

An Tir Rapier Book of Combat

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An Tir Rapier Book of Combat

1. Introduction

1.1 Purpose

This document defines the rules necessary for conducting rapier combat within the Kingdom of An Tir.

1.2 Scope

These rules apply to all participants of rapier combat in the Kingdom of An Tir. Each participant must abide by these rules, the Rules of the Lists, and the Conventions of Combat of the Society for Creative Anachronism, Inc.

This document covers the authorization of fighters, the requirements for equipment and weapons, and the conduct of rapier combat. The marshallate section of the ABC's covers the authorization of rapier marshals.

These rules must be used in conjunction with the marshallate section of the ABC's.

1.3 Governing Principles

An Tir rapier combat recreates a style of sword combat that developed in Europe before 1600 AD. Fighters use steel and fiberglass weapons to recreate the Arte of Defense as it is thought to have occurred.

Rapier combat is not an arena for modern "Olympic-style" fencing, although training in that area is useful for safety and skill development.

Rapier combat is part of the activities of the Kingdom of An Tir. Participants are expected to act with the honor and courtesy that is the basis for the SCA itself.

1.4 Responsibilities

The...	Is responsible for...
Fighter	<ul style="list-style-type: none">• Remaining in control while fighting. This means in control of his attacks and movement, as well as his temper.• Having all of his current armor tested at least once every two years• Making sure that his weapons comply with these rules.• Not having any obviously modern items visible on the fighting field during tourneys, wars, or melees. The exceptions to this rule are modern fencing masks, cap tape, and the covering material for fiberglass blades.• Receiving and maintaining a current authorization
Rapier Marshallate	<ul style="list-style-type: none">• Making sure that weapons and armor comply with these rules. A rapier marshal may disallow the use of any equipment. The marshal must explain the reasons behind his decision and return the disallowed equipment intact to its owner.• Providing fair witness during combat.• Supervising authorizations.• Other duties as described in the Marshallate section of the ABC's.

2. Fighter Authorization

Overview

This section defines the requirements for authorization and explains how the authorization process works.

2.1 Definitions

Authorization	The process where a potential fighter demonstrates adequate knowledge of the rules, adequate safety with weapons, and adequate ability to call blows.
Blow Calling (Call Blows)	The ability to recognize and properly acknowledge an attack.
Case Authorization	Permission to fight with a rapier in each hand.
Rapier Authorization	Permission to fight with any of the single rapier weapon combination.
Warranted Rapier Marshal	A senior or branch level marshal. A warranted marshal must be a current member of the SCA and be listed on the Kingdom roster.
Weapons Safety	The ability to attack and defend in a coordinated fashion and not present a hazard to one's self or opponent. A fighter who demonstrates proper weapons safety will have control over his attacks and defensive responses, his movement on the field, and the force of his blows.

2.2 General Rules

1. Authorization to fight is a privilege extended to the fighter by The Crown of An Tir. It is not a right. Fighters who abuse this privilege will be subject to disciplinary action by the marshallate. Such action can include suspension of a fighter's authorization.
2. A warranted rapier marshal shall oversee any fighter authorizations.
3. The authorization process is based on demonstrated safety during single combat and knowledge of sections 1 through Appendix B of these rules.
4. Temporary ("Day") fighter authorizations are not permitted. If a fighter is safe to fight for a day, then he has enough skill to get a permanent authorization.

2.3 Authorization Requirement - Rules Knowledge

Armor Standards	<p>A fighter shall demonstrate knowledge of the following:</p> <ul style="list-style-type: none">• the areas of the body that must be protected• the minimum level of protection required for each area of the body <p>He must also demonstrate that he understands what an armor inspection is and how to perform such an inspection.</p>
Weapons Standards	<p>A fighter shall demonstrate knowledge of the following:</p> <ul style="list-style-type: none">• the types offensive weapons permitted• the types of blades permitted• the types of defensive secondaries permitted <p>He must also demonstrate that he understands what a weapons inspection is and how to perform such an inspection.</p>
Attacks and Gauging of Blows	<p>A fighter shall demonstrate knowledge of the following:</p> <ul style="list-style-type: none">• the valid attacks including "Death from Behind"• the target area• how to properly gauge blows that he receives• the effects of valid attacks on the different target areas• who, and when, to ask for assistance when resolving a dispute
Fighting Field Safety	<p>A fighter shall demonstrate knowledge of the following:</p> <ul style="list-style-type: none">• the proper response to a "Hold"• who may call a "Hold"• the rules for engagement• the proper response to an equipment failure• the differences between melee and single combat

2.4 Authorization Requirement - Weapons Safety

<p>Single Rapier Weapons Safety</p>	<p>To receive a "Rapier Authorization", a fighter must demonstrate adequate safe use of the following weapon combinations:</p> <ul style="list-style-type: none"> • rapier and open hand • rapier and dagger • rapier and shield • rapier and baton • rapier and cloak <p>AND demonstrate the ability to:</p> <ul style="list-style-type: none"> • adequately call blows • properly acknowledge a valid attack
<p>Case of Rapier Weapons Safety</p>	<p>To receive a "Case Authorization", a fighter MUST HAVE:</p> <ul style="list-style-type: none"> • a current "Rapier Authorization" <p>AND</p> <ul style="list-style-type: none"> • demonstrate safe use of a case of rapiers

