

SOCIETY FOR CREATIVE ANACHRONISM, INC.

KINGDOM OF THE WEST



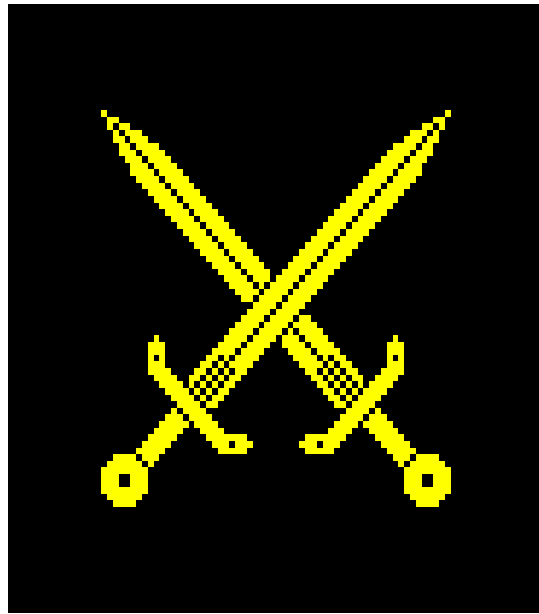
COMBAT STANDARDS MANUAL

2001 Edition
Revision D

November 2001

Kingdom of the West

Office of the Marshal



November, 2001
Revision D

© Copyright (2001) Society for Creative Anachronism, Inc.

This document is the official West Kingdom Combat Standards Manual. The West Kingdom is a branch of the Society for Creative Anachronism (SCA), and these combat standards are published as a service to the SCA's membership. Members of the SCA may copy and distribute this document to other members of the Society so long as copyright credit is given and no changes are made in the text. This is not an official publication of the Society for Creative Anachronism and does not delineate SCA policy.

Table of Contents

SOCIETY FOR CREATIVE ANACHRONISM, INC. 1

Kingdom of the West 2

Table of Contents iii

West Kingdom Armored Combat Standards..... 1

1. Rules of the Lists of the Society for Creative Anachronism, Inc. 1

2. Applications of the Rules of the Lists..... 2

 Ref Rule 1 2

 Ref Rule 2 2

 Ref Rule 3 2

 Ref Rule 4 2

 Ref Rule 5 2

 Ref Rule 6 2

 Ref Rule 7 2

 Ref Rule 8 2

 Ref Rule 9 3

3. SCA Conventions of Combat..... 4

 3.1 General Information 4

 3.2 Behavior on the Field 4

 3.3 The Use of Weapons and Shields 4

 3.4 Acknowledgment of Blows 5

4. West Kingdom Conventions of Combat 7

 4.1 General Information 7

 4.2 Behavior on the Field 7

 4.3 The Use of Weapons and Shields 7

5. West Kingdom War Rules and Conventions 9

 5.1 Additions/Changes to Combat Equipment Standards 9

 5.2 Additions/Changes to the Conventions of Combat 9

 5.3 War Conventions 10

6. Armor and Weapon Construction Standards..... 14

 6.1 Melee Combatant Armor Standards 14

 6.2 Melee Combatant Shield Standards..... 18

 6.3 Melee Combatant Weapon Standards..... 18

 6.4 Missile Combatant Armor Standards 22

 6.5 Missile Combatant Shield Standards..... 25

 6.6 Missile Combatant Weapon Standards..... 25

7. West Kingdom Siege Rules 29

 7.1 Marshalling..... 29

 7.2 General Rules 29

 7.3 Engine Classifications - ALL SIEGE ENGINES 29

 7.4 Heavy Siege Engines 29

 7.5 Field Artillery Engines 30

 7.6 Siege Engine Types 30

 7.7 Terminology Definitions 30

7.8 Crew Authorization30

7.9 Engine Licensing30

Appendices – Siege Rules.....31

7.10 Appendix A - West Kingdom Missile Chart31

7.11 Appendix B - Engine Licensing Process32

7.12 Appendix C – Missile and Shot Construction Specifications.....33

8. Armor Material Definitions35

West Kingdom Rapier Combat Standards.....36

1. Introduction.....36

1.1 General Rules of the List for Rapier Combat37

1.2 Behavior on the Field37

1.3 Use of Weapons and Parrying Devices37

1.4 Acknowledgement of Blows37

1.5 Individual Combat Rules.....39

1.6 Melee Rules for Rapier Combat (limited, see section 6.5).....40

1.7 Halting Rapier Combat.....40

2. Equipment Specifications42

2.1 General Equipment Requirements.....42

2.2 Protective Equipment (Armor)42

2.3 Standard Offensive Equipment (Weapons).....44

2.4 Standard Defensive Equipment45

3. Rapier Administration.....47

3.1 Rapier Marshallate Organization.....47

3.2 Rapier Events.....48

4. Authorizations50

4.1 General Requirements50

4.2 Combat Authorizations.....50

4.3 Marshallate Authorizations.....51

5. Rapier Combat - Appendices.....53

5.1 Tip Cuts53

5.2 Disciplinary Rules – Combatants53

5.3 Disciplinary Rules – Marshals.....53

5.4 Appeals54

5.5 Rapier Melee.....54

West Kingdom Armored Combat Standards

1. Rules of the Lists of the Society for Creative Anachronism, Inc.

The basic rules for the SCA combat are contained in the Rules of the Lists. These Rules, however, do not specifically cover non-tourney field activities such as wars, war archery, and period fencing. In practice, the Rules have been extended to cover these activities, with the observance of honor and chivalry being the overriding element, along with the safety of the combatants. 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 Appendix B of the Corpora of the SCA.

1. Each fighter, recognizing the possibilities of physical injury to him- or herself in such combat, shall assume unto him- or herself all risk and liability for harm suffered by means of such 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.
2. No person shall participate in Combat-Related Activities (including armored combat, period fencing, combat archery, scouting, and banner bearing in combat) outside of formal training sessions unless he or she shall 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 Marshallate 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 is not to be considered a challenge, and therefore may not be denied 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.

2. Applications of the Rules of the Lists

The Applications of the Rules of the Lists are reprinted/paraphrased from the 11/2000 revision of The Marshal's Handbook of the SCA.

Ref Rule 1

"Other participants" include Marshals, and also support personnel whose activities bring them close to fighting in a situation where boundaries are not clearly defined. Heralds, List Pages, and similar officers who leave the field entirely before combat begins are exempt from this requirement, as are Water-Bearers and Chirurgeons who remain in fixed support points outside the tournament field or battle area. Water-Bearers and Chirurgeons who take part in mobile support groups within the overall boundaries of a battle area must receive a basic orientation in field safety, and sign a proper waiver.

Ref Rule 2

The Crown and/or Marshallate of each Kingdom shall establish standards and procedures for the authorization of fighters to participate in combat. At minimum, these procedures should assure that the individual has read the Rules of the Lists, is familiar with the conventions and rules of the Kingdom and the SCA, and has been observed in combat by a member of the Marshallate who can determine that he is not an exceptional safety hazard to himself or to others. At Kingdom option, these procedures may involve either a general authorization to participate in armored combat, or a set of separate authorization procedures for the use of (or for combat AGAINST) specific weapons or classes of weapons.

Ref Rule 3

The Crown and/or Marshallate of each Kingdom shall establish standards and procedures for the authorization of combat archers and missile users to participate in combat. Kingdoms may establish such additional limitations on the participation of minors as may be deemed necessary. It is usual for authorizations from other Kingdoms to be accepted, although exceptions may prove necessary in the case of specific individuals.

The Crown may not simply grant an authorization, unless the recipient has successfully completed the authorization process as delineated in Society and Kingdom law.

Ref Rule 4

Kingdoms may apply armor and weapon standards that are stricter than the Society standards, should they be deemed necessary, but may not reduce or waive any Society standard.

Ref Rule 5

If a fighter regards an opponent's weapon or armor as unduly dangerous to face, he or she can request the Marshal of the field to reinspect the item. Either fighter has the option to appeal the decision of the reinspecting Marshal to the Marshal in Charge and ultimately to the Sovereign.

Ref Rule 6

Engaging in any Society combat activity with the deliberate intent to inflict injury to an opponent is strictly forbidden.

Ref Rule 7

No one is required to fight in a tournament should he or she prefer not to do so.

Ref Rule 8

Since fighting with real weapons is forbidden at any Society event, threatening the use of such weapons is likewise expressly forbidden.

At the discretion of the Sovereign and the Marshal in Charge, recognized experts may be permitted to present choreographed demonstrations with real weapons under strictly controlled conditions.

Posing for still photographs with real weapons is permitted.

No one may wear any real weapon onto the field while participating in combat or present during combat. At the discretion of the Sovereign and the Marshal in Charge, an exception may be made for Marshals or other non-combatants to wear knives bonded with peace straps.

Ref Rule 9

The prohibition of thrown weapons refers to weapons in combat, or thrown in a hostile manner. It does not apply to "tossing" as a gentle, short-range method of transferring or removing a tournament weapon or item of equipment from the Lists or area of combat.

The use of archery, firearms, slings, javelins, throwing axes, throwing knives, or any other projectile is forbidden within the Tournament Lists, or in any other situation where spectators can not be separated from the potential line of fire by more than the effective range of the weapons.

3. SCA Conventions of Combat

The SCA Conventions of Combat are a reprinted/paraphrased from the 11/2000 revision of The Marshal's Handbook of the SCA, Fighter Section, III through V, renumbered to maintain uniformity with the West Kingdom Standards.

Introduction: All traditional SCA Armored Combat at SCA tournaments, wars, and other events shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., these Conventions of Combat, and such weapons, equipment, and event rules as are established by the Marshallate of the SCA, Inc., and individual Kingdom Marshallates.

3.1 General Information

- 3.1.1 All Kingdoms shall have as their minimum Armor and Weapons standards those criteria established as Society minimum Armor and Weapons standards. Additional, more extensive, and more strict standards may be put into place by each Kingdom.
- a. All fighters, prior to combat at each and every SCA event, shall insure that a warranted member of the Kingdom Marshallate inspects their Armor and Weapons.
 - b. Even though a warranted member of the Kingdom Marshallate has inspected the armor and weapons used by a fighter, each fighter accepts full responsibility for the condition of their own equipment, and has the obligation to oneself, the Marshal, and all opponents to see that their equipment meets all Society and Kingdom requirements.
- 3.1.2 When not otherwise directed by the Crown, the Crown's representative upon the field and in all matters dealing with Society Combat is the Earl Marshal, and, by delegation, members of the Kingdom Marshallate.

3.2 Behavior on the Field

- 3.2.1 Striking an opponent with excessive force is forbidden and considered an unchivalrous act.
- 3.2.2 All fighters shall obey the command of the Marshals on field, or shall be removed from the field and subject to disciplinary action.
- a. Disagreements with a Marshal shall be resolved through the established mechanism outlined in the Marshallate Procedures of the SCA, Inc.
- 3.2.3 Each fighter shall maintain control over his or her temper at all times.
- 3.2.4 Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.
- 3.2.5 A fighter shall not enter the lists or participate in any form of SCA combat activity while impaired by alcohol or drugs (including, but not limited to: drugs prescribed by a licensed health care provider, over the counter medications, and illegal controlled substances.)
- 3.2.6 Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
- 3.2.7 A fighter shall not deliberately strike a helpless opponent.
- 3.2.8 Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (e.g., by falling down or losing his or her weapon) may, after being duly warned by the Marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the Marshals, not on the opponent. However, the opponent may ask the Marshals to let the fight continue.

3.3 The Use of Weapons and Shields

- 3.3.1 Weapons shall be used in accordance with their design (i.e., pikes may only be used for thrusting, axes for striking along the edge of the blades, etc.).
- a. Only weapons approved for thrusting may be used for that purpose. Feinting as if to thrust with a weapon not approved for that purpose is not permitted. Before any bout where a thrusting weapon is used the opponent and Marshals shall be informed that such a weapon is on the field, and the thrusting tip shall be shown to the opponent.

- b. The blade of a weapon may not be grasped at any time, nor may it be trapped in contact with the fighter's body as a means of preventing the opponent's use of the weapon. Neither may the blade of a fighter's own weapon be grasped to enhance the block.
 - c. Wrestling with or grappling the opponent, to include grasping the opponent's torso, limbs, shield, or weapon's striking surface, blade, or head is prohibited.
- 3.3.2 The striking surface of a weapon in motion may not be grasped or blocked by the hands or limbs as a means of impeding the blow. Inadvertently bringing the hands in contact with the striking surface of a weapon when attempting to block a blow with another weapon shall not be considered to be in violation of this convention.
- 3.3.3 Blows repeatedly blocked by a weapon in contact with a fighter's helm, body, or shield at the moment of impact may, at the discretion of the Crown or Marshallate, be considered to have broken the blocking weapon. This will force a fighter to forfeit the fight, unless a secondary weapon is carried or the opponent chooses to allow the fighter to rearm with another weapon.
- 3.3.4 A shield may be used to displace, deflect, or immobilize an opponent's shield or weapon, so long as such use does not endanger the safety of the combatants. Deliberately striking an opponent's head, limbs, or body with a shield is forbidden, unless that shield is designed for use as a weapon, and is approved by the Kingdom Marshallate.

3.4 Acknowledgment of Blows

- 3.4.1 In judging the effect of blows, all fighters are presumed to be fully armored. Special tournaments or combats may be held which may redefine what areas of the body are armored, and to what extent, so long as all the participants are made aware of the special conditions prior to the start of combat.
- a. All "fully armored" fighters are presumed to be wearing a hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal. The helm may be presumed by Kingdom convention to include a very light chain mail drape, permitting vision and resisting cuts by the mere touch of a bladed weapon.
 - (1) Under this standard, an acceptable blow to the face would be lighter than to other portions of the head or body. Areas deemed illegal for attack (the wrists from one inch above the hands, from one inch above the knees and below) shall be considered safe from all attack.
 - (2) An acceptable thrusting blow to the face shall be a directed touch and shall be substantially lighter than to other parts of the body.
- 3.4.2 Blows must be delivered with effective technique for the particular type of weapon used, and must strike properly oriented and with sufficient force, to be considered an effective, or good, blow.
- a. An effective blow to the head, neck, or torso shall be judged fatal or totally disabling, rendering the fighter incapable of further combat.
 - b. An effective blow from an axe, mace, polearm, great sword, or other mass weapon, which lands on the hip above the hip socket, or strikes the shoulder inside of the shoulder socket, shall be judged fatal or totally disabling.
 - c. An effective blow to the arm above the wrist will disable the arm. The arm shall then be considered useless to the fighter, and may not be used for either offense or defense.
 - d. An effective blow to the leg above the knee will disable the leg. The fighter must finish the fight kneeling, sitting or standing only upon the foot of the unstruck leg.
 - e. Kingdoms may put limitations upon the mobility of such injured fighters.
 - f. If a wounded limb blocks an otherwise acceptable blow, the blow shall be counted as though the limb were not there.
 - g. Kingdoms may institute a "bleed rule" that would render a fighter who has suffered an effective wound to a limb incapable of further combat after a specified time.
- 3.4.3 Pas d'Arms Dispensation
- Fighters participating in a Pas d'Arms tourney may deviate from the above rules in favor of the "blows received" (or counted-blows) method of determining a bout.

- 3.4.4 All fighters are expected to take into account the nature of the weapon being used by their opponent and the location of the point of impact of that weapon when judging the outcome of a blow delivered. Fighters are also expected to take into account the timing of the blow and the collision of the weapon with any object other than the fighter's presumed armor.
- a. The fact that a blow struck a shield or another weapon before striking the combatant may be a reason why the blow was not effective. However, a blow that strikes with sufficient force and properly oriented shall be considered effective, regardless of what it hit prior to striking the combatant.
- 3.4.5 Sometimes, a blow that would normally be accepted occurs at almost the same moment as an event that would cause the fight to be stopped (a "HOLD" being called, the fighter throwing the blow being killed, etc.). If the blow was begun before the occurrence of the event that would cause the bout to be halted, it shall be deemed a legal blow and acceptable if of sufficient force and not blocked or deflected. If the blow was begun after the occurrence of the event that would cause the bout to be halted, it shall be deemed not legal, and need not be accepted.
- 3.4.6 A blow that includes the dropping of a weapon at the moment of impact need not be counted.
- Note: If the force of the blow causes the weapon to be dropped, the rule shall be suspended.*

4. West Kingdom Conventions of Combat

4.1 General Information

- 4.1.1 All traditional armored combat in West Kingdom tourneys, wars and other events shall be conducted in accordance with the Rules of the Lists and Conventions of Combat of the SCA, Inc. These additional Conventions of Combat of the Kingdom of the West are established by the Marshallate as reasonable extensions of courtesy, chivalry and the evolution of combat in the West, and shall be observed.
- 4.1.2 Melee Combat, Missile Combat, and Rapier Combat all require separate authorizations and an authorization in any one activity does not imply an authorization in any of the others. Anyone 18 years or older may participate in combat-related activities after executing a waiver and completing any authorizations required for the specific activity that they wish to participate in. Anyone between the ages of 16 and 18 years may participate in combat related activities after having their parent or legal guardians witness the activity and execute a minor's waiver, and then completing any authorizations required for the specific activity that they wish to participate in. Minor's authorizations may only be done by the Earl Marshal, Principality Knight Marshals, or Deputies specifically authorized to do so. Fighter-in-training may participate in practices after executing a waiver but prior to completing authorization, as long as the practice is being supervised by a rostered Marshal-in-Charge or Branch Marshal.
- 4.1.3 All fighters shall immediately obey the commands of the Marshals on the field, or shall be removed from the field subject to disciplinary action. Disagreements with the Marshals shall be resolved off the field through proper West Kingdom grievance and appeal procedures via the Marshal in Charge of the event, the Principality Marshal, the Earl Marshal, and then the Crown.
- 4.1.4 A combatant may refuse to accept the benefit from the application of the conventions of combat or the armor and weapons standards, if their opponent does not object, such as, while on your knees refusing to move out of the sun, calling a glancing blow good, etc.

