The following is the Society blade flexibility test. This test is used for determining acceptable flex in steel blades (rapiers and daggers).

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 flexes visibly (More than 1/2 inch <12mm> for longer blades and 1/4 inch <6mm> for daggers) then the blade is sufficiently flexible.