2.5 The Authorization Process

Step	Action						
1	The fighter sets a time for the authorization with a warranted rapier marshal (WRM).						
2	The WRM will test the fighter's knowledge of the rules, the ability to use weapons safely, and the ability to call blows adequately.						
3	<table border="1" style="width: 100%;"> <thead> <tr> <th data-bbox="435 1146 935 1192">If the fighter ...</th> <th data-bbox="935 1146 1430 1192">Then the WRM will...</th> </tr> </thead> <tbody> <tr> <td data-bbox="435 1192 935 1482"> demonstrates: adequate rules knowledge AND adequate weapons safety AND adequate blow calling ability </td> <td data-bbox="935 1192 1430 1482"> <ul style="list-style-type: none"> • approve the fighter's authorization • fill out and sign the authorization form • forward the completed form to the Kingdom Lists officer </td> </tr> <tr> <td data-bbox="435 1482 935 1759"> DOES NOT demonstrate: adequate rules knowledge OR adequate weapons safety OR adequate blow calling ability </td> <td data-bbox="935 1482 1430 1759"> <ul style="list-style-type: none"> • refuse the fighter an authorization • provide a detailed explanation of the areas where the fighter needs improvement </td> </tr> </tbody> </table>	If the fighter ...	Then the WRM will...	demonstrates: adequate rules knowledge AND adequate weapons safety AND adequate blow calling ability	<ul style="list-style-type: none"> • approve the fighter's authorization • fill out and sign the authorization form • forward the completed form to the Kingdom Lists officer 	DOES NOT demonstrate: adequate rules knowledge OR adequate weapons safety OR adequate blow calling ability	<ul style="list-style-type: none"> • refuse the fighter an authorization • provide a detailed explanation of the areas where the fighter needs improvement
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3. Armor

Overview

This section defines the materials used in constructing armor. It also specifies the minimum protection levels required for each area of a fighter's body. Appendix B contains diagrams of the armored areas.

3.1 Definitions

12 Kilogram Mesh Wire mesh that will not separate when a minimum load of 12 kilograms is applied using an approved FIE mask tester. An example of acceptable material is a modern (post 1985) fencing mask. An example of unacceptable material is any mask manufactured by Costello.

Abrasion Resistant Material (AM) Any material that will withstand normal combat stresses, such as being snagged by the rigid cap of a blade, without tearing. Some examples of acceptable materials are tightly woven fabrics, (e.g., broadcloth, trigger cloth), leather, sweat pants, heavy cotton tights, heavy Spandex or heavy Lycra tights. Some examples of unacceptable materials are sheer fabrics, nylon tights or stockings, light Spandex or Lycra tights, and cotton gauze.

Padding Any material that will reduce the force of a blunt impact due to quilting, multiple layers, or compressibility. Padding shall have a minimum thickness of 3/16". Some examples of acceptable materials are mattress pads, "Jill straps", moving pads, or 1/4" thick high density closed cell foams.

Puncture Resistant Material (PM) Any material, or combination of materials, that will withstand four hard thrusts from a blunt, broken foil blade. Some examples of acceptable materials are four-ounce leather; two layers of 10-ounce canvas; two layers of heavy (finished) silk; four layers of trigger cloth.

Puncture resistant materials are also abrasion resistant.

Rapier Helm A type of head protection made from rigid material.

Rigid Material (RM) Any material that will redistribute the force of a blunt impact. Examples of rigid material are:

- 18 gage steel (mild or stainless)
- 1/8" thick high impact plastic (e.g., ABS, HDPE)
- 16 gage aluminum, brass, or other non-ferrous metals
- heavy cuir boulli (8 ounce leather boiled with wax)
- two layers of heavy leather (8 ounce)
- heavy leather backed by 1/4" thick closed cell foam

Chain mail is not a rigid, or puncture resistant, material.

Rigid materials are also abrasion and puncture resistant.

Trigger Cloth A 65% polyester/35% cotton blend fabric used in constructing armor. Trigger may also be called "champion".

3.2 General Rules

1. The fit and construction of a fighter's armor shall meet each of the following requirements:
 - overlap between separate pieces is maintained
 - coverage of the protected area is maintained
 - the separate pieces do not fall off or become dislodged
 - does not interfere with the ability to call blows

These requirements apply regardless of the fighter's movement or posture during combat.

2. Unless permitted by the rules of a scenario or tourney, metal armor pieces, (e.g., gorgets, breastplates, chain shirts, mail gloves), are not proof against attacks.
3. Armor shall not have any sharp edges or projections.
4. Armor shall be tested for puncture resistance as follows:
 - armor shall be tested at least once every two years
 - the armor test(s) must occur in the two months before the expiration date of a fighter's authorization card

An authorization card will not be renewed until a fighter's armor has been tested. Armor that fails the puncture resistant test shall be immediately retired and not used for combat.

3.3 The Head

1. All fighters shall wear a modern fencing mask or a rapier helm.
2. The face shall be protected by 12-kg mesh or 18 gage perforated steel. If perforated steel is used, the holes shall have a maximum diameter of 1/8". The distance between the centers of holes must be at least 3/16".
3. A rapier helm shall meet the following minimum requirements:
 - must protect the soft tissues under the jaw
 - the face protection must be securely attached to the helm
 - the top and sides of the head to behind the ears and below the jaw line must be protected by rigid material
4. Puncture resistant material or rigid material shall cover any areas not covered by the head protection.