4.2 Behavior on the Field

- 4.2.1 Extend the utmost courtesy to your opponent. You do each other honor by meeting on the field. If there is question regarding a point of honor (such as blow strength), give your opponent the benefit of the doubt as far as is reasonable.
- 4.2.2 Target substitution is not allowed. A fighter may not raise a leg to cause the opponent's blow to strike low.
- 4.2.3 It is considered courteous to turn a kneeling fighter so that he or she is not facing into the sun.
- 4.2.4 It is considered discourteous and dangerous to intentionally target the groin area. If such blows are thrown repeatedly, it shall be presumed to be a violation of the Rules of the Lists - number six.
- 4.2.5 Unimpeded blows swung at or below the knee are both discourteous and dangerous. Fighters who repeatedly throw such a blow shall be duly warned by the Marshals. If such blows continue to be thrown, the fighter can be prohibited from throwing leg blows or be caused to forfeit the fight.
- 4.2.6 Grappling or grasping your opponent, or wrestling is not permitted.

4.3 The Use of Weapons and Shields

- 4.3.1 Blocking a blow with a weapon that is in contact with, or driven with force into, a helm, body, leg, or shield is known as anvilling and is not permitted. After being duly warned by the Marshal the weapon will be considered broken and the defending fighter will be forced to continue the fight with a different type of weapon.
- 4.3.2 Effects of Blows
 - a. An effective blow from a single-handed sword that lands on the hip, above the hip socket, renders both legs useless. The fighter must continue the fight sitting without rising up to a kneeling position. The fighter may move, but only without rising up onto the knees (i.e. "waddling").
 - b. An effective blow landing on the top of the shoulder anywhere between the shoulder point and the neck is considered fatal or totally disabling.

- c. An effective blow to the hip or the shoulder from a mass weapon, great sword, or polearm is considered fatal or totally disabling. A thrust to the hip or shoulder from a mass weapon, great sword, pike, or polearm is not considered fatal or totally disabling, only wounding.
- 4.3.3 When one combatant is kneeling and the other is standing, it is forbidden for the standing fighter to circle or "corkscrew" the kneeling fighter.
- 4.3.4 It is forbidden for a standing fighter to run over or press a kneeling fighter to the point that the kneeling fighter cannot straighten his upper body perpendicular to the ground. This rule is meant to allow the kneeling fighter to straighten if they desire and is not intended to keep the standing fighter from leaning forward to stay in range if the kneeling fighter leans back.
- 4.3.5 A fighter is not required to stop a combination when an opponent is wounded. Thus, if a blow to a limb of a fighter is followed immediately by a killing blow to the same fighter, the killing blow will be counted as good.
- 4.3.6 A killing blow occurs instantaneously and therefore no new offensive actions can be started. Blows begun prior to the killing blow may be completed. A killing blow started before receiving a killing blow is good and is known as a double kill. A blow started after receiving a killing blow need not be counted.
- 4.3.7 Any fighter whose helmet or chinstrap breaks, or visor opens, in combat will be considered dead.
- 4.3.8 Any fighter that wishes to change weapons form or type during the course of one round of combat must obtain their opponent's consent. Failure to object when asked, or at the time the change is occurring shall be presumed to be consent.

5. West Kingdom War Rules and Conventions

5.1 Additions/Changes to Combat Equipment Standards

5.1.1 Weapons

- a. The requirement for lanyards on all single-handed swords and mass weapons shall be waived for back-up weapons ONLY. However, if spectators are in extremely close proximity to the combat, as decided by the Marshal in Charge, all back-up weapons must have lanyards. Melee weapons used by full-contact missile combatants shall be considered back-up weapons for the purpose of this section.
- b. Full-contact missile combatants may carry and use both melee and missile combat weapons. Missile weapons (but not ammunition) must be safely discarded before a melee weapon can be drawn. At any given time, the combatant may NOT have both types of weapons in his or her hands FOR USE, (i.e., continue to hold a bow while drawing a melee weapon to defend oneself).

5.1.2 Effects of Missile Weapons

- a. A shield or pavise provides protection against all missile weapons except heavy siege missiles such as rocks or cannon shot. A heavy siege missile that strikes a fighter, their shield, or their pavise is considered to have killed that fighter. If a heavy siege missile strikes a freestanding pavise, the pavise shall be considered destroyed. (For more information, see the West Kingdom Missile Chart, page 32.)
- b. Plate (as defined in the Armor Material Definitions, Section 8) provides protection against shafted arrows/bolts only.

5.2 Additions/Changes to the Conventions of Combat

5.2.1 Helpless Opponents

Although it is forbidden to strike a helpless opponent (specifically in this case, a fighter who has fallen down), it is not required to allow the opponent to regain his or her footing. The proper method for killing a helpless opponent is to PLACE your weapon upon the opponent and say, "You are dead, my lord" or an equivalent phrase. It is acceptable for an opponent to try to escape from a helpless situation, but they will be considered dead if at any time during their attempt to regain their footing they are killed in the above manner. It is forbidden for a person on the ground to strike at standing opponents. A fallen fighter may only try to escape, and cannot fight from the ground.

5.2.2 The Use of Weapons and Shields

- a. Grasping or trapping the blade or striking surface of an opponent's weapon against your body is prohibited. However, it is acceptable to grasp or trap the haft of an opponent's weapon, or to entangle or take away the opponent's weapon with your properly armored hand, weapon, or shield.
- b. Wooden or fiberglass shafted arrows may NOT be picked up from the field and re-used. No field inspections are allowed. In resurrection battles, the arrows will be collected by all "dead" combatants returning to the resurrection point, where they will be re-inspected off the field prior to further use. If an archer falls on the quiver or spills the wooden or fiberglass shafted arrows, they shall be re-inspected off the field prior to further use.
- c. All other missile weapons may be picked up, field inspected, and immediately re-used.
- d. Missile combatants shall not have both inspected and yet-to-be inspected missiles in the same quiver or hand. If this should happen, all effected missiles must be re-inspected prior to use.
- e. Only authorized missile combatants shall discharge missile weapons.
- f. Full-contact missile combatants must hold current authorizations in both Melee (full-contact) combat and Light Weapon (non-contact missile) combat

5.2.3 Acknowledgment of Blows

- a. Unlike in tournaments, fighters shall acknowledge blows to the helm based on the type of helm worn. For example, those wearing open-faced helms will count thrusts to the face more lightly than those with close-faced helms. Also, arrows to the face will kill those wearing an open-faced helm, while only arrows landing directly on the eye slots of a closed-faced helm will count.
- b. The convention that blows must strike squarely and with sufficient force applies to missile weapons as well. However, it is not to be interpreted that missile weapons must strike with the same force as melee weapons to constitute a "good" blow.
- c. Target areas for missile weapons are the same as for melee weapons. Shots hitting below the knee or on the hands will not be counted. Since missile weapons are harder to control in their exact location of impact, missile combatants will not normally be penalized or reprimanded for hitting these "off-limits" areas.

5.3 War Conventions

5.3.1 Rules of Engagement

- a. When two lines of melee combatants are engaged, all combatants of one line are considered to be engaged with all combatants of the other line. Any combatant can strike at any other combatant without being considered being "behind" or on their "blind side". If two lines of melee combatants break up into a general "free-for-all", combatants will not strike their opponents from behind. In any circumstance, striking an opponent from behind is cause for ejection from the field.
- b. Charges are allowed. However, jumping onto opponents is prohibited. Thrusting with polearms or spears while running is prohibited.
- c. Bracing pole arms or spears against the ground or other immovable objects is prohibited.
- d. When all melee combatants of one side have been killed, any remaining non-contact missile combatants shall be considered routed, and the battle over.
- e. It is the West Kingdom convention that, normally, killing from behind will be allowed. If killing from behind is not to be allowed in a given scenario, it will be announced prior to the battle. Combatants will kill opponents from behind according to the killing conventions below.

5.3.2 Killing Conventions

- a. Melee Combatants killing Melee Combatants
 - (1) Melee combatants will kill other melee combatants from the front or in a line battle by delivering a "good" blow with their weapon.
 - (2) Melee combatants will kill other melee combatants from behind or by surprise by placing a single-handed weapon across the faceplate of the opponent, or placing a polearm or spear on the shoulder of the opponent, and saying "you are dead from behind, my lord" or an equivalent phrase. Killing from behind will not be done at a run, and the attacker must exhibit CONTROL over their opponent. However, as with killing from the front, it is up to the opponent whether a kill from behind was good or not. This action must be repeated for every opponent to be killed from behind or by surprise.
- b. Missile Combatants killing Missile or Melee Combatants
 - (1) Missile Combatants will kill missile or melee combatants in any scenario or battle by delivering a "good" blow with a missile, from any angle, and regardless of the opponent's awareness of the missile combatant.
 - (2) Missile combatants, including full-contact missile combatants, will not discharge their missiles when they are closer than five (5) yards to their target.

- c. Melee Combatants killing Missile Combatants
 - (1) Melee combatants will kill missile combatants (including full-contact missile combatants equipped with a missile weapon), by closing to within five (5) yards of the opponent, PRESENTING (not pointing) their weapon, and saying "You are dead, my lord" or an equivalent phrase. This action must be repeated for every opponent to be killed, one at a time.
 - (2) The melee combatant must have an unimpeded path to the missile combatant, without intervening walls, melee opponents, or other obstructions.
- d. Full-contact Missile Combatants
 - (1) Full-contact missile combatants shall kill their opponents according to the conventions applicable to the weapon they are holding. When holding a javelin or other missile weapon, or firing a bow or crossbow, they kill as a missile combatant; when holding a melee weapon, they kill as a melee combatant
 - (2) Full-contact missile combatants shall be killed according to the conventions applicable to the weapon they are holding and the state of their armor. When holding a bow or when lacking full armor (i.e. an unprotected draw hand), they are killed as missile combatants. Upon disposing of their weapon safely and/or acquiring full armor, they shall be killed as melee combatants. Striking a full-contact missile combatant who is in missile combatant mode is prohibited.
 - (3) Full-contact missile combatants should accept being declared dead as non-contact missile combatants in situations where their opponent might reasonably believe that they have not yet legally transitioned to a melee weapon. The rule for both full-contact missile combatant and opponents should be if in doubt, kill and be killed as a non-contact missile combatant.
- e. Engines of War and their Crews
 - (1) Engines of war will kill melee or missile combatants in any scenario or battle by delivering a "good" blow with their projectiles, from any angle, and regardless of the opponent's awareness of the Engine of War's location.
 - (2) Siege engines will not discharge their projectiles when they are closer than five (5) yards to their target.
 - (3) Neutralizing engines of war is accomplished by one of two conventions that should be determined prior to the beginning of combat:
 - The crew will be killed as armored. Once the crew is killed, the engine is out of action for the remainder of the battle.
 - The crew can be either killed or captured. If the engine is captured, the remaining crew changes sides and starts supporting the capturing side.
 - (4) Captured siege weapons may not be up-ended to provide cover from missile fire.
- f. Acknowledgment of Being Killed
 - (1) It is up to the opponent whether any kill (a blow, kill from behind, a missile weapon blow, or melee combatant "kill" of missile combatant) was good or not.
 - (2) Melee combatants will fall to the ground immediately upon being killed, as long as it is safe to do so. If it is not safe to do so, the combatant should loudly call out "good" or "dead" to make opponents aware and immediately leave the field.
 - (3) Non-contact missile combatants should loudly call out "good" or "dead" and then immediately leave the field.
 - (4) All "dead" combatants will behave as such and shall not impart tactical information to "live" combatants (the dead tell no tales).
 - (5) All "dead" combatants must hold their weapons over their heads or in a non-threatening posture when leaving the field WITHOUT removing their helm.

5.3.3 Discontinuations of Combat

a. Holds

- (1) A call of "HOLD!" means to stop ALL activity instantly: stop maneuvering, cease attacking, stop talking (specifically, no tactics or strategy shall be discussed). All combatants should drop to one knee, all arrows should be un-nocked, and all polearms should be lowered. Everyone should remain in place, unless a Marshal gives explicit directions to the contrary. Helms must remain on and visors must remain closed. To make it easier for the Marshals or Chirurgeons locate the site of injury or problem, only polearms near the site of injury or problem should remain pointing up.
- (2) Holds may be called by anyone for one of the following reasons:
 - Broken Weapons
 - Broken Armor
 - Injuries
 - Loss of Temper
 - Terrain Hazards

- (3) A hold, once called, can only be lifted by a Marshal. The Marshal will warn the combatants to prepare to continue by commanding "ALL RISE", at which time all who are able to do so will stand back up. Combat will resume with the cry of "LAY ON".

b. Truces - A commander may call a truce at any time, by agreement with the opposing commander. This may be to allow the commanders to discuss matters, or simply to stall for time. A truce is NOT a hold. Combatants are not required to go to their knees or to remain silent. A truce may be broken, and combatants entering the truce area from outside may continue to fight. Truces are lifted by those who called them.

c. Battle Over/Time - This is the call that signals the end of the battle. At the call of "BATTLE OVER!" or "TIME!", all combatants will stop fighting. All combatants should leave their helms on until the Marshals have instructed that it is safe to remove them.

5.3.4 Boundaries

- a. Battlefield boundaries and terrain should be described before each battle or set of battles. Ideally, they will be marked by physical boundaries made of natural terrain (roads, ravines, trees) or of some clearly identifiable substance (surveyor's tape, eric ropes). All boundaries shall be as clearly marked as possible.
- b. Any combatants leaving the battlefield by going outside of the boundary markings, either purposely or inadvertently, will be declared "routed", and may not re-enter the field.

5.3.5 Natural Terrain

- a. Unless otherwise specified, the terrain within the boundary of the battlefield is assumed to be "as-is." Trees are trees, walls are walls, etc. However, picnic tables are a common form of natural terrain encountered on battlefields. These are normally treated as walls or fences, and combatants should not be allowed to climb onto tables and fight from on top of them.
- b. Bridges over streams or gullies are not normally used in the terrain of a battle unless the Marshal in Charge has determined, after consultation with the other Marshals present, that the bridge is safe to use. Factors determining the safety of a bridge include the strength of the structure, the height of the sides, the distance from the bridge floor to the ground, and the nature of the ground (i.e., rocks versus sand, etc.).

5.3.6 Constructed Terrain

- a. Constructed terrain includes, but is not limited to:
 - (1) Rivers - Usually formed of lines of flagged rope, outlining the riverbanks. If a combatant steps into the river, either inadvertently or by the pressure/impact of another combatant, the combatant is considered to have fallen into the river and drowned.
 - (2) Bridges - Often formed by hay bales or sometimes 2 x 4 boards on edge. If a combatant steps over the edge of the bridge into the river, either inadvertently or by the pressure/impact of another combatant, the combatant is considered to have fallen into the river and drowned.

- (3) Marshes and fords - Formed by 2x4 boards lying flat, or by ropes lying on the ground, outlining the edges of the marsh or ford. Combatants may cross by dropping to their knees, simulating hip-deep water. Combatants who have been legged cannot enter the marsh/ford. Blows to the leg that occur during the crossing need not be counted. If a combatant steps beyond the edge of the marsh into the river, either inadvertently or by the pressure/impact of another combatant, the combatant is considered to have fallen into the river and drowned.
- (4) Castles/Forts - Formed by stacks of hay bales, tires, or by plywood walls. Castles are occasionally formed by natural terrain features (picnic gazebos, picnic tables, etc.). Details as to height of walls, where it is legal to fight through, etc., shall be explained prior to the beginning of the battle.

5.3.7 Scouts

“Scouts” as defined by the SCA Marshals Handbook are not allowed in the Kingdom of the West. To participate, you must be either a melee or missile combatant and meet all of the applicable standards and requirements.

6. Armor and Weapon Construction Standards

The material in this section is taken from the 11/2000 revision of The Marshal's Handbook of the SCA and has been modified for use in the Kingdom of the West.