3.4 The Neck

1. All fighters shall wear rigid neck protection. The protection must cover the front, sides, and back of the neck. Some examples of acceptable neck protection are a gorget with a high collar, or a layer of rigid material covering the outside surface of the bib and the back of the neck.
2. Back of the neck protection may be incorporated into the head protection.

3.5 The Torso

1. All fighters shall wear puncture resistant torso protection. The protection must cover the front, sides, back, armpits, and groin of the fighter.

2. The armpit protection must satisfy the following minimum requirements:
 - a triangular shaped gusset with the base of the gusset aligned with the joint of the under side of the arm and the body
 - the point of the gusset must extend at least 1/3 of the way down the upper arm
 - the base of the gusset must extend from at least the center line of the biceps to at least the center line of the triceps
 - the overlap between the armpit protection and the torso protection must satisfy rule 3.2.1
3. Female fighters are encouraged to wear breast protection. The protection should cover the front and sides of the breasts. Examples of acceptable forms of protection are padding or rigid breast protectors.
4. All male fighters shall wear rigid genital protection.
5. Female fighters are encouraged to wear genital protection. An example of acceptable protection is padding.

3.6 The Arms and Hands

1. All fighters shall wear abrasion resistant hand and arm protection.
2. Separate hand protection, such as a glove, must overlap the sleeve of the arm protection. The amount of overlap must satisfy rule 3.2.1.

3.7 The Legs and Feet

1. All fighters shall wear abrasion resistant leg protection.
2. Garments such as kilts, dresses, or skirts are permitted. The garment must satisfy rule 3.2.1.
3. All fighters shall wear abrasion resistant closed-toed footwear

4. Weapons

Overview

This section describes the different type of weapons that may be used during fighting. It also defines the materials for constructing weapons.

4.1 Definitions

Baton	A long rod-like defensive weapon used to parry attacks. Examples of batons are walking sticks, canes, parasols, or scabbards.
Bend Force	The amount of force, applied along the long axis, needed to cause a 2" bend in a blade.
Defensive Secondary (Secondary)	A device, such as a baton, shield, or soft parrying device, used to parry or ward off attacks.
Experimental Weapon	A weapon or secondary that does not satisfy the requirements outlined in Section 4.2 through 4.4.
Flexi-Blade	A modern flexible steel blade used to simulate a period dagger blade.
Rubber Band Gun	A type of missile weapon that uses surgical tubing bands as ammunition.
Schlager Blade	A modern steel blade used to simulate a period rapier blade. Schlager blades may also be called "Theatrical Rapiers", " " or "Deltins".
Shield	A typically flat defensive weapon used to block attacks. Examples of shields are bucklers, targets, kites, or heaters.
Silhouette Area	The area of the largest outline of a shield. This area is used to calculate the maximum permissible size, in square inches, of a shield. For example, a curved rectangular shield is made from a corrugated material. When viewed from the front, the shield appears as a slightly smaller rectangle than the if the shield was flat. The area of this slightly smaller rectangle is the silhouette area.
Soft Parrying Device	A non-rigid defensive device such as a cloak, hat, or shirt that is used to deflect or envelope an attacking blade.
Strapping Tape	A type of tape that has visible strands of fiberglass impregnated in the adhesive. An acceptable example of strapping tape is 3M Tartan brand Filament Tape.

4.2 General Rules

1. A weapon or defensive secondary shall not have any sharp edges or projections.
2. A fighter shall inspect his weapons and defensive secondaries on a regular basis.

4.3 Offensive Weapons

4.3.1 General Rules

1. "Belgian" grips, orthopedic grips, pistol grips, and saber guards are not permitted.
2. The blades for rapier fighting are:
 - Rapiers - schlager or fiberglass
 - Daggers - "Flexi-blades" or fiberglass

No other types of blades are permitted.

3. Fiberglass blades are interchangeable with steel blades. A fighter may use fiberglass blades against steel blades.

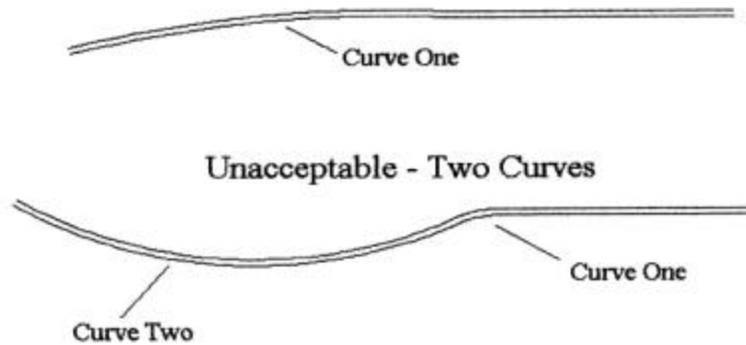
4. A dagger blade shall not exceed 25 inches in length.

4.3.2 Blade Caps

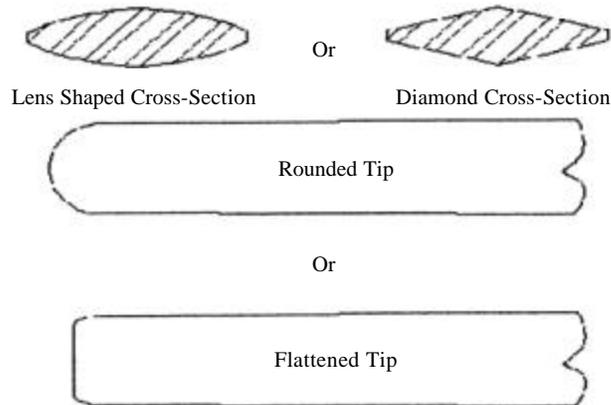
1. A blade shall have a rigid cap firmly attached to the foible end. Some examples of acceptable caps are rabbit blunts or bird blunts.
2. The color of the cap shall clearly contrast the color of the blade. The method of attachment must not obscure the color of the cap.
3. The striking surface of the cap must be at least 7/16" in diameter.

4.3.3 Steel Blades

1. A blade shall not have more than one gentle curve in any 12" length.



2. The edges of a blade shall be at least 1/32" in width.
3. A fighter is encouraged to place a gradual curve in his blade before use. This helps to prevent hard shots and kinks from occurring.
4. Approved Steel Blade Cross-sections and Tips



NOTE: The point configurations are for the bare blade before applying the rigid cap. A flattened point must not have any sharp edges or corners.

5. Blades shall be kept as free of nicks and burrs as possible.
6. Blades shall have a minimum amount of flexibility as determined by A.1.3. Blades with excessive stiffness are not permitted.

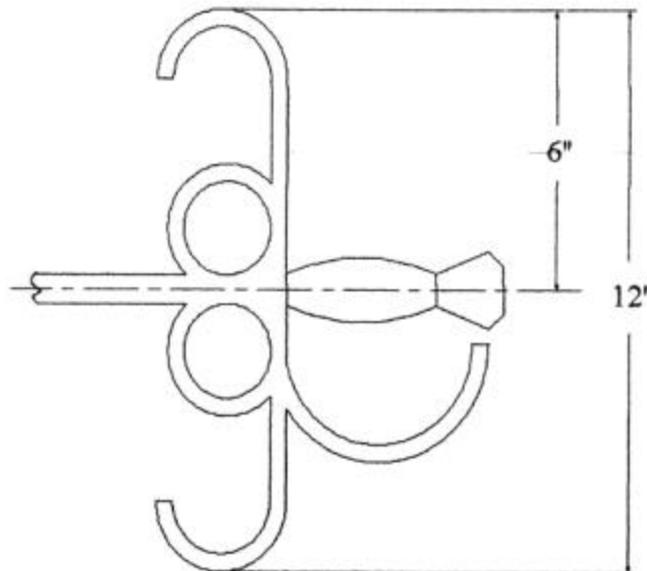
4.3.4 Fiberglass Blades

1. Blade construction shall be one of the following:
 - hot glue and fiberglass rod composite
 - single fiberglass fence post

2. The rods and fence posts shall be made of fiberglass strands in a resin matrix. The rods or fence posts must be solid.
3. The bend force of a blade shall be between 6 and 12 pounds inclusive, as determined by A.1.2. Blades with excessive stiffness are not permitted.
4. The blade shall be wrapped with strapping tape before any covering material is applied.
5. A blade shall be covered to prevent chipping and splintering. Examples of acceptable covering materials are strapping tape, duct tape, and or heat shrinkable tubing. An example of an unacceptable covering material is masking tape.
6. A blade shall have defined edges and flats. Examples of acceptable ways of defining an edge are taping the edge in a contrasting color or by planing the blade during construction.
7. A blade may use a metal socket or a cut down foil blade for a forte. The forte must conform to the following requirements:
 - rapier blade - maximum length of 8"
 - dagger blade - maximum length of 4"

4.3.5 Hilts

1. A single quillon shall have a maximum length of 6". The length shall be measured perpendicularly from the centerline of the blade to the most distance point of the quillon. The overall length of both quillons shall not exceed 12".



4.3.6 Rubber Band Guns

1. Rubber band gun ammunition (surgical tubing bands) shall not contain any metal parts.

4.4 Defensive Secondaries

4.4.1 General Rules

1. Secondaries shall be constructed from materials able to withstand the normal stresses of combat. Examples of acceptable materials are 3/8" thick plywood, 1/8" thick aluminum, thick wall PVC pipe, rattan, abrasion resistant material, puncture resistant material, or rigid material. Examples of unacceptable materials are metal tubing and pipes.
2. A defensive secondary shall not be used to strike an opponent.

4.4.2 Shields

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

4.4.3 Batons

1. Batons made from plastic tubing or pipe shall have a rigid cover on each end. Some examples of acceptable methods of covering are gluing on plastic caps or gluing wooden plugs in the ends.
2. A scabbard shall be useable as such. Therefore, it must have one closed end and one open end. The closed end must have a rigid cover.

4.4.4 Soft Parrying Devices

1. A fighter may use articles of clothing, such as cloaks and hats, as parrying devices. The devices must be wearable as the garments represented.
2. Rigid or dense materials (e.g., any type of metal, extremely stiff rope, plastic, sand) shall not be used to weight a cloak or similar device.