6.1 Melee Combatant Armor Standards

6.1.1 Responsibilities

- a. Each fighter is responsible for obtaining and wearing in melee combat (tournaments, melees, and wars) armor sufficient to reduce the probability of injury to the areas listed below to an acceptable level.
 - (1) The head and neck, including the face, throat, and cervical vertebrae.
 - (2) The kidneys, short ribs, and groin.
 - (3) The knee joints.
 - (4) The elbow joints.
 - (5) The hands and wrists.
- b. Each fighter is responsible for determining which other portions of his or her body are exposed to an unacceptable level of risk by melee combat, and for obtaining and wearing in combat armor sufficient to reduce this risk to an acceptable level.
- c. The Marshallate is responsible for establishing guidelines for construction and materials of melee combat armor under which fighters may make reasoned and informed choices in selecting armor for the portions of the body that are exposed to the risk of injury by melee combat.
- d. All fighters, prior to combat at each and every SCA event, shall insure that a rostered member of the Kingdom Marshallate inspects their armor and weapons.
- e. Even though a rostered member of the Kingdom Marshallate has inspected the armor and weapons used by a fighter, each fighter accepts full responsibility for the condition of their equipment, and has the obligation to oneself, the Marshal, and all opponents to see that their equipment meets all Society and West Kingdom requirements.

6.1.2 Helms

a. Requirements

- (1) Helms shall be constructed of steel of no less than true 16 gauge (.0625 inches or 1.6 mm), or the equivalent material. Be aware that steel of less than .0625 inch (1/16 inch or 1.6 mm) is too thin, even if it is sold as 16 gauge. Alternative materials such as stainless steel, brass, bronze, or like materials are permissible as long as the material is equivalent to 16-gauge steel.

Note: the mass of the helm is an important part of the protection. No titanium, fiberglass, or other ultra-light materials may be used.

Note: If a spun-metal top is to be used in the construction of the helm, it shall be a minimum of 14-gauge steel. The process of spinning the top thins the metal, thereby requiring a heavier gauge.

- (2) All joints shall be constructed using one or a combination of the following methods:

- Welded on both the inside and outside.
- Welded with a single bead that extends through both surfaces.
- Lap joints welded or brazed at the edges of both pieces.
- Riveted with iron or steel rivets not more than 21/2 inches (63.5 mm) apart. Screw, pop, and other lightweight rivets are not to be used.

Welds must be sound and rivets secure.

- (3) Face guards/visors shall prohibit a 1-inch (25.4 mm) diameter dowel from entering any facial opening.
- (4) The face guard/visor shall extend a minimum of 1-inch (25.4 mm) below the bottom of the chin and jaw line when the head is held erect.

- (5) Bars used in constructing a face guard/visor shall be steel of not less than 3/16-inch (4.75 mm) diameter, or equivalent. If the distance between crossbars is less than 2 inches (5 cm), steel bars of not less than 1/8-inch (3.2mm) may be used.
- (6) All face guards/visors shall be attached and secured in such a way that there is minimal risk that they will become detached or come open in normal use.
- (7) There shall be no major internal projections; Minor projections, such as necessary bolt or rivet heads, shall be padded. Bolt shafts shall not project beyond the nuts, and all metal edges and corners shall be rounded and dull. Face guard bars or mesh shall not be attached on the interior of the helm, unless of structurally superior design and workmanship.
- (8) All parts of the helm which might come in contact with the wearer's head shall be padded with a minimum of 1/2 inch (13 mm) of resilient or closed-cell foam, or equivalent, or suspended in such a way as to prevent injurious contact with the wearer. Similarly, parts of the helm that might come into contact with the wearer's neck or body should be padded.
- (9) Open-cell foam may only be used in addition to the minimum layer of closed-cell foam required above. Open-cell foam alone is forbidden.
- (10) All helms shall be equipped with a chin/jaw strap, or other equivalent means of preventing the helm from being dislodged during combat (A snug fit is NOT an equivalent). The chin/jaw strap shall be installed in such a manner that it will prevent the face guard/visor from coming into contact with the face of the wearer during combat. The chin/jaw strap should not be so thin or so placed that it will tend to strangle the wearer.
- (11) Screening is not required for mixed combat using wooden or fiberglass-shafted arrows. However, if the combatant wishes the added protection of screening, he or she must use one of the following:
 - Perforated steel of minimum 18 gauge (.0487 inch; 1.214 mm). Square perforations shall be no more than 3/16-inch (4.75 mm) in width or height, with less than 64% open surface area. Round perforations shall be no more than 1/4 inch (6.3 mm) in diameter, with less than 50% open surface area.
 - Woven steel wire screen of minimum 16 gauge wire with no opening more than 3/16 inch (4.75 mm) in width or height, with less than 50% open surface area.
 - Expanded metal and "hardware fabric" are prohibited, as well as window screening and non-steel perforated or woven material.
 - Lexan plastic. The Lexan must be a minimum of 1/8 inch thick and must have a punch mark to distinguish it from non-approved plastics such as acrylics.

See the picture in Section 6.4.2 for approved screening.

b. Recommendations

- (1) Each face guard/visor opening should be less than 3 inches (7.6 cm) long, in order to minimize the probability that the bars will be deformed by impacts.
- (2) Helms should be fitted to the wearer's head in such a way that they are comfortable, difficult to dislodge, and do not move around on the head when struck. In fitting a helm, an extra roll of foam should be placed below the base of the skull, and pads should be placed below the ear, and between the chin and cheekbones and the helm.
- (3) A style of chin strap which tends to keep the helm on and to resist the helm being driven into the face, is one which forms a cup around the point of the chin, and is attached fairly low and far back on the sides of the helm.
- (4) Ideally, each fighter should own their own helm: borrowed helms rarely fit right, and are therefore a considerably greater risk to the borrower.

6.1.3 Eye Wear

a. Requirements

- (1) The lens of all eyewear shall be shatterproof industrial safety glass or plastic. Ordinary glass lenses are prohibited.
- (2) Eyeglasses, if worn inside the helm, must not press against the helm or protrude through the bars during normal use.

b. Recommendations

- (1) The wearing of standard metal or plastic eyeglass frames inside helms is discouraged.
- (2) The wearing of contact lenses or "sports glasses" is strongly recommended.

6.1.4 Neck Armor

a. Requirements

- (1) The larynx and cervical vertebrae must be covered by a helm, or by one or a combination of the following, or equivalent.
 - A gorget of rigid material, suitably padded to minimize impact transmittal to the neck, or arranged in such a way that impact is not transmitted to the neck (e.g., connected to the breastplate).
 - A mail or heavy leather camail or aventail, depending from the helm, worn over a well padded coif, and extending well onto the shoulders in such a way as to be held away from the neck.
 - A mail or heavy leather coif lined with at least 1/2 inch (12.7 mm) of closed-cell foam, or an equivalent thickness of padding.
 - A heavy leather strip at least 2 inches (5.1 cm) wide, with extensions at front and back extending downward far enough to cover the larynx and cervical vertebrae, and lined with at least 1/2 inch (12.7 mm) closed-cell foam, worn collar fashion.

The larynx and cervical vertebrae must remain covered during typical combat situations such as turning the head or lifting the chin.

Metal buckles, if used, shall be so placed that they are not in direct contact with the wearer, and they are shielded by the helm or other armor from being struck and driven directly into the wearer.

b. Recommendation

- (1) It is strongly recommended that every fighter wear rigid armor over the larynx and the cervical vertebrae, even if mail or other flexible armor is being worn.

6.1.5 Body, Shoulder, and Groin Armor

a. Requirements

- (1) The kidney area, the short ribs, and the lower spine shall be covered with a minimum of heavy leather worn over 1/4 inch (6.4 mm) of closed-cell foam or equivalent padding. Chain mail over a gambeson is not considered adequate protection.
- (2) Men must cover the groin with an athletic cup or equivalent, worn in a supporter or fighting garment designed to hold the cup in place. Women must wear 1/4 inch (6.4 mm) closed-cell foam or heavy leather groin protection, or equivalent. The wearing of male-style athletic cups by female fighters is prohibited.

b. Recommendations

- (1) Armor made of rigid material for the kidneys is strongly recommended.
- (2) Additional padding is recommended for the shoulders and collarbone, the upper spine, the scapulae (Shoulder blades), the sternum (breastbone), solar plexus, stomach, and pelvis (hipbones).
- (3) Armor of plate or rigid material for the entire torso, with segments large enough to distribute impact over a good-sized area, worn over 1/4 inch closed-cell foam covering the spine, kidneys, and groin are strongly recommended.

- (4) Women are strongly recommended to wear a one-piece breastplate, made from at least heavy leather, that covers all soft tissue to minimize the risk of transmitting impact directly to the breast and underlying tissue.
- (5) Men are strongly recommended to wear both cup and skirt-type armor. Getting hit on a cup alone is still very painful and cups have been known to break.
- (6) A minimum of heavy padding over the shoulders and shoulder points is recommended.

6.1.6 Leg Armor

a. Requirements

- (1) The front and side surfaces of both knee joints shall be covered with rigid material lined with at least ¼ inch (6.4 mm) of closed-cell foam, or equivalent. This armor shall be attached in such a manner that the knee remains covered when the leg moves.
- (2) Sturdy boots or equivalent that fully cover the feet and ankles shall be worn during combat. Footwear shall be modified as to not display modern commercial logos.

Note: Footwear that does not cover the ankle is forbidden.

b. Recommendations

- (1) Plate knee cops (poleyns) are strongly recommended.
- (2) A "spade" or "fan", projecting rearwards from the inside and outside surfaces of the knee joint, can help prevent the back of the knee from being struck.
- (3) Rigid or heavy leather armor for the upper legs (cuisses) is strongly recommended.
- (4) Rigid or heavy leather armor for the lower legs (greaves) is strongly recommended. If the greaves are so constructed that they cover the knees, they fulfill the guideline for knee armor for the surfaces they cover.

6.1.7 Arm Armor

a. Requirements

- (1) The point and bones at either side of the elbow joint must be covered by a rigid material over 1/4 inch (6.4 mm) of resilient or closed-cell foam or equivalent. This armor shall be attached in such a way that the elbow remains covered when the arm moves.

Note: A shield alone is NOT sufficient, as it covers only one side of the elbow.

b. Recommendations

- (1) Plate elbow cups (coutres) are strongly recommended.
- (2) Padding covering the tendons above the point of the elbow is recommended.
- (3) Rigid material or heavy leather vambraces (forearm armor) and rerebraces (upper arm armor) are strongly recommended.

6.1.8 Hand and Wrist Armor

a. Requirements

The outer surfaces of the hand and wrist, of both arms must be covered by either one or a combination of the following, or equivalent.

- (1) A metal basket hilt with enough bars or plates to prevent a blow from striking the fingers or the back of the hand, to be used in conjunction with (b).
- (2) A gauntlet or demigauntlet made of rigid material, either lined with padding or foam, or arranged so as to transfer the impact of a blow to the weapon being held.
- (3) A gauntlet of heavy leather lined with closed-cell foam or heavy padding.

Note: Commercial hockey, lacrosse, or kendo gloves are acceptable without reinforcement provided that the fingers cannot be easily felt through the padding.

- (4) A shield with a shield basket or equivalent.

Note: A shield alone is NOT sufficient, as it covers only the back of the hand.

Street hockey gloves are NOT equivalent. Street hockey gloves may be used in tandem with a demigauntlet and basket hilt. Street hockey gloves may also be used behind a shield in tandem with a shield basket.

- b. A Full-contact missile combatant may take the following exceptions to the hand armor requirements:
 - (1) Bow hand must be covered by full gauntlet that meets Society standards.
 - (2) String or throwing hand may make use of a demigauntlet with the fingers of the glove removed.
 - (3) Melee weapon must incorporate a full basket, or cup hilt if a demigauntlet is used.
- c. Recommendations

When a demigauntlet is used with a basket hilt, lightweight gloves are strongly recommended to minimize cuts and abrasions caused by contact with the basket hilt during combat.

6.2 Melee Combatant Shield Standards

6.2.1 Requirements

- a. Shields shall be constructed of material equivalent or superior to ½ inch plywood in terms of strength. Shields constructed of non-authentic materials (e.g., aluminum, fiberglass, or plastic) shall weigh as much as if they were constructed of ½ inch plywood. For example, a 450 square inch shield, such as a 24-inch round or a 20-inch by 28-inch heater, shall weigh approximately ten pounds.
- b. Shields shall be edged with rubber hose, bicycle tires, leather, or padding or shall be otherwise constructed in such a way as to minimize damage to rattan weapons or other fighters.
- c. No bolts, wires, or other sharp/stiff objects may protrude more than 3/8 inch (9.5 mm) from any part of the shield without being padded. Rounded bosses, handles, or other forms of hand protection are not included in this category.
- d. Shields are not to be used or constructed as offensive weapons. Shields may be used for hooking and pressing, but may ONLY make contact with your opponent's weapon or shield.

6.2.2 Full-contact missile combatants who wish to carry a shield may use either of the following options:

- a. A standard melee combatant shield. When the full-contact missile combatant is fighting as a missile combatant, the shield must be slung behind the combatant
- b. A buckler not larger than 15 inches (38 cm) in diameter. The buckler shall be constructed according to the standards for melee combatant shields. The buckler may be worn so as to protect the combatant against missile fire while fighting as a missile combatant. However, the buckler may not be used as a shield against heavy weapons until the full-contact missile combatant has completed the switch to being a melee combatant

6.2.3 Recommendations

- a. A layer of padding between the arm and the back of the shield will increase comfort and help avoid bruises.
- b. Metal reinforcement for the edge of wood shields will improve the shield's life span.
- c. A basket hilt-like guard which cups around the handgrip, mounted on the back of the shield, will fulfill the hand protection requirement and avoid bruised or broken fingers.
- d. No shield should be designed in such a way as to confer an inauthentic or unfair advantage upon its user (e.g., a shield that can be seen through, or one with a mirror-polished face.)

6.3 Melee Combatant Weapon Standards

6.3.1 Swords

- a. Definitions: The following definitions are provided to clarify the intent of the standards:
 - (1) Broadsword - Any single or double-edged, bladed cutting weapon designed to be used with one hand, with or without a thrusting tip.
 - (2) Bastardsword - Any Broadsword designed to be used with either one or two hands.
 - (3) Greatsword - Any sword designed to be used with two hands, with or without a thrusting tip.

- (4) Shortsword/Falchion - A short, single- or double-edged, bladed cutting and thrusting weapon, designed to be used with one hand.
- b. Materials
- (1) Swords shall be constructed of rattan and shall be not less than 1¼ inches (32 mm) in total diameter along its entire length (including rattan and tape).
Note: Siloflex, though allowed by the SCA, is not allowed in the Kingdom of the West.
 - (2) The rattan shall not be treated in any way that will substantially reduce its flexibility.
 - (3) No sword may exceed 72 inches (183 cm) in overall length.
 - (4) No sword may exceed 6 pounds (2.73 kg) in overall weight.
- c. Striking Surfaces
- (1) No metal or PVC may be used in the striking surface or surfaces of any weapon.
 - (2) The edges of the blade shall be rounded with 1¼ inches (32 mm) radius of curvature, and the blade itself shall not be less than 1¼ inches (32 mm) in flat-to-flat cross section.
 - (3) Striking surfaces may be padded with flat material such as leather, split horse, or webbing. No material (such as rope) which reduces the striking surface to less than 1 inch (25.4 mm) shall be used.
 - (4) Edges shall be clearly marked by contrasting tape or other marking.
 - (5) The tip of the rattan blade shall be rounded, not pointed; if cut off square, the corners shall be rounded.
 - (6) The full length of the blade, including the tip, shall be wrapped with tape in such a way as no rattan splinters protrude through the tape's surface.
 - (7) Thrusting tips are permitted. They shall not be less than 2 inches (51 mm) in cross-section, and shall provide at least 1½ inches (38 mm) of progressively resistant give (as defined in Armored Material Definitions, section 8) under pressure without allowing contact with the haft of the weapon by bottoming out or folding over. The base of the tip may be bolstered with leather, carpet, or other flexible material to help prevent the padding from folding over under impact. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard/visor.
 - (8) LOW PROFILE THRUSTING TIPS (hereafter referred to as LPTT's) may only be used on single-handed swords of 32 inches or less in blade length (from quillon to end of thrusting tip). They shall consist of not less than 1¼ inch (32 mm) diameter of closed cell foam (uncompressed) after final taping, and MUST supply at least ½ inch of progressive give across the face of the thrusting tip. (Note: Pressing the thumb in the center of the tip is not an adequate test.) ALL LPTT's must be indicated by red colored tape ONLY, and be of highly noticeable, contrasting color from the rest of the sword. LPTT's may NOT be used on any mass, two-handed, or pole type weapon, or as a butt spike on a single-handed sword.
Recommendation: In tournament combat, verbally notify your opponent of LPTT's.
NOTE: Tip must match the circumference of the sword (i.e. at least 1¼ inch minimum across; 1½ inch is recommended); basically a 1 inch long (after taping) closed cell foam tip on the end of your sword.
- d. Grip, Guard, and Pommel
- (1) Two-handed grips shall in no case be longer than 18 inches (46 cm) from guard to pommel. A ricasso may be placed above the guard, but gripping the weapon with one hand above the guard and one below will cause the weapon to be treated as a Pole Arm in its use.
 - (2) No sword shall be designed so that the grip is perpendicular to the blade (i.e., a khatar or punch-dagger).
 - (3) Swords shall have a handguard, such as a basket hilt or quillons, or an approved equivalent.
 - (4) Guards shall have no sharp edges protruding, nor unpadded points with cross-sections of less than 1¼ inches (32 mm), and shall be firmly affixed to the sword. It shall not be possible to force any part of the guard more than ½ inch (12.5 mm) into a legal face guard/visor. Quillons shall not span more than 14 inches (36 cm).