4.4.5 Other Defensive Secondaries

1. Foam mugs and similar items that enhance the spirit of a scenario may be used at the discretion of the Rapier Marshal-in-Charge (MIC).

4.5 Experimental Weapons

Step	Action						
1	Permission to use an experimental weapon shall be obtained from at least a regional rapier marshal. Unless otherwise noted by the marshal, an experiment shall use at least three fighters and three weapons						
2	<table border="1"> <thead> <tr> <th data-bbox="435 394 937 443">If the marshal...</th> <th data-bbox="937 394 1430 443">Then the marshal will...</th> </tr> </thead> <tbody> <tr> <td data-bbox="435 443 937 863">approves the weapon</td> <td data-bbox="937 443 1430 863"> <ul style="list-style-type: none"> • Authorize the fighter, or fighters, to use the weapon • Set a minimum length of time for the experiment • Report to the Kingdom Rapier Marshal on the weapon, who is authorized to use it, and the length of time set for the experiment • Periodically report the experiment's status to the Kingdom Rapier Marshal </td> </tr> <tr> <td data-bbox="435 863 937 1024">DOES NOT approve the weapon</td> <td data-bbox="937 863 1430 1024"> <ul style="list-style-type: none"> • Return the weapon intact to the fighter • Explain the rationale behind the decision </td> </tr> </tbody> </table>	If the marshal...	Then the marshal will...	approves the weapon	<ul style="list-style-type: none"> • Authorize the fighter, or fighters, to use the weapon • Set a minimum length of time for the experiment • Report to the Kingdom Rapier Marshal on the weapon, who is authorized to use it, and the length of time set for the experiment • Periodically report the experiment's status to the Kingdom Rapier Marshal 	DOES NOT approve the weapon	<ul style="list-style-type: none"> • Return the weapon intact to the fighter • Explain the rationale behind the decision
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DOES NOT approve the weapon	<ul style="list-style-type: none"> • Return the weapon intact to the fighter • Explain the rationale behind the decision 						
3	At the end of the experiment, the Kingdom Rapier Marshal will make a final disposition on the status of the weapon. The disposition will be based on the input from the fighters and the regional level marshal involved with the experiment.						

5. Attacks and Target Area

Overview

This section describes the following: the types of valid attacks; where a fighter may strike another; the effects of attacks on different areas of the body; and how to acknowledge valid attacks. Appendix B contains diagrams of the target area.

5.1 Definitions

Cut	An attack where the edge of the blade moves on the target. The motion of the cut may be from the target moving along the blade or the blade moving along the target. The direction of the cutting motion must be parallel to the long axis of the blade.
Death from Behind	A specialized attack form where the attacker is permitted to "kill" an opponent from behind without throwing a normal attack such as a thrust or cut. Death from Behind is a minimal, or non-contact, form of attack. NOTE: See rule 5.4.6 for how to perform "Death from Behind".
Death Lunge	An attack where a kneeling fighter lunges forward with his sword arm extended. A Death Lunge is also called a "dead man's lunge".
Dying Attack	An attack started by a fighter after he has received a valid "killing" attack.
Field of Contact Engagement (FCE)	A 180° field in front of a fighter as defined by an imaginary line drawn through both shoulders of the fighter. The FCE has no size limit.
"Light" (Light Blow)	A term used ONLY in armored combat to describe a blow that strikes with insufficient force. NOTE: This term DOES NOT apply to An Tir rapier combat.
Post (standing)	An alternative to sitting or kneeling after receiving a valid leg attack. The fighter remains standing and must not move either foot. This simulates the weight being carried by the "good" leg and the "injured" leg being used for balance. NOTE: See the restrictions on "posting" in rule 5.3.4.
Shot	An attack delivered by a rubber band gun.
Thrust	An attack where the point of the blade presses forward against the target. The attack is valid even if the point slides after the initial contact.
Tip Cut	An SCA adaptation of a period cutting attack. In the Kingdom of An Tir it is a cut that uses the blade edge, point, or some combination of both.

5.2 General Rules

1. The target area is the entire body.
2. A fighter shall not intentionally attack with excessive force.

5.3 Blow Calling and Acknowledgment

1. A fighter shall call and acknowledge attacks as specified by these minimum requirements:
 - any attack that he feels, regardless of the amount of force used to deliver the attack (i.e., Excessive force does not negate a valid attack and calling an attack "Light" is not permitted)
 - any attack that lands on a rigid area of his armor
 - use a form of acknowledgment appropriate to the scenario (i.e., saying "I felt something, what do you think?" is not an acceptable form of acknowledgment)
2. A fighter must be able to determine when an attack has struck his rigid protection. Failure to acknowledge attacks is not permitted.
3. An attacking fighter shall call back any attack that is not valid. Some examples of invalid attacks are chops with the edge of the blade, slaps with any part of the blade, or any attack with the flat of the blade.
4. Only persons who can demonstrate a medical need may "post". Use of "posting" without proof of a medical need is not permitted. If a fighter does not qualify to "post" AND refuses to kneel or sit, he forfeits the bout.

5.4 Attack Forms

1. The different types of permissible attacks are the:
 - cut (edge or tip)
 - "Death From Behind"
 - "Shot"
 - thrust
2. "Dying Attacks", "Death Lunges", chopping attacks and saber type cuts are not permitted.
3. Attacks delivered by rubber band guns and attacks delivered by blades are equivalent. A fighter must acknowledge being struck by a "Shot" just as if a blade struck him.
4. A cut shall have at least 6" of continuous contact in order to be a valid attack.
5. A cut to the head, neck, or a limb must satisfy rule 5.4.4 or have continuous contact equal to 1/4 of the circumference of the target, whichever distance is the lesser.

6. "Death from Behind" shall be performed as follows:

Step	Action
1	The attacker (Fighter D or E) approaches his opponent and is NOT in his opponent's FCE.
2	<p>The attacker (Fighter D) places his blade over the shoulder AND within the vision of his opponent (the blade is permitted touch to shoulder of the attacked person).</p> <p style="text-align: center;">OR</p> <p>If the attacker's (Fighter E) approach does not permit him to place the blade over the shoulder, then the blade shall be placed only within the opponent's vision.</p> <div data-bbox="716 527 1247 877" style="text-align: center;"> <p>The diagram shows a top-down view of a combat situation. At the top, two hands labeled 'A' and 'B' represent the opponent's (Fighter C) hands holding a rapier. A dashed semi-circular arc below them is labeled 'Fighter C's FCE'. In the center, a hand labeled 'C' represents the opponent's hand holding the rapier. Below this, two hands labeled 'D' and 'E' represent the attacker's hands. Hand 'D' is positioned to place the blade over the opponent's shoulder, while hand 'E' is positioned to place the blade within the opponent's vision. A horizontal line extends from the center of the rapier in hand 'C' to the left, labeled 'Fighter C's FCE'.</p> </div>
3	The attacker calls out "Dead from Behind". The opponent is considered "Dead" as soon as the blade is within his vision, not when the phrase is completed.

5.5 Effects and Acknowledgments of Attacks by Area

IF the area struck is the...	AND the type of combat is...	THEN the effect is...	AND the correct acknowledgment...
Head, neck, torso, armpit, or groin	Single OR Melee	"Death"	<p>in Single Combat is:</p> <ul style="list-style-type: none"> immediately stop fighting fall down <p>in Melee Combat is:</p> <ul style="list-style-type: none"> immediately stop fighting fall down <p>OR</p> <ul style="list-style-type: none"> immediately stop fighting raise sword over head immediately leave the field
	Specialty tourney	Defined by the MIC	is defined by the MIC
Leg or foot	Single OR Melee	"Disablement"	<p>is:</p> <ul style="list-style-type: none"> loss of use of the leg AND foot kneel or sit* not move about the fighting field <p>*Certain fighters may post, see the restrictions in rule 5.3.4</p>
	Specialty tourney	Defined by the MIC	is defined by the MIC
Arm or hand	Single OR Melee	"Disablement"	is loss of use of the arm AND hand
	Specialty tourney	Defined by the MIC	is defined by the MIC

6. Rules of the Field, Combat, and Engagement

Overview

This section describes the following: some of the responsibilities of the Rapier Marshal in Charge; the rules governing single combat and melee combat; and the requirements for melee fields and tourney erics.

6.1 Definitions

Blind Attack	An attack initiated by a fighter when he cannot see his intended opponent. This type of attack is usually a reaction to an opponent approaching from behind during a melee.
Double Kill	A situation where both fighters land valid "killing" attacks at the same time.
Fighting In the Round	Combat that allows fighters to move in a linear, diagonal, or circular fashion.
Melee Combat	Any fighting scenario with more than one combatant on each side. Examples of melees include tavern brawls, team tourneys, wars, or ship battles.
Phoenix Tourney	A tourney designed to teach proper list behavior to new or inexperienced fighters. These tourneys are typically held at practice.
Single Combat	Fighting where only one fighter faces one other fighter on the field.
Trap	To catch an opponent's blade in such a way that he cannot withdraw it. Examples of "trapping" are grabbing the blade, grabbing the hilt, or pinning the blade against the body.

6.2 General Rules

1. A fighter shall have at least a "Rapier Authorization" to fight in tourneys, melees, or wars. An unauthorized fighter may fight in Phoenix tourneys.
2. Fighting begins at the rapier marshal's command.
3. Any participant, fighter or non-fighter, may call "Hold" if an unsafe condition exists.
4. All fighting shall stay within the boundaries of the fighting field.
5. A fighter shall be aware of his opponent's position on the field and not force him into any field hazards.
6. A fighter is armed as long as he has at least one offensive weapon.
7. If a fighter drops his only offensive weapon, it is up to his opponent whether the fighter is allowed to recover the dropped weapon.
8. A fighter shall resolve any disputes before he leaves the fighting field. Once the fighter leaves the field, the outcome of the fight stands. The fighter is encouraged to ask the rapier marshal for assistance in resolving disputes.
9. Unless otherwise specified by the rules of a tourney or scenario, all fighting is done in the round.
10. A fighter shall wear all the required items of armor during any type of fighting.
11. A fighter shall not engage in rapier combat with the deliberate intent to injure an opponent.

12. Improper conduct is not permitted. Some examples of improper conduct are:

- grappling
- throwing a weapon at an opponent
- striking with excessive force
- consistently ignoring blows
- use of a disabled limb
- deliberately running into the eric ropes
- deliberately running out of the fighting area
- deliberate misuse of the rules

A fighter shall be warned on the first instance of improper conduct. A second occurrence will result in forfeiture of the bout.