- (5) Pommels shall be firmly affixed. If lag bolts are used, they shall be of no less than 5/16-inch (8 mm) diameter and thread at least 3 inches (7.6 cm) into the shaft of the blade. If used as part of a two-handed grip, pommels shall be affixed even more strongly than normal.

NOTE: Nails are NOT an acceptable means of affixing either a hand guard or pommel. If hose clamps are used to affix the hand guard or pommel, they shall be covered by tape.

- (6) Any sword designed for single-handed use shall have a lanyard connecting the weapon to the fighter. This will keep the weapon in close proximity to the user, should the user lose their grip on the weapon.

NOTE: "Triggers" are an acceptable alternative to a lanyard.

6.3.2 Mass Weapons (single-handed)

- a. Definitions: The following definitions are provided to clarify the intent of the standards:

- (1) Mace - A hafted impact weapon with a radially symmetrical, heavy, spiked or flanged head, designed to be used with one hand.
- (2) Axe/Hammer - A one or two-sided, hafted, cutting and/or smashing weapon, resembling the tools for which they are named, designed to be used with one hand.

- b. Materials

- (1) Hafts shall be of rattan of no less than 1¼ inches (32 mm) diameter.
- (2) The haft shall not be treated in any way that will significantly reduce its flexibility.
- (3) Leather, rubber, rattan, flexible plastic, foam (rubber or plastic), and cloth are permitted for constructing the head. No metal may be used in the striking surfaces of the head.

- c. Striking Surfaces

- (1) No metal or PVC may be used in the striking surface or surfaces of any weapon.
- (2) The head shall not be constructed solely of rigid materials such as rattan.
- (3) The head shall be firmly attached to the haft and shall be markedly heavy so as to induce authentic handling.
- (4) Heads shall allow at least ½ inch (12.5 mm) of progressively resistant give between the striking surface and the weapon haft and should not bottom out or fold over allowing contact with the haft in normal use.
- (5) All striking surfaces shall be rounded with no square corners. Rounded rattan splints, no less than 1¼ inches (32 mm) across, and taped as to prevent splinters from protruding, may be attached outside of the padding to provide striking surfaces.
- (6) All striking surfaces shall be marked with contrasting tape.
- (7) Maximum total weight of a mass weapon shall not exceed 4 pounds without a basket hilt or 5 pounds (2.28 kg) with a basket hilt. Total mass weapon length shall not exceed 48 inches (122 cm).
- (8) Thrusting tips shall not be less than 2 inches (51 mm) in cross-section, and shall provide at least 1½ inches (38 mm) of progressively resistant give under pressure without allowing contact with the haft of the weapon by bottoming out or folding over. The base of the tip may be bolstered with leather, carpet, or other flexible material to help prevent the padding from folding over under impact. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard/visor.

- d. Grip, Guard, and Pommel

- (1) Handguards, if used, shall have no sharp edges or protruding unpadded points with cross-sections of less than 1¼ inches (32 mm). It shall not be possible to force any part of the guard more than ½ inch (12.5 mm) into a legal face guard/visor.
- (2) Pommels shall be firmly affixed. If lag bolts are used, they shall be of no less than 5/16-inch (8 mm) diameter and thread at least 3 inches (7.6 cm) into the base of the haft.

NOTE: Nails are NOT an acceptable means of affixing either a hand guard or pommel. If hose clamps are used to affix the hand guard or pommel, they shall be covered by tape.

- (3) All mass weapons shall have a lanyard connecting the weapon to the fighter. This will keep the weapon in close proximity to the user, should the user lose their grip on the weapon.

NOTE: "Triggers" are an acceptable alternative to a lanyard.

6.3.3 Pole Arms

- a. Definitions: The following definitions are provided to clarify the intent of the standards:
 - (1) Pole Arm - A shafted cutting, smashing, and/or thrusting weapon having or combining the characteristics of mace, axe, hammer, or spear, designed to be used with two hands.
- b. Materials
 - (1) Shafts shall be of rattan only, of no less than 1¼ inches (32 mm) diameter. Pole Arms shall not exceed 7 ½ feet (214 cm) in overall length.
 - (2) The shaft may not be treated in any way than significantly reduces its flexibility. The pole arm should not be excessively flexible or whippy.
 - (3) Leather, rubber, rattan, flexible plastic, foam (rubber or plastic), and cloth are permitted for constructing the head. No metal may be used in any striking surface of the head.
- c. Striking Surfaces
 - (1) No metal or PVC may be used in the striking surface or surfaces of any weapon.
 - (2) Constructed heads shall allow at least ½ inch of progressively resistant give between the striking surface and the weapon haft and should not bottom out or fold over allowing contact with the haft in normal use. If the "head" is not constructed, but is a continuation of the shaft of rattan, no padding is required.
 - (3) Constructed heads shall not be made solely of rigid materials such as rattan.
 - (4) A constructed head shall be firmly attached to the haft and great weapon heads shall be markedly heavy so as to induce authentic handling.
 - (5) All striking surfaces shall be rounded with no square corners. Rounded rattan splints, no less than 1¼ inches (32 mm) across, and taped as to prevent splinters from protruding, may be attached outside of the padding to provide striking surfaces.
 - (6) All striking surfaces shall be marked with contrasting tape.
 - (7) The weight of a constructed head shall not exceed 3 pounds. Overall weight of the weapon shall not exceed 6 pounds (2.73 kg).
 - (8) Thrusting tips and butt spikes are permitted. They shall not be less than 2 inches (51 mm) in cross-section, and shall provide at least 2 inches (51 mm) of progressively resistant give without allowing contact with the shaft of the weapon by bottoming out or folding over in normal use. The base of the tip may be bolstered with leather, carpet, or other flexible material to help prevent the padding from folding over under impact. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard/visor.
 - (9) No pole arm may have a cutting/smashing head at both ends. No pole arm shall be designed so that the grip is perpendicular to the haft (i.e., shovel-handle style).

6.3.4 Pikes and Spears

- a. Definitions: The following definitions are provided to clarify the intent of the standards:
 - (1) Pike - A shafted weapon, designed to be used for thrusting only.
 - (2) Spear - A shafted weapon, designed to be used for thrusting and or cutting. Spear construction methods: see Section 6.3.3: Pole Arms

Note: The only difference between this document and Society standards is the terminology used in regards to the word "spears".
- b. Materials
 - (1) Counterweights or any other addition that significantly increases the weight of a pike is not allowed.
 - (2) No pike shall be designed so that the grip is perpendicular to the haft (i.e., shovel-handle style).

- (3) Pike shafts shall be of rattan, or equivalent (such as pultruded fiberglass) of no less than 1¼ inches (32 mm) in diameter. Fiberglass pikes shall be constructed in accordance with the additional specifications listed below.
- c. Fiberglass Pikes
- (1) Only pultruded fiberglass piping may be used. Substitutions are not allowed. The piping must be 1¼ inches (33 mm) in diameter and have a sidewall of no less than 1/8-inch (3.2 mm) thickness. Hence, it will have an interior diameter of 1-inch (25.4-mm).
Note: Pole-vaulting and carbon fiber poles are too light to be used in SCA Combat and are expressly forbidden in the West Kingdom.
 - (2) The end of the shaft which will have the thrusting tip attached must be covered with a Schedule 40 PVC cap with an interior diameter the same as the outside diameter of the shaft (1¼ inches or 32 mm). The thrusting tip will then be attached over this cap, and shall meet the requirements set below.
 - (3) Shafts may be "spliced" using a solid pultruded fiberglass rod with the same diameter as the interior diameter of the piping. Pieces that are 8 inches to 12 inches in length will be used. Only two splices are allowed per pike shaft. Each end to be spliced should be cut square and clean of cracks or frayed fibers. The rod should extend at least 4 inches (10 cm) into each spliced end. The splice should be secured by one or both of two methods:
 - Epoxying the rod before insertion
 - Thoroughly taping the splice over with fiber reinforced strapping tape.
 - (4) The butt end of the shaft should be smooth and free of cracks or frayed fibers. The butt should be taped over or otherwise sealed. It is recommended that the entire length of the shaft be taped or painted, as prolonged exposure to sunlight will shorten the lifespan of the shaft. If a shaft is completely taped or painted, a Marshal may require a section be untaped enough to determine that pultruded fiberglass piping was used in the construction of the shaft.
- d. Striking Surfaces
- (1) No metal or PVC may be used in the striking surface or surfaces of any weapon.
 - (2) Pikes shall have no cutting or smashing surfaces. Pikes shall not exceed 12 feet (3.65 m) in overall length. The pike should not be excessively flexible or whippy.
Note: Many kingdoms limit pike length to 9 feet (2.75 m)
 - (3) Thrusting tips for rattan pikes and spears shall not be less than 2½ inches in cross-section, and shall provide at least 2½ inches (64 mm) of progressively resistant give without allowing contact with the shaft of the weapon by bottoming out or folding over in normal use. The base of the tip may be bolstered with leather, carpet, or other flexible material to help prevent the padding from folding over under impact. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard/visor.
 - (4) All pultruded fiberglass pikes must have thrusting tips with a minimum of 3 inches (75 mm) diameter or cross-section. The thrusting tips must be constructed so that there is a minimum of 3 inches (75 mm) of progressively resistant give without allowing contact with the PVC endcap by bottoming out or folding over. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard/visor.

6.4 Missile Combatant Armor Standards

6.4.1 Responsibilities

- a. Each fighter is responsible for obtaining and wearing in combat armor sufficient to meet the requirements given below.
- b. Each fighter is responsible for determining which other portions of their body are exposed to an unacceptable level of risk in combat, and for obtaining and wearing armor sufficient to reduce this risk to an acceptable level.
- c. The Marshallate is responsible for establishing guidelines for the construction and materials of missile combat armor under which fighters may make reasoned and informed choices in selecting armor.

- d. All fighters, prior to combat at each and every SCA event, shall insure that their armor and weapons are inspected by a rostered member of the Kingdom Marshallate.
- e. Even though a rostered member of the Kingdom Marshallate has inspected the armor and weapons used by a fighter, each fighter accepts full responsibility for the condition of their own equipment, and has the obligation to themselves, the Marshal, and all opponents to see that their equipment meets all Society and West Kingdom requirements.

6.4.2 Helms

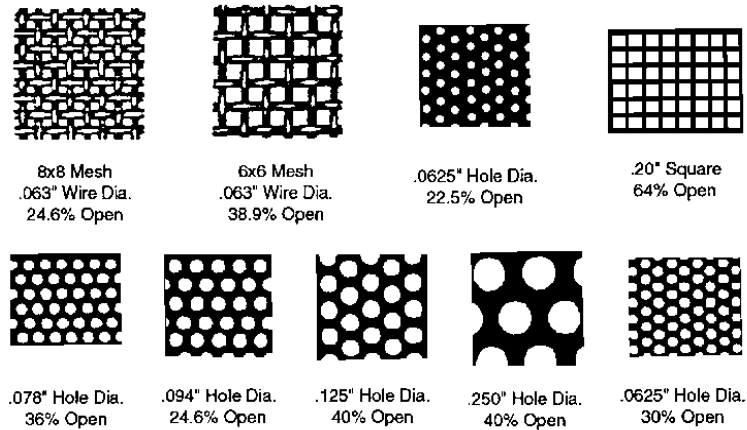
a. Requirements

The head shall be covered by one of the following:

- (1) A helm of minimum 18 gauge (.0487) and (1.214 mm) steel or equivalent. The sides, top, and back of the helm must have a minimum of ¼ inch (6.4 mm) of closed-cell foam lining or equivalent.
- (2) To minimize the risk of mistaking a non-contact missile combatant for a melee combatant in mixed combat scenarios, all missile combatant helms shall be marked with four red or orange pheons (triangles). The symbol must be at least 4 inches (10.2 cm) from point to base in size, on a contrasting single color background, and located on the front, sides, and back of the helm.

NOTE: The Society Earl Marshal has granted the Principality of Lochac a variance that allows the use of a plume in place of the pheons.

- (3) Missile combatants may wear melee combat helms in mixed combat provided the helmet is, in the opinion of the Marshallate, clearly marked with pheons so that the wearer will not be mistaken for a melee combatant.
- (4) Full-contact missile combatants will NOT wear helm markings denoting them as missile combatants.
- (5) Face guards shall prevent a 1-inch (25.4 mm) diameter dowel from entering into any of the face guard openings.
- (6) The face guard/visor shall extend a minimum of 1-inch (25.4 mm) below the bottom of the chin and jawline when the head is held erect.
- (7) Bars used in the face guard/visor shall be steel of not less than 3/16-inch (4.75 mm) diameter, or equivalent. If the distance between crossbars is less than 2 inches (5 cm), steel bars of not less than 1/8 inch (3.2 mm) may be used.
- (8) All face guards/visors shall be attached and secured in such a way that there is minimal risk that they will become detached or come open in normal use. The helm must have a chinstrap or some method to assure that it will not come dislodged during use.
- (9) Screening is not required for mixed combat using wood or fiberglass shafted arrows. However, if a bar grill is not used, or if the combatant wishes the added protection of screening, they must use one of the following:
 - Perforated steel of minimum 18 gauge (.0487) and (1.214 mm). Square perforations shall be no more than 3/16-inch (4.75 mm) in width or height, with less than 64% open surface area. Round perforations shall be no more than 1/4 inch (6.3 mm) in diameter, with less than 50% open surface area.
 - Woven steel wire screen of minimum 16 gauge wire with no opening more than 3/16 inch (4.75 mm) in width or height, with less than 50% open surface area.
 - Expanded metal and "hardware fabric" are prohibited, as well as window screening and non-steel perforated or woven material.
 - Lexan plastic. The Lexan must be a minimum of 1/8 inch thick and must have a punch mark to distinguish it from non-approved plastics such as acrylics.
 - The following screening requirements are mandatory only for combat using blunts with diameters of less than 1 1/4 inches (32 mm).



Combat Helm Screen Examples

(from the Marshal's Handbook, 1992 Edition, Society for Creative Anachronism, Inc., publisher)

b. Recommendations

- (1) A brimmed steel "civil defense" or construction helmet with an 18 gauge steel backplate and bar-grill faceplate is recommended as the best solution to meet mixed combat requirements.
- (2) If a missile combatant is wearing a melee style helm, it is strongly recommended that the helm meet minimum melee standards due to the increased risk that the combatant will be struck by mistake.

6.4.3 Neck Armor

a. Requirements

- (1) The entire neck must be protected by a minimum of heavy leather backed with a minimum of ½ inch (12.7 mm) of closed-cell foam or equivalent padding.
- (2) The larynx and cervical vertebrae must stay covered during typical combat situations such as turning the head or lifting the chin.

b. Recommendations

- (1) A camail or padded coif that protects the sternum and extends to the point of the shoulders is recommended.

6.4.4 Body, Groin, Hand and Limb Armor

a. Requirements

- (1) Men must cover the groin with an athletic cup or equivalent, worn in a supporter or fighting garment designed to hold the cup in place. Women must wear a minimum ¼ inch (6.4 mm) closed-cell foam or heavy leather groin protection, or equivalent. The wearing of male-style athletic cups by female fighters is prohibited.
- (2) The kidney area, the short ribs, and the lower spine shall be covered with a minimum of heavy leather worn over 1/4 inch (6.4 mm) of closed-cell foam or equivalent padding. Chain mail over a gambeson is not considered adequate protection.
- (3) Women must wear breast protection in the form of padding (e.g., gambeson) as a minimum. Individual breast cups are prohibited unless mounted on an interconnecting rigid piece (e.g., a heavy leather or metal breastplate).
- (4) Gloves must be worn on both hands. Only the fingers of the string hand of archers may be left uncovered.
- (5) Knee and elbow pads shall be worn.
- (6) Sturdy boots or equivalent that fully cover the feet and ankles shall be worn during combat. Footwear shall be modified as to not display modern commercial logos.

Note: Footwear that does not cover the ankle is forbidden.

- b. Recommendations
 - (1) Padding for the torso and arms are recommended.
 - (2) The entire torso should be covered by a minimum of 4-ounce leather or equivalent. Pants of a heavy material, such as denim, should be worn.
 - (3) For Female Fighters: A one-piece breastplate of rigid material.

6.5 Missile Combatant Shield Standards

- 6.5.1 Missile combatants may carry a light buckler, up to 15 inches (38 cm) in diameter, or equivalent surface area, for warding off missiles. To minimize the risk of mistaking a NON-CONTACT Archer for a melee combatant, the use of bucklers by NON-CONTACT Archers is PROHIBITED in mixed combat scenarios. I.E. ONLY full contact archers may use a buckler in mixed melee combat scenarios.
- 6.5.2 Missile combatants may carry or place on the field a pavise for warding off missiles. Pavises shall be constructed of material equivalent or superior to ½ inch plywood and must be capable of being freestanding. To minimize the risk of mistaking the bearer of a pavise for a melee combatant in mixed combat scenarios, all pavises shall be marked with a red or orange pheon (triangle) for recognition of missile combatants. The symbol shall be at least 12 inches (30.5 cm) from the point to the base in size, on a contrasting single-color background. Heraldic charges are discouraged, but are permitted if they are not confusing or distract attention from the identifying mark.

6.6 Missile Combatant Weapon Standards

- 6.6.1 Bows
 - a. Bows shall have a maximum draw weight of 30 pounds at 28 inches of draw length, as measured from the center of the bow riser. Bows that are rated at a lower pull or shorter draw are permitted if they do not exceed this maximum when tested. All bows, which are to be used in combat, will be inspected before being taken out onto the field.

Note: The Kingdom of the West does not allow bows that shoot golf tube arrows to exceed the maximum of 30 pounds at 28 inches of draw.
 - b. Crossbows shall have a maximum pull of 50 pounds at 12 inches of draw at the nut. Crossbows with a draw length of other than 12 inches may not have an inch-pound rating exceeding 600 inch-pounds. (Inch-pounds is the number determined by multiplying the length of "draw" in inches by the pounds of pull at the locked position on the string.) All crossbows, which are to be used in combat, should be inspected before being taken out onto the field.

Note: The Kingdom of the West does not allow crossbows that shoot golf tube bolts to exceed the 600 inch-pound rating.
 - c. Compound bows (bows with pulley mechanisms) are prohibited.
- 6.6.2 Missile Ammunition Shafts - Wood and Fiberglass Arrows/Bolts
 - a. Metal and hollow fiberglass shafts (fishing arrows) are prohibited.
 - b. Wood and solid pultruded fiberglass shafted arrows are permitted. Shafts should have a minimum diameter of 1/4 inch for fiberglass and 5/16 inch for wood.
 - (1) The use of 5/16 inch or less shafts for fiberglass is recommended, as thicker shafts are overly heavy.
 - (2) The use of 11/32 inch shafts for wood arrows is strongly recommended, as the thicker shafts are less apt to break.
 - c. Before attaching a blunt, the front end of the shaft must be flat, not pointed. Metal points must be removed, leaving a clean, flat end. There shall be no metal anywhere on the arrow. The shaft shall be tipped with an acceptable blunt head (see section 6.6.3).
 - d. The maximum length of the shaft is 28 inches, measuring from the base of the blunt to the base of the string groove in the nock.
 - e. Shafts shall be wrapped with tape (linear or spiral wrap) from the fletching to at least ½ inch (12.7 mm) up onto the surface of the blunt. The tape should be strong enough so that if the shaft should break, it will still be held together.

- f. Wood shafts may be wrapped with fiber reinforced strapping tape or electrical tape. However, strapping tape should be inspected frequently to check that the backing has not deteriorated and separated from the reinforcing strands.
- g. Fiberglass shafts must be wrapped with opaque electrical tape. Fiber reinforced strapping tape, which is transparent, is not sufficient as it does not provide UV protection.
- h. All arrows shall be marked to indicate ownership with the owner's name. For inter-kingdom wars the name of the kingdom (West) shall be included as well to make it easier to locate the owner.
- i. When an archer is carrying wood-shafted arrows in a quiver, all arrows in that quiver shall be considered as broken if the quiver is struck cleanly by an arrow, javelin or melee weapon. If only fiberglass-shafted arrows are being carried, the arrows shall not be considered broken. If an opponent's arrow lands in the quiver, however, all arrows in the quiver shall be considered broken and may not be used without removing them from the field and reinspecting them.

6.6.3 Missile Ammunition – Blunts

- a. All blunts must be securely taped to the shaft so that they cannot come off on impact or if the shaft is broken. A cable tie alone is not sufficient. All blunts must be secured by at least one strip of good quality electrical or fiber reinforced strapping tape that is a minimum of ½ inch (12.5 mm) wide. This strip shall run over the face of the blunt and down the sides, and onto the shaft for at least 1 inch (25.4 mm). It shall be secured to the shaft by another strip of tape that wraps around it as well as the base of the blunt and the shaft.
- b. Blunts which are acceptable for combat where screening is not required are as follows:
 - (1) The "Thistle Missile", "Fitz-Rauf", and "Balдар" blunts or other 1 ¼-inch blunts that the West Kingdom Marshallate has approved.
Note: Fiberglass shafted crossbow bolts are not allowed to use "Thistle Missile" blunts.
 - (2) Where Thistle Missiles are used with ¼ inch fiberglass shafts for combat arrows, the portion of the shaft inside of the blunt must be built up to at least 1 1/32 inch (9 mm) to prevent punch-through. Electrical shrink tubing or other material bonded to the shaft must be used to increase the diameter of the shaft (i.e. not tape or padding).
 - (3) The AnTir-style Morak blunts may be used but must be padded with ½ inch (12.5 mm) of neoprene or closed-cell foam.
 - (4) Further modified Combat Arrow blunts, such as the Markland, are acceptable for use only after examination and approval of the Earl Marshal. At a minimum, these will have a 1¼ inch (32 mm) diameter and a length of 1 inch (25.4 mm). The 1¼ inch diameter shall be maintained for at least the first 3/8" inch (10 mm) of length, and then may taper evenly to the shaft. The blunt must not penetrate more than ½ inch through any opening of a combat-legal helm. The head must contain rigid material sufficient to prevent punch-through of the shaft, such as Delrin or UHMW plastic (such as Tivlar). No other types of plastic (such as acrylic) are approved at this time. The edge of the rigid (punch-through preventative) material should be slightly beveled or rounded to remove sharp edges, but this must not significantly reduce the striking surface. The blunt must be drilled to a depth of ½ inch (12.5 mm) to accommodate the shaft, which must be both glued and taped securely to the blunt. The blunt shall have at least ½ inch (12.5 mm) of padding between the striking surface and any rigid material in the head. The padding should have progressive give and should hold up under repeated impact. Closed-cell foam and neoprene are recommended padding materials.
- c. Blunts which are acceptable for combat in Lochac where screening is required are as follows:
 - (1) Commercially-made ¾ inch Saunders Bludgeons that have been modified by cutting the coronal of small points off flush.
 - (2) Black rubber Riverhaven blunts - versions 1 and 2.
 - (3) Commercially made HTM blunts of greater than ¾ inch (19 mm) diameter which have been modified by firmly attaching with glue or tape either a ¼ inch (6.3 mm) thick layer of closed-cell foam, or a 1 inch (25.4 mm) circle of heavy leather.

- (4) Any of (1),(2), or (3) directly above, modified according to the West Kingdom Peacemaker pattern. This type of blunt shall be capable of being inspected for "punch-through" of the shaft. A small hole should be drilled across the blunt, approximately 3/16 inch below the striking surface.
- (5) Blunts with hollow heads (e.g., Saunders Bludgeons) must have the hollow portion covered or filled in to prevent the accumulation of dirt. Acceptable methods include:
 - Covering the end of the blunt with clear tape.
 - Filling the hollow with a clear silicon-based sealer.

6.6.4 Missile Ammunition – Anti-Penetration Devices

- a. All wood and fiberglass shafted arrows are required to have an approved APD securely attached to the nock-end in such a manner as to prevent more than ½ inch of penetration into any SCA-legal helm.
- b. Approved APD's (Anti-Penetration Devices):
 - (1) Foam Wedge APD (1 ½ inch diameter)
 - (2) Round rod UHMW APD (1 ¼ inch diameter)
 - (3) Octagonal UHMW APD (1 ¼ inch diameter)
 - (4) Fellwalker APD

NOTE: Due to the proliferation of approved APD's, please check the Society Marshal's Web Page for the currently approved types. The Society Marshal's URL for APD's is:

<http://members.socket.net/~ksca/combat/archery/apd/designs/index.html#approved>

NOTE: Lochac is exempt from the APD rule, due to more stringent eye protection requirements.

6.6.5 Missile Ammunition – Golf Tubes

- a. Shafts shall be constructed using a commercial golf tube.
- b. The nock end of the golf tube arrow shall be taped over with strapping, electrical, or duct tape to minimize damage to bowstrings and to keep dirt out of the shaft. Plastic tape on contact paper may be used as an outer covering for the shaft, if so desired.
- c. The maximum length of the golf tube shaft is 28 inches, measuring from the base of the tip to the base of the string groove in the nock.
- d. The overall weight of the arrow shall not exceed 10 ounces.
- e. Tips shall not be less than 1¼ inches (32 mm) in cross-section, and shall provide at least ½ inch (12.5 mm) of progressively resistant give under pressure without allowing contact with the shaft of the weapon by bottoming out or folding over. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal melee combat face guard/visor. The striking surface must be flat and free of any sharp points or corners. "Streamlining" of the tip is prohibited. The tips listed in section 6.6.3 above may be used on golf tube shafts.
- f. All golf tube arrows shall be marked to indicate ownership with the owner's name. For inter-kingdom wars the name of the kingdom (West) shall be included as well to make it easier to locate the owner.

6.6.6 Javelins and Darts and Throwing Axes

- a. Shafts
 - (1) Shafts shall be constructed of ¾ inch or 1 inch ID schedule 40 PVC pipe. Bamboo, wood, and metal shafts are prohibited.
 - (2) The shaft shall be wrapped with strapping or electrical tape (linear or spiral wrap). The shaft shall not be taped in such a way that it could be mistaken for a Marshal's staff (black and yellow spiral tape) or a melee weapon. Plastic tape or contact paper may be used as an outer covering for the shaft, if so desired.
 - (3) A window in the tape shall be made so that the SCH 40 stamp is clearly visible for inspection purposes.

- (4) The tail end of the shaft must be covered to keep dirt out of the shaft.
 - (5) The shaft shall have a tail affixed to it that clearly distinguishes it from the head. Tails shall be either:
 - Streamers - At least two cloth streamers of between 1 and 2 feet in length shall be used.
 - Vanes - Vanes shall be made of soft flexible material, such as closed-cell foam or equivalent, with no points or corners. Semi-circular shapes are recommended. Vanes may not protrude more than 4 inches (10 cm) from the shaft.
 - (6) All javelins and darts shall be marked to indicate ownership with the owner's name. For inter-kingdom wars the name of the kingdom (West) shall be included as well to make it easier to locate the owner.
- b. Striking Surfaces
- (1) Tips shall be not less than 2 inches (51 mm) in cross-section, and shall provide at least 1½ inches (38 mm) of progressively resistant give under pressure without allowing contact with the shaft of the weapon by bottoming out or folding over. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal melee combat face guard/visor.
 - (2) The striking surface must be flat and free of any sharp points or corners. Javelin and dart tips that meet the requirements above may be topped with a commercially available tennis ball cut in half (or equivalent) and securely attached. No other "Streamlining" is allowed.
- c. Length
- (1) The overall length of javelins (excluding streamers) shall be between 42 inches (107 cm) and 66 inches (168 cm).
 - (2) The overall length of darts (excluding streamers) shall be between 24 inches (61 cm) and 42 inches (107 cm).
- d. Weight may be added in the shaft near the head, up to the weight limits below. The weight shall be of one piece, firmly attached by glue or tape to the inside of the shaft. No missile shall contain any material, such as beans, sand, etc., which could enter the eyes if the missile head came loose or shaft broke.
- (1) The overall weight of a javelin shall not exceed 2 pounds.
 - (2) The overall weight of a dart shall not exceed 11/2 pounds.
- e. Throwing Axes (pork chops)
- (1) Throwing axes may be constructed of rope, leather, rubber, flexible plastic, foam (rubber or plastic), and/or cloth. PVC or other "rigid" material may not be used.
 - (2) No metal may be used.
 - (3) No surface of a throwing axe may be smaller than 1 ¼ inch in diameter.
 - (4) The surface of the weapon must be covered, such that rope fibers etc. do not protrude from the weapon. Use duct, cloth, or electrical tape, or a leather or fabric covering. Packing tape and scotch tape are not permitted. Fiber reinforced strapping tape may be used in construction, but is not recommended for the outer covering.
 - (5) Throwing Axes shall not exceed two pounds in weight. They must have progressive give similar to a javelin head. Lighter weight axes may have less progressive give.

6.6.7 Other Missile Weapons

- a. New Missile Weapons
- (1) Missile weapons of a new type or design not specifically permitted by these guidelines may be used for a specified event if approved by the Marshal in Charge, and the War Marshal and/or Earl Marshal. Such weapons may not be considered permanently accepted until they have been incorporated into the combat standards and published. All missile weapons being tested under this guideline shall be marked to indicate ownership.
 - (2) Missile weapons must not use the combustion of flammable materials, nor pressurized gases or liquids as a means of propulsion.

7. West Kingdom Siege Rules

These Siege Rules are subject to compliance with the SCA Siege Rules. These rules include specific information as applies to the West Kingdom combat conventions where allowable by the SCA Siege Rules. The SCA Siege Rules apply except where they are exceeded in these rules.

7.1 Marshalling

- 7.1.1 Any authorized marshal may take training in siege engine marshaling to become a siege marshal. All such marshals are to be current members as required by the SCA By-Laws (By-Laws V.C.2.b Eligibility for Office) and will add Siege Marshal to their current warrant as required by SCA Corpora (Corpora Appendix D. Warrants & G&P 9. Rosters)
- 7.1.2 Siege marshals shall insure that the kingdom siege rules are followed, including: Basic safety standards, siege equipment standards, warranting procedures for marshals, reporting procedures for marshals and injury reporting procedures and compliance with issued siege licenses; inspection of all siege equipment for safety and compliance with this kingdom's rules.
 - a. Equipment that does not adhere to the limitations laid out in the rules shall not be used.
 - b. Equipment deemed unsafe by the Siege Marshal shall not be used.
- 7.1.3 On duty Siege Marshals are responsible for taking all reasonable steps for the enforcement of the rules and safety standards for siege engine activities.
- 7.1.4 The Siege Marshal at an event shall report to the Kingdom Siege Marshal and the event Marshal in Charge; listing the engines attending, the owners, inspection results, and all injuries derived from siege engine activity on or about the field that required professional medical treatment or potential injury situations.

7.2 General Rules

- 7.2.1 Engines, and their projectiles, must be inspected by a qualified marshal before use in combat. All new engines must be evaluated before use. Engines previously licensed by the Kingdom Siege Marshal may simply be inspected as an approved device. Final responsibility of the safety of any siege weapon or device is that of the user(s).
- 7.2.2 The missile determines the damage delivered regardless of the launch source. Variance from this is provided for in the Missile Chart, where a conflict of missile use may occur.
- 7.2.3 While they may be pivoted for aiming, engines may not be relocated while cocked.
- 7.2.4 With the sole exception of Perrier's (man-powered trebuchets), all projectile-firing siege weapons must have a mechanical trigger release in combat, and use it at every firing.
- 7.2.5 Siege weapons may not use compressed or ignited gases to propel projectiles. Cannon, bombards, etc. must be replicated using mechanical forms of propulsion (concealed springs, etc.).
- 7.2.6 Engines are to attempt to visually recreate period devices, i.e. balistas should look like balistas, rather than spearguns.

7.3 Engine Classifications - ALL SIEGE ENGINES

- 7.3.1 To qualify as a siege engine, the device must have a minimum footprint area of fifteen square feet (3x5', 4x4', etc.).
- 7.3.2 Each shooting engine must be able to shoot its missiles at least 40 yards.
- 7.3.3 Each engine should be of sufficient size that it would take more than one person to carry it.
- 7.3.4 Missile shooting engines must use a mechanical cocking device, such as a winch. They may not be cocked by hand.

7.4 Heavy Siege Engines

- 7.4.1 Heavy Siege engines are defined as being able to qualify by shooting the one pound rocks, and may fire multiple missiles at one time, provided that the missiles meet or exceed the minimum qualifying range of 40 yards. Heavy Siege engines require a minimum crew of three.

7.5 Field Artillery Engines

- 7.5.1 All engines not meeting the requirements for Heavy Siege engines are to be considered Field Artillery. One pound rocks may not be fired from Field Artillery, small arms or thrown by hand. Non-heavy siege missiles may be fired singly, or multiple smaller shot may be used. Field Artillery engines require a minimum crew of two.

7.6 Siege Engine Types

- 7.6.1 Direct fire engines: Includes all point and shoot types such as balista and cannon. These require a minimum range of 21 feet (7 yards)
- 7.6.2 Indirect fire engines: All the engines that operate like a mortar, i.e. catapults and trebuchets. The target must be a minimum of 21 feet (7 yards) from the engine.
- 7.6.3 Direct contact engines: The class of all siege towers, battering rams etc. that come into some form of direct contact with fighters and structures.

7.7 Terminology Definitions

- 7.7.1 Balista - Any type of engine that uses a bow arrangement to fire a projectile in a crossbow fashion.
- 7.7.2 Catapult - Any type of engine that uses a single arm to throw a projectile, usually powered by the torsion method, a spring, or bungie cord/surgical tubing.
- 7.7.3 Trebuchet - Special case of catapult using a counterweighted arm to throw a projectile. Generally orders of magnitude more powerful than the general form of catapult.
- 7.7.4 Cannon, Hand Cannon, muskets etc. - All of the 'gunpowder' devices of the period are to be mechanically powered, and documented as used prior to 1600. These devices will be considered the equivalent of the other devices in their class:
- a. Hand guns = Crossbows, Cannon = balistas, Mortars = catapults etc. With the exception of the large cannon, all smaller such devices will be considered experimental devices and must be individually approved by the Kingdom Earl Marshal.