13. A fighter shall not trap an opponent's blade.

14. Intentionally pushing, grabbing, grappling, or running into an opponent is not permitted.

15. During fighting, only marshals and fighters are permitted within the boundaries of the fighting field.

6.3 Marshal in Charge Responsibilities

1. The Rapier-Marshal-in-Charge (MIC) shall explain any additional rules needed for a scenario. The explanation must be given before the beginning of the scenario. The additional rules cannot supersede any of the rules specified in this document or the marshal's section of the ABC's.
2. The MIC shall explain how to resolve "double kills" before the fighting begins.
3. The MIC shall designate which marshals may perform the event's armor inspections. Only these marshals shall perform the inspections.
4. The additional responsibilities of an MIC are described in the Marshallate's section of the ABC's.

6.4 Single Combat Rules

1. Single combat lasts until one fighter cannot continue fighting.
2. It is the responsibility of each fighter to determine what weapons his opponent is using and to resolve any questions before the fight.
3. Missile weapons are not permitted during single combat.
4. An equipment failure is cause for an immediate "Hold". Fighting may resume after the equipment is repaired or replaced.
5. During fighting, removal or loss of head protection results in an immediate hold. The fighter who removed or lost his head protection forfeits the fight.
6. When a "Hold" is called, all activity on the fighting field must stop immediately.

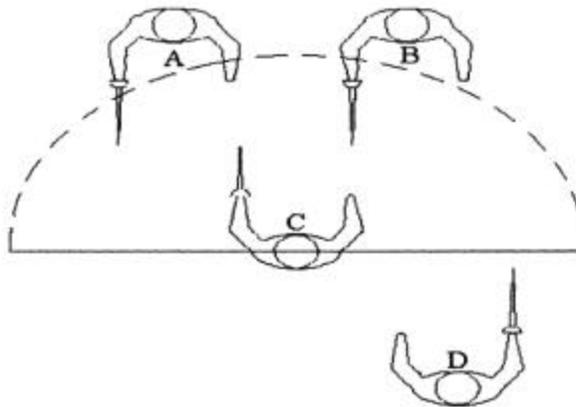
6.5 Melee Combat Rules

WARNING

Due to their nature, melee scenarios have situations not normally found in single combat. An attacking fighter is reminded that a defender might not be aware of the impending attack. Therefore, the attacker must gauge the force of his blows accordingly.

1. Combat shall continue until one side meets the victory conditions of the scenario.

2. Once fighting begins, the following rules apply:
 - each fighter on the field is engaged with every fighter on the field engagement lasts until rule 6.5.1 is satisfied or a hold is called
 - an attacking fighter is not required to have eye contact with an opponent before initiating an attack
 - a fighter shall not initiate any attack unless he can see his opponent (i.e., "blind" attacks are not permitted)
 - "Death from Behind" is permitted
3. Marshals are encouraged to use whistles or similar devices to control the fighting. The sound of the device must be loud and distinct so that it cannot be confused with any background noises.
4. A "Hold" may affect a portion of the fighting field or the entire field. When a "Hold" is called, all activity in the affected area must stop immediately.
5. Any fighter affected by a "Hold" shall immediately drop to one knee. He must not move, speak, or do anything to gain an advantage when combat resumes.
6. An equipment failure is cause for an immediate "Hold". The fighter who suffered the failure shall immediately remove himself from the fighting field.
7. During fighting, removal or loss of head protection results in an immediate hold. The fighter who removed or lost his head protection shall immediately remove himself from the field.
8. It is a fighter's responsibility to know the location of his opponents.
9. Unless permitted by the rules of a scenario, a fighter who leaves the fighting field after the start of a scenario must not return until the fighting has ended.
10. Use of rubber band guns is permitted at the discretion of the MIC.
11. Melee Combat Engagement



All of the fighters are engaged in combat.

Fighters A and B may use any valid attack because they are within the FCE of Fighter C.

Fighter D is not within Fighter C's FCE. Because of this, Fighter D may only use "Death from Behind" or a "Shot" against Fighter C.

6.6 Requirements for Tourney Erics

1. A tourney eric has a default minimum size of 20 feet by 20 feet. MIC's are encouraged to make erics as large as possible. A specialty eric (e.g., plank fights, barrier battles) must be large enough for the type of fighting.
2. All erics must have an outer rope. The outer rope should be at least 5 feet from the inner rope.

6.7 Requirements for Melee Fields

1. The MIC shall define the boundaries of the fighting field before fighting begins.
2. A melee field shall be large enough to accommodate all the fighters and marshals safely.

Appendix A

Inspection Procedures for Weapons and Armor

A1 Armor and Weapons Testing

Overview

This section describes how to test material for puncture resistance and how to measure the bend force of a fiberglass blade.