7.8 Crew Authorization

- 7.8.1 Any fighter authorized for Missile Combat in the West Kingdom may operate missile shooting siege engines with the owner's permission.

7.9 Engine Licensing

- 7.9.1 Any engine applying for a license must pass a thorough examination and testing by the Kingdom Siege Marshal. Refer to the Engine Inspection procedure in the Appendix A. A license will be issued for each engine after passing this process. Each engine must be inspected separately.
- 7.9.2 New siege engines must meet or exceed the requirements for siege engines.
- 7.9.3 A provisional 'wear in time' of one war season (1 year) is used before the engine may be licensed. It is the responsibility of the engine owner to have the engine in use at as many wars as possible during this time. The purpose is to determine the weak points in the design, and incorporate any required changes needed to pass inspection. An operating permit will be issued for this purpose.
- 7.9.4 Engines will be reinspected each time the license is renewed. New missiles may be added to the license at any time that the Kingdom Siege Marshal can test that engine and missile combination.

Appendices – Siege Rules

7.10 Appendix A - West Kingdom Missile Chart

This information is provided to show the relationship of all missiles used in the West Kingdom to each other and to coordinate in a logical manner their relative uses. The missiles listed are representative of the missile's class by type and weight, with the maximum allowed range shown. A change to this relationship is only to be done by testing, with data established by at least two independent testing sources.

7.10.1 General Rules

- a. The missile determines the damage delivered regardless of the source of launch.
- b. The minimum and maximum ranges listed for each missile has been determined based on the acceptable non-damaging impact for a minimum armored non-contact combatant at 21 feet. Exceeding these maximum ranges significantly may create an unacceptable risk to participants and the early failure of the missiles.
- c. A siege engine may qualify to use more than one type of missile, so long as the engine's power is not modified, and the maximum ranges are not exceeded for each missile used. Non-siege missiles may not be shot singly from a siege engine, but may be shot in multiples as in a canister or equivalent. Maximum range for such missiles may not exceed the range of normal weapon use.
- d. Shafted missiles weighing more than 9 oz. must have approved thrusting tips with at least 2 ½ inches of progressive give.

7.10.2 Typical Launch Sources

The following are typical launch sources. The alpha code is referenced in the chart below.

- a. hand thrown
- b. bow, sling, staff slings
- c. crossbow, hand guns
- d. direct fire engines (balista, Cannon)
- e. indirect fire engines (catapults, trebuchet, mortars)

7.10.3 Missile Weapon Classes/Uses Chart

| Missile | Weight | Min. Range (yd) | Max. Range (yd) | Recommended Damage | May be used by: |
|-----------------------------|----------|-----------------|-----------------|----------------------------|-----------------|
| Missiles ¹ : | | | | | |
| Fiberglass arrow | <=3.5 oz | 7 | ² | blocked by shield | b,c,d,e |
| Golf tube arrow | <=3 oz | 7 | ² | blocked by shield | b,c,d,e |
| GT bolt 48" | 9 oz | 7 | 80 | blocked by shield | d,e |
| Balista Bolt | 1 lb. | 7 | 80 | breaks shield ³ | d,e |
| Javelin | 1.5 lb. | 7 | 60 | blocked by shield | a |
| Throwing axes | 1.5 lb. | 7 | 45 | blocked by shield | a |
| Shot: | | | | | |
| Single tennis ball | 2 oz | 7 | 100 | blocked by shield | b,c,d,e |
| Weighted Tennis ball | 3 oz | 7 | 90 | blocked by shield | b,c,d,e |
| Four tennis ball rock | 9 oz | 8 | 80 | breaks shield | d,e |
| One pound rock ⁴ | 1 lb. | 8 | 80 | walls take damage | d,e |
| Siege tower rocks | 5 lb. | Dropped | Dropped | crushes bodies | a |

¹ Arrows and crossbow bolts are in the same class and differ only by length.

² Does not apply, as is limited by bow poundage. Siege engine use may not exceed ranges achieved with a bow and may not be shot singly. Damage is the same as if shot from a bow or crossbow.

³ Since balistas deliver a higher impact over hand thrown, the distinction can be determined on impact by the fighters.

⁴ This missile is restricted to heavy class engines meeting a minimum qualifying range of 40 yards.

Definitions of damage:

- Blocked by shield - The missile may be blocked by a shield or pavise, but will do killing damage when delivering a sufficient force impact to legal target areas. Also blocked by plate armor in the case of shafted arrows and crossbow bolts.
- Breaks Shields - Missile will break a shield or pavise if the impact is of sufficient force that the fighter considers the missile to have broken it.
- Blocked by walls - The missile is blocked by a wall or other obstructions greater than a shield or pavise. This missile will kill anything less than a wall on first impact.
- Walls take damage - Walls will take damage based on a number of direct hits. Missile will crush anything else hit on first impact only.
- Crushes walls - This could be considered worth several hits of the Walls take damage level. This represents the largest thrown missile in history.
- Crushes bodies - A variation of kill through shield. Applies to dropped tower rocks in the defense of a structure.
- Fire damage can be considered for 'flaming' missiles at the next level of damage, unless a counter agent such as 'water' is applied to that missile.

7.10.4 Recommendations and Variants

- a. The greater power available to the siege engines over hand thrown missiles should be sufficient to allow the fighters to correctly judge the impact the same as for any other valid blow.
- b. Attributes to missiles such as "fire" may be done with the approval of the Marshal in Charge and/or the Kingdom Earl Marshal.
- c. Refer to Appendix C for recommended ammunition construction methods.

7.11 Appendix B - Engine Licensing Process

All siege engine devices are covered by the licensing process in the West Kingdom. Both the Operating Permit and the License lists the missiles allowed for use by that engine, and the minimum and maximum ranges allowed for each. These 3"x5" cards are to the siege engine what a fighters card is to the fighter. Each License will be issued for a term from one to two years after which the engine will require a retest.

7.11.1 The licensing procedure follows a two-part process:

- a. All engines used for the first time are to complete a full inspection and testing. These devices, upon completion of the inspection and having passed the qualifications, will be issued an Operating Permit. This permit will allow marshals to inspect the engine's performance and observe it for any flaws in the construction or design. The Operating Permit has a table on the reverse side to log every war where the device was used in combat, to be signed off by the inspecting siege marshal. This log is to be filled in within one war season (1 year) from the date issued.
- b. Engines having completed the Operating Permit phase, can be issued a License, having proved as far as is possible, that the engine is reliable and meets all the requirements for siege engines in the West Kingdom.

Any engine not having a license, or operating permit, or having it revoked, may not be used in combat in the West Kingdom, or until it can pass the inspection and testing process.

7.11.2 Siege Engine Inspection Procedure

- a. Missile shooting engines - All engines are to meet the following criteria:
 - (1) Comply with the West Kingdom Siege Engine requirements.
 - (2) Each engine should be built solidly without any sharp protrusions. It must be able to withstand the rigors of close combat including, but not limited to, being hit with rattan weapons, and body impact of fighters. It must also be able to fire repeatedly without mishap.
 - (3) Each crewmember must know the hazards of the engine he is operating. They must be aware of moving arms and falling weights.

(4) Shot approved for use with an engine is to be tested at maximum power and at optimum angle of release, (about 45 degrees from horizontal) to achieve maximum range. If the shot lands on or before the limit specified in the Missile Chart, then the range of the engine is approved. When inspecting missile range, the inspecting marshal must have a reasonably flat range marked out with a measuring tape to the maximum ranges each missile will be expected to reach. Coordination with the Archery Marshal to use the archery range may prove to be the simplest solution.

7.11.3 Structural Devices

- a. Each structure must be stable in all conditions that may be expected in combat.
- b. It must be able to hold its full load capacity without straining the structure.
- c. There are to be no sharp protrusions on the structure, and all exposed bolt ends are not to extend more than 1 inch.

7.11.4 Equipment Needed For Inspection

- a. A measuring tape or equivalent to mark out a range for missile testing.
- b. An ounce scale up to 2 pounds to weigh missiles.
- c. A gauge for measuring angle of elevation, marked in degrees.

7.12 Appendix C – Missile and Shot Construction Specifications

Note: These specifications are required for safe use of these missiles in a siege engine. They are recommended for all other applications for best performance. These construction methods are intended as the best method available at the time of this writing; better ones may be developed and tested, improving the performance or materials used. These improvements will be added in future updates as they are approved.

7.12.1 A method of head construction of both javelins and darts:

The head consists of Funnoodle™ or poolnoodle foam 6 inches long and about 3 inches in diameter. Cut a circular core from one end, 1 inch in diameter and three inches deep into the center of the foam. (A section of 3/4 inch EMT conduit works great as a core-cutting tool.) The head is then capped with a half tennis ball, taped in place. The back of the head is taped with electrical tape to form a compressed cone just behind the end of the shaft, anchoring the head to the shaft. Reinforce the foam head with fiber reinforced strapping tape along its length and around. The half tennis ball adds protection to the front of the head, and maintains a constant impact area. Smoothly cover the finished head with duct tape. The finished result resembles a Q-tip.

7.12.2 All Javelin and Dart heads designed for use in siege engines must have at least 2 1/2 inches of progressive give without bottoming out or folding over under pressure.

7.12.3 All javelins and darts intended for use in a siege engine are to have fins of taped 1/2 inch Ensolite foam or the equivalent.

7.12.4 Javelin and Dart length specifications are as in section 6.6.6.

7.12.5 Maximum weight for a javelin used as siege engine ammunition is 1 pound.

7.12.6 Maximum range is set in the Missile Chart.

NOTE: For siege engine ammunition, PVC has been banned for use as a weapon construction material. Siloflex, or it's equivalent is specified as the replacement material. Siege engine bolts are the only Allowed use of Siloflex in this Kingdom.

Weighted Single Tennis Ball Shot

Constructed from a tennis ball, one ounce of weight and electrical tape, this ammunition smashes flat when stepped on due to drilling on three perpendicular axis. It hits solidly enough for full contact fighters yet will not *damage* an unarmored spectator (it will smart a bit). Drill the ball through on each 90-degree axis with a 3/16 inch drill bit. (Using a drill press works easiest.) Make a 2 inch cut without cutting through any holes, to stuff the ball with the weight. Hot glue the cut shut after stuffing. Wrap the tennis ball with vinyl electrical tape starting at the north pole around past the south pole and back to the north pole. Rotate the ball so the tape just overlaps the prior pass at the equator. The drilled holes are reopened with something sharp. The finished weight will be 3oz. Mark the shot for ownership.

The one-ounce of weight is:

Use 1" thick open cell foam cut into 2-inch squares. Placed in the middle of this is five #4 split shot lead fishing weights of the crimp on type, attached to 20 lb. test line. Arrange like the "5 of spades" card pattern, then hot glue in place.

The finished cube is stuffed into the tennis ball. RTV Silicone glue may be used as a substitute for hot glue. Any glue that will stick to the tennis ball and not dry rigid may be used to seal the tennis ball shut. Do not over-glue, as this will prevent compression.

7.12.7 One-pound Siege Rock Shot

Cut two cloth circles of 14 inches in diameter, then sew them together around the edge leaving about 1.5" to 2" opening, using a ½ inch seam allowance. Turn the fabric right side out and stuffed with small pieces of shredded foam carpet padding until it weighs 14 ounces on a small food scale. The hole is then hand-sewn shut. The resulting pillow is taped with ¾ or 1 inch fiber reinforced strapping tape to make it into a round ball using two wraps per axis for each of the three axis. Using a good quality duct tape, cut strips that will reach half way around the ball starting at the 'north' pole laying it on to the 'south' pole with a slight overlap on the strips at the equator. The resulting 'stone' should weigh one pound. Mark all stones for ownership.

8. Armor Material Definitions

The following definitions apply throughout the armored combat guidelines unless specifically stated otherwise. The definitions are provided to clarify the amount and quality of impact-resistance/absorption desired under the guidelines in order to ease the tasks of selecting materials and of determining whether a material not named in the standards is equivalent to those given.

1. Bars
When used in the face guard of helmets, should be a minimum of 3/16 inch (4.5mm) in diameter mild steel or the equivalent in other metals. If the distance between crossbars is 2 inches (5 cm) or less, bars of not less than 1/8 inch (3 mm) may be used.
2. Closed-cell foam
A less dense foam than resilient foam, such as Ensolite.
3. Equivalent
Refers to the impact resistance distribution, and impact absorption characteristics of the specified material - not to the physical dimensions.
4. Foam
Any open- or closed-cell foam rubber, foam neoprene, polyurethane, etc.
5. Gauge
U.S. Sheet Metal Standard (abbreviated as "ga."). Note that 16 gauge is officially 1/16 inch (about 1.6 mm), but commercially available sheet steel is frequently rolled to .058 inches or even .055 inches - much too thin for helmets.
6. Heavy Leather
Stiff, oak-tanned leather of approximately 1/8 inch (3 mm) or thicker. Often referred to as "belt leather" or 8 ounce leather.
7. Mail
Any fabric of small metal components either linked together (e.g., chain) or attached to a flexible backing (e.g., ring or scale).
8. Padding
Quilted or multi-layered cloth material, such as mattress pads, moving pads, carpet, and heavy felt.
9. Plate
Large components (>16 square inches) of metal (e.g., steel of no less than 18 gauge, aluminum of no less than 1/8 inch (3 mm) or equivalent).
10. Progressively Resistant Give
The amount of padding or other soft material placed between the point of impact of a striking surface and the rigid material forming the haft of the weapon underneath. For example, a thrusting tip requiring 2 inches of progressively resistant give must have at least 2 inches of foam or other soft material between the tip and the end of the rattan underneath, and the material must not be treated (as in taping) so that the "give" of the material has been severely limited.
11. Resilient foam
Dense, plastic closed-cell foam such as ethyl polymer.
12. Rigid Material - any of the following:
 - Steel of not less than 22 gauge (.045 inches). There is a tendency for sheet steel to be rolled significantly thinner than its nominal thickness, as noted above. 24 gauge, even if sold as 22 gauge, is the stuff of beer cans and not sufficient.
 - Aluminum of not less than 18 gauge (.0625 inches).
 - Other metals of sufficient thickness to give similar rigidity to those listed above.
 - High impact-resistant plastic, such as ABS or polyethylene, of sufficient thickness to give similar rigidity to those listed above.
 - Heavy leather that has been hardened in hot wax or polyester resin (properly catalyzed).
 - Two layers of untreated heavy leather.
 - Thick, deep pile carpet that has been soaked in polyester resin (properly catalyzed).
 - Two layers of untreated thick, deep pile carpet.
13. Steel
Cold- or hot- rolled mild steel, or equivalent ferrous or non-ferrous metal (e.g., stainless steel).

West Kingdom Rapier Combat Standards

1. Introduction

Rapier combat in the Kingdom of the West is an attempt to recreate what is arguably the most important aspect of a Courtiers life and responsibilities. For as Baldesare Castiglione wrote, "I hold the principal and true profession of the Courtier must be that is of arms..." He goes on to say, "I judge it his first duty to know how to handle every kind of weapon, both on foot and on horse, and to know the advantages of each kind; and be especially acquainted with those weapons that are ordinarily used among gentlemen..." To this day Castiglione's Book of the Courtier, written at the very beginning of the 16th century, serves as a guide to what is noble, courtly, and worthy of renown.

You may ask why the art and science of arms was so central to his thoughts on the Courtier. One of the answers must be that few, if any, places are better suited to forging, testing, and displaying so many virtues as the combat field. So what does this have to do with period fencing in the West and with these rules? Simply put, the Arte of Defence is more than mere skill at arms. Fencing with skill is enough to become well known. However, someone who is well known without being respected and admired for how they fight, no matter how skillfully, is merely notorious. To achieve more requires more. It requires a relentless determination to place honor, courage, friendship, and even style above simple victory. The reward is that combination of notice and respect known as renown. Which, we suggest, was the true currency of the Courtier both then and now.

To that end these rules have been carefully designed to meet two important needs. First, and always foremost, to provide a basis for safe and consistently managed rapier combat within the Kingdom of the West and it's diverse regions. Second, is to provide a common structure for competition allowing us to test ourselves against each other. The Marshallate along with the Guild of Fence will set the standards for honor, courage and style, which we all strive to attain. They will also organize our re-creations of pre 1600's rapier combat here in the West; thus setting the stage for us to gain notice, respect and eventually renown. Rules of Rapier Combat

1.1 General Rules of the List for Rapier Combat

- 1.1.1 Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., these rules, and such further rules as are established by the Kingdom of the West.
- 1.1.2 All combatants, prior to every combat or practice, shall ensure their equipment is safe, in good working order and has been inspected by a member of the Kingdom Marshallate authorized to inspect rapier equipment.
- 1.1.3 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.
- 1.1.4 Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with Rapier Combat is the Earl Marshal, then the Kingdom Rapier Marshal, then, by delegation, members of the Kingdom Rapier Marshallate.
- 1.1.5 For the purpose of these rules the following definitions will apply:
 - a. Arm: The arm is deemed to include that part of the limb between the center of the shoulder joint and the wrist.
 - b. Hand: The entire hand to the wrist.
 - c. Leg: The leg is deemed to include that part of the limb from the ankle up to the hip joint not including the groin.
 - d. Foot: The entire foot from the tips of the combatant's toes to the ankle.
 - e. Torso: The chest, back, abdomen, groin, and sides up to and including the armpits.
 - f. Neck: The whole of the neck trunk, front and back, from above the collarbone to the jaw line. The throat is the front section of the neck, including the carotid and jugular regions.

1.2 Behavior on the Field

- 1.2.1 All combatants shall obey the commands of the marshals overseeing the field and the Rules of the List, or be removed from the field and subject to further disciplinary action.
- 1.2.2 Disagreements with the marshals overseeing the field shall be resolved through the established mechanisms outlined in the Marshallate Procedures of the SCA, Inc.
- 1.2.3 Each combatant shall maintain control over his or her temper and behavior at all times.
- 1.2.4 Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
- 1.2.5 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.

1.3 Use of Weapons and Parrying Devices

- 1.3.1 Blows are struck by: thrusting with the point of the blade (thrust); sliding the edge of the blade by drawing (draw cut) or pushing (push cut); or (with the mutual consent of the combatants) by placing the tip of the blade upon, and then drawing it across an opponent (tip cut).
- 1.3.2 Saber cuts, slashing, chopping or hacking blows are never permitted. Fast circular movements (such as moulinets) may, however, be used to place a blade for thrusts, draw or push cuts.
- 1.3.3 Parrying devices may be used to move, deflect, or immobilize an opponent's weapon or parrying device, so long as such use does not endanger the safety of the combatants.
- 1.3.4 Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.

1.4 Acknowledgement of Blows

- 1.4.1 In judging blows, all combatants are presumed to be wearing common civil attire of the period, not armor.

- 1.4.2 The entire body is target area.
- 1.4.3 Tournaments may be held which define areas of the body as if armored, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat.
- 1.4.4 Valid Attacks
- a. A valid attack 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.
 - 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 draw 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. At least 8 inches (20 cm) of the rapier or dagger blade must be used. As with a thrust, only minimal, but noticeable, pressure need be maintained. Merely laying the blade on the opponent without pressure or movement is insufficient.
 - d. Tip cuts are not a valid draw cut unless agreed upon by the combatants. See section 6.1.
 - e. Saber cuts, slashing, hacking or chopping are illegal.
- 1.4.5 A good thrust to the head, neck, torso (including the hip area and groin), inner leg (to the combatant's hand width down the inner limb), or armpit (to the combatant's inner hand width down the limb) shall be judged incapacitating, rendering the combatant incapable of further combat. Draw cuts to these locations shall be judged incapacitating. Tip cuts may be considered incapacitating to any or all of these regions at the discretion of the combatants.
- 1.4.6 A good blow to the arm will disable the arm (point of the shoulder to wrist). A good blow to the hand shall render the hand useless (wrist down).
- 1.4.7 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.
- 1.4.8 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.
- 1.4.9 An attack must be acknowledged as valid if it is felt through the armor. There is no such thing as a "light" blow.
- 1.4.10 All attacks should be calibrated to the lightest possible touch able to be felt through the opponent's armor. Calibrations should be done with realistic attacks before a bout with an unfamiliar opponent.
- 1.4.11 No new offensive actions may be started once an incapacitating blow or Hold occurs. If the blow is thrown after the hold, incapacitating blow or other event it shall not count.
- 1.4.12 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.
- 1.4.13 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. Grasping 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.
- 1.4.14 If an effective blow is thrown before, or on, the same moment as an event that would stop a fight (a "HOLD" being called, the combatant being "killed" himself, etc.), the blow shall count. If the blow is thrown after the hold, killing blow, or other event, it shall not count.
- 1.4.15 A combatant is considered armed so long as one offensive weapon is retained.
- 1.4.16 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 honorable

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.

- 1.4.17 The following conventions shall be used if a combatant is using the specified defensive equipment:
- a. Armored Parrying Gauntlets:
 - (1) The protected (armored) part of the parrying gauntlet shall not be considered to extend farther up the arm than the wrist bones.
 - (2) Parrying gauntlets may be used only to parry an opponent's weapons. The hand must not close around the parried blade nor grasp it in any fashion, however, sliding along the blade will not cause loss of the hand.
 - (3) The block of a straight thrust will be considered to have disabled the hand, since chain mail would not necessarily stop such a thrust from a rapier.
 - b. Cloaks and other non-rigid defensive equipment (hats, etc.):
 - (1) These may be used only to parry an opponent's offensive equipment.
 - (2) The block of a straight thrust will be considered to have penetrated through to the body, if any, which was directly behind it. For example, a cloak wound around an arm will not stop a thrust to the arm. While a draping cloak will stop a thrust to the body that is hidden behind it by a distance greater than 8 inches (20 cm).
 - (3) Cloaks with a drop length greater than 36 inches (90 cm) from the shoulder may not be thrown.

1.5 Individual Combat Rules

- 1.5.1 No live steel (non-rebated weapon) is allowed on the list field with marshals or combatants at any time.
- 1.5.2 Each combatant, recognizing the possibilities of physical injury to him/herself in rapier combat, shall assume unto him/herself all risk and liability for harm suffered by means of such combat.
- 1.5.3 Engaging in rapier combat with the deliberate intent to inflict injury on an opponent is forbidden.
- 1.5.4 All issues must be resolved on the field or noted to the marshal for later resolution if delay is necessary.
- 1.5.5 The use of Fleche (running at an opponent with rapier extended) or similar uncontrolled attacks is prohibited.
- 1.5.6 A combatant may decline any challenge without dishonor, and without specifying a reason. In a tournament this may result in forfeiture of a bout.
- 1.5.7 Combatants may reject the use of a particular weapon by an opponent, should they deem the weapon unusually dangerous, or it is a non-standard piece of equipment. Before rejecting the use of a standard item however, the opinion of the Rapier Marshal in Charge should be sought.
- 1.5.8 All rapier combat shall be done in the round. The one exception is if a combatant has been put on the ground, such as by loss of a leg. In that case the mobile combatant may not "corkscrew", or require the grounded combatant to turn more than approximately 120°.
- 1.5.9 There shall be no combat between rapier combatants and SCA armored combatants.
- 1.5.10 Combat between rapier combatants and combat archers may not take place in the Kingdom of the West.
- 1.5.11 No equipment, other than cloaks with a drop length less than 36 inches (90 cm), may be thrown except in controlled actions to remove the equipment from the field.
- 1.5.12 Combatants may engage only when the marshal who is supervising the bout has received verbal acknowledgment of readiness from each combatant and has instructed them to begin.
- 1.5.13 Unsafe or illegal conduct is prohibited. A supervising marshal shall, as necessary, warn or remove from the field any combatant whose conduct is considered unsafe or in violation of the rules. Examples include, but are not limited to:

- a. Grasping, grappling, tripping or striking the opponent with one's hand or body. This does not include incidental and fleeting contact, such as a break from a corps-a-corps situation or sweeping motions intended to clear the opponent's weapon from the line of attack or to prevent a draw cut.
- b. The use of excessive force, whipping or chopping at an opponent, or the unsafe use of equipment.
- c. Intentionally striking an opponent with any part of an offensive weapon not designed for it, or with any equipment not legal for offensive actions.
- d. Deliberately grasping or trapping an opponent's equipment, against the body.
- e. Problems with the acknowledgment of blows.
- f. Deliberate misuse of the rules to gain advantage over an opponent, such as intentionally falling or dropping weapons when pressed.
- g. Intentionally ignoring a marshal's command.

1.6 Melee Rules for Rapier Combat (limited, see section 6.5)

- 1.6.1 In melees, combatants are engaged with all opponents immediately upon the call to lay on with the exception of the individuals to your immediate left or right. (The person next to you is NOT an immediate target). The maximum number of rapier combatants that is allowed simultaneously on a melee field is 20 (thus requiring a minimum of five Authorized Rapier Marshals).
 - a. There must be a minimum of two Authorized Rapier Marshals before any Melee may take place.
 - b. A 4:1 Combatant to Marshal ratio must be maintained when more than eight combatants are on the field. (i.e. 12:3, 16:4, 20:5.)
 - c. RMIT's do not qualify, nor count towards the 4:1 Combatant/Marshal ratio.
- 1.6.2 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 they are engaged with that opponent. Engagement consists of the following: eye contact with a verbal acknowledgement, coming on guard or line engagement.
- 1.6.3 Killing from behind is allowed if it has been announced beforehand. The 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 maneuvers to keep their back to an attacker (thereby preventing any attack on them) may be considered misuse of the rules and obstructive behavior.

- 1.6.4 Special scenario melees such as bridge or town battles may impose additional restrictions as needed by the marshals.
- 1.6.5 No one may run into an engagement. Running attacks are illegal.

1.7 Halting Rapier Combat

- 1.7.1 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. Head and face protection shall not be removed. Combatants should not move unless directed to do so by the marshal supervising the bout.
- 1.7.2 Holds may be called by anyone for one of the following reasons:
 - a. Broken or damaged armor and weapons
 - b. Injuries
 - c. Terrain and List Boundaries
 - d. Violations of the rules

- e. Requests for calibration
- 1.7.3 Once a hold is called, only a marshal can lift it.

2. Equipment Specifications

2.1 General Equipment Requirements

- 2.1.1 No piece of equipment may have rough or sharp edges that could cause bodily injury or damage other equipment, nor may it be constructed so as to be likely to damage other equipment, such as break blades, entrap a tipped blade, tear protective equipment or rip cloaks, etc.
- 2.1.2 All equipment shall be in good repair so as to resist tearing, puncture, breakage or other failure.
- 2.1.3 All equipment shall show an attempt at being period in appearance.

2.2 Protective Equipment (Armor)

2.2.1 Definitions

a. Abrasion-Resistant Material

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

- Broadcloth
- A single layer of heavy poplin cloth (35% cotton, 65% polyester; "trigger" cloth)
- Sweat pants
- Woven knit tights or lycra/spandex mix tights

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

b. Puncture-Resistant Material

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

- Four-ounce (2 mm) leather
- Four layers of heavy poplin cloth
- Ballistic nylon rated to at least 550 Newtons
- Commercial fencing clothing rated to at least 550 Newtons

Kevlar is not an acceptable material, as it degrades rapidly

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

c. Rigid Material

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

- 22 gauge stainless steel (0.8 mm)
- 20 gauge mild steel (1.0 mm)
- 16 gauge aluminum, copper, or brass (1.6 mm)
- One layer of heavy leather (8 ounce, 4 mm) with padding equivalent to 1/2 inch (13mm) of closed cell foam

d. Resilient Padding

Material or combination of materials that absorbs some of the force of a thrust. One-quarter inch (5-6 mm) of closed-cell foam or the equivalent. The standard padded bib of a modern epee or three-weapon mask may meet this requirement, depending on construction

e. Standard Fencing Armor Test (SFAT)

Acceptable field inspections shall deliver a consistent force. Tests known to be acceptable include:

- (1) Cloth or garment manufacturer's commercial certification that a fabric is rated to 550 N. (Documentation must be available at the time of inspection.)
- (2) Use of a drop testing device as specified by the Society Standards

- (3) Use of a flat-broken foil blade to thrust against the material. To conduct this test, lay the material to be tested on firm ground or penetrable material (not hard packed dirt, concrete, or similarly hard surfaces). Holding the broken blade in both hands, punch the material four times, increasing the force each time. After each punch, examine the material.

For 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.

2.2.2 General Defensive Equipment Requirements

- a. There shall be no holes through which a blade may penetrate so as to slide under the layers of protective equipment. Any button hole, lacing hole or other opening that could admit the entry of a blade shall have a protective placket underneath which overlaps the join by at least 3 inches (75 mm) to prevent a blade from sliding inside.
- b. No skin shall be bared. There shall be overlap of at least 3 inches (75 mm) between separate pieces of protective clothing. Regardless of the combatant's stance or movements, the minimum protection for that body area shall be preserved.
- c. Additional protective equipment (beyond what is described herein) may be used as long as it does not interfere with the proper acknowledgment of blows.

2.2.3 Head Protection

- 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 kg mesh (e.g., a standard fencing mask) or perforated metal. Such metal must not have holes larger than 1/8" (3 mm) in diameter, with a minimum offset of 3/16" (5 mm) and shall also meet the definition of rigid material. Brass, Copper, and Aluminum do not meet the requirements for this.
- c. Masks and helms must be secured to the combatant, so that they cannot be easily removed or dislodged during combat. The combination of snug fit and the spring-tongue (with or without the elastic) in a conventional fencing mask are NOT sufficient, by itself, to secure the mask to the combatant.
- 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 12 kg mask punch. Marshals doing the testing shall be trained in the use of the punch. Combatants are required to get their mask tested annually. This test is to be performed with a commercial 12 kg mask punch device.
- e. The rest of the head must be covered by at least puncture resistant material.

2.2.4 Neck and Throat Protection

- a. The entire neck must be covered by rigid material.
- b. Either puncture resistant material (as a hood) or resilient padding shall back the rigid material. The use of resilient padding is recommended for metal gorgets.
- c. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.
- d. Throat protection must rest on the collarbone in order to distribute the force of a blow. It must also cover from 1 inch (25 mm) below the hollow of the throat, up to 1 inch below the jaw line. A snug fit is required.

2.2.5 Torso Protection

- 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 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.
- c. Male combatants 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 combatants shall wear puncture resistant groin protection.

2.2.6 Arm and Leg Protection

- a. Gloves made of abrasion resistant material shall protect hands and overlap any sleeve openings. The feet shall be protected by boots or shoes comprised of at least abrasion-resistant material. Sandals and tennis shoes are forbidden.
- b. Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.

2.3 Standard Offensive Equipment (Weapons)

2.3.1 General Offensive Equipment Requirements

- a. Standard offensive weapons are:
 - (1) Oval and Diamond bladed schlagers, including Starfire brand. (AKA Steel Rapiers)
 - (2) Practice rapiers made by Del Tin, Scottie Armory, Zamorano of Toledo Practice Rapiers (AKA Steel Rapiers)
 - (3) Bated Rapiers made by Del Tin. (aka Steel Rapiers)
 - (4) Fiberglass blades
 - (5) Flexi-daggers, Safelex and Scottie Armory Practice Daggers. (AKA Steel Daggers)

2.3.2 Any blade may be used against any other blade.

- a. All weapons must have a straight grip. Orthopedic 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 authorization to use an orthopedic grip. The Marshal shall note this exemption on their authorization card. The Branch Rapier Marshal must inform the Kingdom or Principality Rapier Marshal of the exemption within 30 days.
- b. 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 rapiers or flexi daggers with "S" curves or more than one curve in any 12 inch (30cm) length shall not be used unless they can be properly re-curved by a marshal.
- c. Weapons may use a hand guard such as a cup hilt, swept hilt, etc. Quillons or a cross guard of some type are required. Quillons may be no longer than 12 inches (30cm) and must have blunt ends of at least ¼ inch (6mm) diameter.
- d. All equipment must be able to safely withstand combat stresses.
- e. Foil, Saber and Epee blades may not be incorporated into weapons that are to be used in rapier combat within the West Kingdom.

2.3.3 Blade Flexibility Testing

- a. If doubt exists about a weapons flexibility, an acceptable field test is: Hold weapon parallel to the ground, supporting handle against table or bench if necessary. Hang a 3 oz weight (85 grams) just behind the tip. If the blade of a dagger (out to 18 inches in blade length) flexes visibly more than ¼ inch (6mm), the blade is sufficiently flexible. For blades of a length beyond 18 inches, the flex must be ½ inch (12mm).

2.3.4 Blade Points

- a. 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.

- b. Tips for steel blades must be backed by leather, metal (such as a washer) or equivalent (as permitted by the KRM) to prevent a blades tip from cutting through the inside of the rubber or leather tip. Tips should be inspected internally at least once every six months to determine internal wear.
- c. Tips will have a blunt striking surface, presenting a cross-section of at least 3/8-inch (9 mm) diameter.
- d. 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.
- e. Tips exhibiting excessive wear or abuse must be replaced.

2.3.5 Steel Rapiers

- a. 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.
- b. Steel rapier blades shall be at least 34" (86cm) in length.
- c. Steel blades will not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter their temper, flexibility or durability. Normal combat stresses and blade care do not violate this rule. Exceptions are:
 - (1) The tang of the weapon may be altered
 - (2) Steel rapiers may be shortened so long as it does not make them too stiff
- d. All steel blades must have a flattened or rolled tip.
- e. All steel blades must be reasonably flexible. Rigid steel "parrying-only" daggers such as those made from cut down blades will not be allowed.

2.3.6 Steel Daggers

- a. The length of the blade from guard to tip may not exceed 18 inches (47 cm).
- b. The entire weight of the flexi-bladed dagger may not exceed 1.5 pounds (680 g).
- c. Rigid Steel "parrying only" daggers such as those made from cut down blades will not be allowed.

2.3.7 Fiberglass Rapiers

- a. The weapon shall have a blade constructed solely of fiberglass rod or equivalent and fiberglass tapes, except that the metal hilt may extend 4 inches (10 cm) along the blade for mounting purposes.
- b. The blade shall be wrapped in vinyl duct tape (not cloth backed), or such other tape as will not tear readily. Fiber reinforced strapping tape may be used in constructing the weapon, but must be completely covered by the outer wrapping tape.
- c. The blade must be capable of easily bending to 90° and show no signs of failure or fatigue when so flexed.

2.3.8 Fiberglass Daggers

- a. No Dagger will have a blade longer than 25 inches (64 cm).
- b. The Dagger will be constructed in the same manner and from the same materials as fiberglass rapiers.

2.4 Standard Defensive Equipment

- 2.4.1 The standard defensive equipment shall consist of buckler, baton, cloak, and parrying gauntlet. All other defensive equipment shall be considered non-standard.
- 2.4.2 Rigid Parrying Devices
 - a. Rigid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering.

- b. Offensive bucklers will be considered non-standard devices.
- c. The buckler size shall not exceed 20 inches (50cm) in diameter. The edges shall be covered to prevent splintering or sharpness. The shield may have any shape as long as the area of the shape doesn't exceed the maximum area of a 20-inch (50cm) diameter circle.
- d. Batons may be of any reasonable length but should not exceed 1.5 pound (680 g). The RMIC shall be the sole judge of what is or is not a reasonable length.
- e. Where a scabbard or other open ended item (i.e. 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.

2.4.3 Non-Rigid Parrying Devices

- a. 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.
- b. Cloaks shall not have any metal or rigid material in the construction of the cloak, except for fasteners near the neck area where the combatant grasps it.
 - (1) If the cloak is to be thrown, no rigid materials (metals) are allowed at all.
- c. Armored Parrying gauntlets shall be a glove of mail, leather or equivalent resistant material that completely covers the entire hand and wrist area.

2.4.4 Non-Standard Equipment

- a. 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.
- b. The Rapier Marshal in Charge shall specifically authorize all non-standard equipment and non-standard equipment use. Approval is limited to that competition, unless the Rapier Marshal in Charge previously revokes it.
- c. Non-standard equipment or equipment use must not pose a greater risk of injury or equipment damage than standard equipment or equipment use.
- d. 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 dishonor, penalty or forfeiture of the bout, reject a bout against any non-standard offensive or defensive item. If a combatant refuses to face a non-standard item then his or her opponent must either re-equip or forfeit the bout.
- e. Non-standard equipment shall be constructed as to be recognizable as the original item.
- f. Devices that predictably cause entangling of an opponent or equipment either by design or by repeated mishap are not allowed. Quillions are exempt from this rule.
- g. All non-standard offensive equipment shall be constructed of any normal, safe material conforming to the following rules for non-standard offensive equipment.
- h. Offensive equipment shall be constructed exclusively of cloth, foam, 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 rigid material.
- i. 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.

3. Rapier Administration

3.1 Rapier Marshallate Organization

Group rapier marshals at all levels must make quarterly reports to their superiors. Their superior will inform them of the due dates of these reports when their office is confirmed.

3.1.1 Kingdom Rapier Marshal

- a. Coordinates all Rapier Combat within the Kingdom of the West.
- b. Maintain the Rules for Rapier Combat in consultation with the Kingdom Earl Marshal and the Crown.
- c. Is the final arbiter in conjunction with the Earl Marshal of the West and the Crown of the West in cases where a Principality or Marches rapier marshal makes an application for permanent revocation of a marshal's warrant or combatant's authorization.
- d. Maintains the roster of Rapier Marshals and Combatants.
- e. The Kingdom Rapier Marshal can issue Rapier Combat, Rapier Marshal, and Rapier Authorizing Marshal cards.

3.1.2 Principality and Marches Rapier Marshals

- a. Coordinate Rapier Combat within their Principality.
- b. Issue Rapier Combat, and Rapier Marshal cards to members in their region.
- c. Maintain the roster of authorized rapier marshals and combatants for their region.
- d. 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 authorization.
- e. Are responsible for forwarding information on injuries and disciplinary actions to the Kingdom Rapier Marshal.

3.1.3 Branch Rapier Marshals

- a. Coordinate Rapier Combat in their local branch (Baronies, Shires, etc).
- b. Ensure that a qualified marshal is appointed as the "Rapier Marshal in Charge" of any event sponsored by his/her Branch.
- c. 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.
- d. Report to the appropriate Principality Marshal.
- e. Forward warrant and authorization documents to their superiors so that warrant/authorization cards can be issued in a timely fashion.
- f. Report breaches of the safety regulations and disciplinary actions taken by the RMIC's of events to ensure that further disciplinary action can be taken where appropriate.

3.1.4 Rapier Marshals in Charge

- a. Oversee all aspects of safety and proper conduct of rapier combat at a proposed event.
- b. Select the marshals to assist with an event.
- c. May suspend combatants from fighting for the duration of the event.
- d. 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. Otherwise, they may participate in rapier activities (so long as another marshal is present).
- e. 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.

- f. Must submit an event report which includes:
 - (1) The name of the Rapier Marshal in Charge and the names of all the Marshals who assisted.
 - (2) A list of all authorizations, whether successful or not, and the results of those attempts.
 - (3) The names of all the participants in Rapier Combat.
 - (4) A description of any problems or disputes that occurred during the fighting, and of any injuries that occurred.
 - (5) 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.

3.1.5 Rapier Marshals at Large

- a. Assist in inspections and the running of all practices and lists.
- b. Conduct authorizations if qualified to do so.
- c. Provide reports to the KRM/PRM of any authorizations successfully completed.

3.2 Rapier Events

3.2.1 Equipment Inspection

- a. At least one Rapier Marshal must be present to perform equipment inspections.
- b. 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, performing the SCA Standard Fencing Armor Test (SFAT) (see Section 2.2.1.e for test procedure) on the combatant's protective equipment. Materials which are known to satisfy the SFAT requirements are listed in Section 2.2.1.b.
- c. 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.
- d. When checking for groin protection the Marshal shall ask the combatant to self-test.
- e. Equipment that fails inspection may not be used.
- f. 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.
- g. Equipment may be re-presented to the inspecting marshal after it has been modified or repaired to meet the standards.

3.2.2 Conduct of Combat

- a. Because of the nature of the weapons being used, marshals, and combatants should pay special attention to missing or broken tips, and for badly bent or fatigued blades.
- b. 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.
- c. All infractions of this type shall be reported to the Rapier Marshal in Charge, as they must be included in the event report.
- d. 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.)

- (1) The combatant has made his/her third violation of the rules during a bout.
 - (2) The combatant, through demonstration of behavior 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.
 - (3) The combatant refuses to obey the legal commands of the marshals supervising the combat.
- e. 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 PRM and finally to the KRM for a ruling.
 - f. 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.
 - g. 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 West Kingdom grievance and appeal procedures.
 - h. Supervising marshals are responsible for reporting any injury requiring the attention of a health professional, (e.g. Doctor, Nurse, Chiropractor, or Paramedic), to the Kingdom Earl Marshal, Kingdom Rapier Marshal, and appropriate Principality Rapier Marshals within 24 hours. The KRM and PRM will investigate the incident and provide a full report to the Kingdom Earl Marshal within 10 days of the incident being reported
 - i. 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, if applicable, Principality) Rapier Marshal and sponsoring Branch Seneschal.
 - j. 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:
 - (1) Each bout of two combatants shall be supervised by at least one marshal. If the bout is part of a tournament it is recommended that there be an additional marshal.
 - (2) If there are not enough marshals available then the number of bouts being run at any given time must be reduced to match the number of marshals. In no case is a bout to be run without a marshal to supervise the combat.

4. Authorizations

4.1 General Requirements

- 4.1.1 The applicant must provide their Society and Legal names, and a mailing address by which they may be contacted, and complete a waiver or indemnity (whichever is applicable to their region) for the Lists files.
- 4.1.2 The result of the test is not considered valid unless Principality Rapier Marshal receives completed authorization paperwork no later than 30 days after the date of the authorization. It is the responsibility of the authorizing marshal to ensure that such information is promptly sent.
- 4.1.3 A temporary card will be issued at the time of the test, certifying the authorizations of the applicant, and is valid until a Combat Authorization Card is received from the PRM.
- 4.1.4 Initial authorizations will last only one year. Each authorization must be renewed every two years thereafter. Renewals will be conducted by performing a repeat of the test appropriate to the authorization level in the same manner as when applied for the first time. Combatants who have been actively fighting within the last six months will have the re-authorization waived unless letters of complaint have been received by the PRM/KRM.
- 4.1.5 All cards bearing certifications for rapier authorizations must be signed and dated in ink, and the name of the authorizing marshal written clearly under the signature.

4.2 Combat Authorizations

- 4.2.1 In all authorizations safety will be the paramount consideration. A display of minimum skills and knowledge of the Rapier Combat Rules will also be required in order to pass.
- 4.2.2 Only an Authorizing Marshal shall perform authorizations. Preferably, a second rapier marshal should also witness or fight the authorization bout. If only one Authorizing Marshal is available an experienced, authorized fencer must take the other marshals place in the authorization. Both the Authorizing Marshal, and the person who fought the bout must agree upon the authorization of the trainee.
- 4.2.3 Anyone relocating to the West who is already authorized in fiberglass or steel rapier may continue to use those weapons forms until their card expires from out of Kingdom or six months go by. If they are only qualified in foil or epee they may use fiberglass weapons for up to six months. They must still abide by our armor standards and rules of the list while in the West. They must have proven their competence to the West's Marshallate in this time in order to receive a Western Rapier Authorization card. If they have not and their card expires then they must go through the normal authorization process.
- 4.2.4 There are five authorizations through which Rapier combatants may go through on their way to mastering the Arte of Defence. The combatant may not authorize for melee until one month after their second authorization. Combatants must authorize in Single Rapier and Offhand Defensive Devices first.
 - Single Rapier
 - Offhand Defensive Devices
 - Rapier & Dagger
 - Melee Combat
 - Case of Rapier
- 4.2.5 Requirements
 - a. Single Rapier Authorizations
 - (1) Safe weapon usage.
 - (2) Basic footwork including advances, retreats, crossover steps and lunges.
 - (3) Basic defenses including parries made by the rapier, the off hand and the proper use of distance.
 - (4) Basic offence is the ability to attack their opponent in at least 3 different ways while maintaining proper calibration. Such as a thrust, lunge, draw cut, push cut, etc.

- (5) The person being authorized must verbally demonstrate an understanding of the rules and conventions of combat in the West Kingdom, and the Society for Creative Anachronism
 - (6) They must fight from the ground and attack someone grounded as well.
 - (7) They must be able to respond properly to a hold called by the marshal and their opponent.
 - (8) They must be able to recognize a situation where a Hold should be called and then call it effectively. Examples include their opponent grasping their weapon, repeatedly hitting too hard and requesting a re-calibration, etc.
 - (9) They should be able to inspect themselves and their opponents armor and weapons for basics. Such as checking for tips, gorgets, open doublets, etc.
- b. Off hand Defensive Devices
 - (1) Safe use of the device must be demonstrated.
 - (2) Knowledge of the rules pertaining to the use of these devices must be demonstrated.
 - c. Rapier and Dagger
 - (1) Active and safe use of the dagger must be demonstrated for both offence and defense.
 - (2) Proper calibration must be demonstrated.
 - (3) Knowledge of the rules pertaining to off hand daggers must be demonstrated
 - d. Melee Combat
 - (1) Consistent calibration while in a melee.
 - (2) Knowledge of the rules pertaining to melee combat must be demonstrated (including engagement, obstacles, death from behind, etc.).
 - (3) Attend one melee training class.
 - e. Case of Rapier
 - (1) Active and coordinated safe use of the two rapiers must be demonstrated.
 - (2) Proper calibration with both weapons must be demonstrated with both thrusts and cuts.

4.3 Marshallate Authorizations

- 4.3.1 Rapier Marshal in Training: Anyone interested in becoming a Rapier Marshal must first be a Rapier Marshal in Training (RMIT) for at least six months in the Kingdom of the West unless otherwise indicated by the KRM.
- 4.3.2 RMIT's may marshal and assist in the running of a list under the direct supervision of a marshal. Said marshal must be present with the MIT and not engaged with any other activity. i.e. they must marshal the same list together, not one each.
- 4.3.3 RMIT's must demonstrate their familiarity with all the rules of the list in the West Kingdom pertaining to rapier combat.
- 4.3.4 They must have assisted in marshalling at least 3 separate tourneys and one melee prior to becoming an authorized Rapier Marshal.
- 4.3.5 Rapier Marshals 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 lists, melee's or practice.
- 4.3.6 The Authorization must include an oral exam including the following subjects:
 - a. Rules of the list and how to conduct a tourney field or melee
 - b. How they should handle safety issues and Holds
 - c. They must know the proper channels, and chain of command for grievance procedures
 - d. Knowledge of the Kingdom and Society armor and weapons requirements
- 4.3.7 Rapier Authorizing Marshal: to become a Rapier Authorizing Marshal the RM must satisfy the following:

- a. A scenario must be run where they "authorize" an experienced fencer. The RM will run the authorization from verbal questioning to inspection, observing the combatant and fighting a part of the authorization. The RM must then pass or fail the "candidate" with specific reasons. The reasons must have been discussed with the other marshals present. The RM must also recommend a course of action if the "candidate" fails in order to bring them up to an acceptable standard.
- b. More than one scenario is recommended. The RM should have been tested thoroughly on all pertinent issues.
- c. A minimum of two Rapier Authorizing Marshals are required to make a new Authorizing Marshal, one of whom must be either the PRM, or the KRM (Note: In Lochac, and Oertha, this may be a person designated by the PRM.).
- d. All participating marshals must agree on the candidate's suitability for authorization as a Rapier Authorizing Marshal.

5. Rapier Combat - Appendices

5.1 Tip Cuts

- 5.1.1 Tip cuts 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 tip cuts.
- 5.1.2 A valid tip cut is to draw the point of the blade a minimum of 3 inches (76 mm) 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:
 - a. The neck, especially at the front of the throat and the sides of the jugular veins.
 - b. The brachial arteries, on the inside of the upper arm between shoulder and elbow.
 - c. The femoral arteries, on the inside of the upper leg between groin and knee.
 - d. The abdomen, between the bottom of the rib cage and the pelvis.

5.2 Disciplinary Rules – Combatants

- 5.2.1 Any combatant who is suspended from fighting at an event or practice shall have their combat authorization 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 authorization has been suspended.
- 5.2.2 Upon receiving a suspension notification, the combatant, in conjunction with their local branch rapier marshal must make arrangements for retraining under an authorizing marshal. Retraining shall continue until the appointed trainer feels that the combatant has overcome the problems that resulted in the suspension.
- 5.2.3 Once retraining is completed, the trainer must arrange a re-authorization bout for the combatant with 2 impartial authorizing marshals. The trainer must also prepare a report for the impartial marshals, which outlines the training undertaken, prior to the re-authorization 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 authorization 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.
- 5.2.4 Upon receiving the re-authorization paperwork, the PRM/KRM shall ensure that the re-authorization process has been followed correctly, and if satisfied shall notify the suspended combatant in writing that the suspension has been lifted.
- 5.2.5 Any combatant who is reinstated after a suspension shall be placed on probation for a 6-month period. Any probationary combatant who is suspended shall have their authorization revoked for 12 months. After an authorization revocation, the combatant must restart the authorization process from the beginning as a new combatant.
- 5.2.6 Any combatant who has their authorization revoked twice shall be recommended to the Earl Marshal and Crown by the KRM, for permanent revocation of their rapier authorizations.
- 5.2.7 Combatants who knowingly take the field with previously failed equipment (masks, weapons, armor) shall have their authorization suspended for a period of 12 months, subject to review by the Rapier Marshallate.

5.3 Disciplinary Rules – Marshals

- 5.3.1 Any marshal who knowingly allows a combatant to engage in combat with any equipment that does not pass safety standards shall have their marshallate authorization suspended for a period of not less than one year, subject to review by the Rapier Marshallate.
- 5.3.2 Any marshal, who has their rapier combat authorizations suspended, shall also have their marshallate authorizations suspended. Marshallate authorizations cannot be reinstated until the probation period has expired, after which they must retake the marshallate authorizations.

- 5.3.3 Any marshal, for whom the PRM/KRM has received 3 letters of complaint, shall have their marshallate authorization 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 all local branch rapier marshals that the marshal's authorization has been suspended.

5.4 Appeals

- 5.4.1 All marshallate decisions regarding suspensions and authorization revocations may be appealed.
- 5.4.2 Appeals shall first be directed to the RMIC, then the Branch Rapier Marshal, then the Principality Rapier Marshal then the Kingdom Rapier Marshal, then to the Earl Marshal, then to the Crown, then finally to the Society Rapier Marshal/Earl Marshal and Board of Directors.
- 5.4.3 Appeals against rulings shall only be taken to a higher authority if a satisfactory resolution cannot be found at a lower level. A lower authority cannot over rule rulings made by a higher authority.
- 5.4.4 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).

5.5 Rapier Melee

Any melee combat that the fencing community wishes to be done at any event must have been pre-approved by the Kingdom Rapier Marshal. Request for approval must include the RMIC information and any other information or requirements as may be required by the KRM