A.1.1. Puncture Testing Material

Step	Action												
1	Lay the material to be tested upon a penetrable surface. Examples of acceptable surfaces are the ground or ethyl foam (used for archery targets).												
2	Holding the broken foil blade in both hands, punch the material with the tip of the blade. The foil blade must have a flat break without any sharp edges.												
3	Examine the material												
	<table border="1"><thead><tr><th>If the material...</th><th>And the number of punches is ...</th><th>Then...</th></tr></thead><tbody><tr><td>is not damaged OR only the first layer is damaged</td><td>< 4</td><td>repeat step 2, using increased force</td></tr><tr><td>is completely penetrated OR the second layer is damaged</td><td>= 4</td><td><ul style="list-style-type: none">• stop the test• pass the material</td></tr><tr><td></td><td>≤ 4</td><td><ul style="list-style-type: none">• stop the test• fail the material</td></tr></tbody></table>	If the material...	And the number of punches is ...	Then...	is not damaged OR only the first layer is damaged	< 4	repeat step 2, using increased force	is completely penetrated OR the second layer is damaged	= 4	<ul style="list-style-type: none">• stop the test• pass the material		≤ 4	<ul style="list-style-type: none">• stop the test• fail the material
If the material...	And the number of punches is ...	Then...											
is not damaged OR only the first layer is damaged	< 4	repeat step 2, using increased force											
is completely penetrated OR the second layer is damaged	= 4	<ul style="list-style-type: none">• stop the test• pass the material											
	≤ 4	<ul style="list-style-type: none">• stop the test• fail the material											

A.1.2. Testing Blade Bend Force

Step	Action												
1	Place the tip of the blade on a scale. A bathroom scale is acceptable.												
2	Holding the forte, apply force along the long axis of the blade.												
3	Check the amount of bend by measuring the distance between the tip and forte												
	<table border="1"> <thead> <tr> <th>If the bend...</th> <th>AND the force is...</th> <th>Then...</th> </tr> </thead> <tbody> <tr> <td>= 2 inches</td> <td> ≥ 6 pounds AND ≤ 12 pounds </td> <td>pass the blade</td> </tr> <tr> <td>> 2 inches</td> <td>< 6 pounds</td> <td> <ul style="list-style-type: none"> increase the stiffness retest the blade </td> </tr> <tr> <td>< 2 inches</td> <td>> 12 pounds</td> <td> <ul style="list-style-type: none"> decrease the stiffness retest the blade </td> </tr> </tbody> </table>	If the bend...	AND the force is...	Then...	= 2 inches	≥ 6 pounds AND ≤ 12 pounds	pass the blade	> 2 inches	< 6 pounds	<ul style="list-style-type: none"> increase the stiffness retest the blade 	< 2 inches	> 12 pounds	<ul style="list-style-type: none"> decrease the stiffness retest the blade
If the bend...	AND the force is...	Then...											
= 2 inches	≥ 6 pounds AND ≤ 12 pounds	pass the blade											
> 2 inches	< 6 pounds	<ul style="list-style-type: none"> increase the stiffness retest the blade 											
< 2 inches	> 12 pounds	<ul style="list-style-type: none"> decrease the stiffness retest the blade 											

A.1.3. Testing Steel Rapier Blade Flexibility

Step	Action													
1	Place a 3-ounce weight on the tip of the blade.													
2	Let the weight hang.													
3	Measure the amount of tip deflection.													
	<table border="1"> <thead> <tr> <th>If the blade length is...</th> <th>AND the amount of deflection is...</th> <th>Then...</th> </tr> </thead> <tbody> <tr> <td rowspan="2">≤ 25 inches</td> <td>$\geq 1/4$"</td> <td>the blade is acceptable for use</td> </tr> <tr> <td>< 1/4"</td> <td>The blade is NOT acceptable for use</td> </tr> <tr> <td rowspan="2">> 25 inches</td> <td>$\geq 1/2$"</td> <td>the blade is acceptable for use</td> </tr> <tr> <td>< 1/2"</td> <td>The blade is NOT acceptable for use</td> </tr> </tbody> </table>	If the blade length is...	AND the amount of deflection is...	Then...	≤ 25 inches	$\geq 1/4$ "	the blade is acceptable for use	< 1/4"	The blade is NOT acceptable for use	> 25 inches	$\geq 1/2$ "	the blade is acceptable for use	< 1/2"	The blade is NOT acceptable for use
If the blade length is...	AND the amount of deflection is...	Then...												
≤ 25 inches	$\geq 1/4$ "	the blade is acceptable for use												
	< 1/4"	The blade is NOT acceptable for use												
> 25 inches	$\geq 1/2$ "	the blade is acceptable for use												
	< 1/2"	The blade is NOT acceptable for use												

A2 Armor and Weapons Inspection

Overview

This section describes how to inspect weapons and armor.

A.2.1. General Statements

1. The purpose of an inspection is to ensure that a fighter's armor and weapons meet the minimum requirements before being used in combat. Refer to the Armor Section for the specific requirements.
2. The inspection at practice is intentionally more rigorous than an inspection at an event. The event inspection is an additional safety check to ensure that armor and weapons are in good repair.
3. Fighters are encouraged to have their armor and weapons thoroughly inspected at practice instead of waiting until an event. Doing so will allow time to make any necessary repairs.
4. A rapier marshal must assist in any inspection that occurs at an event.
5. The armor inspection is performed with all the required armor pieces worn by the fighter.
6. The inspecting marshal must not force the fighter into any position the fighter would not normally assume during combat.
7. Weapons and armor must meet the minimum requirements for use at any SCA event.

A.2.2. Inspection at Practice

Armored Area	Inspection Method
Head	Have the fighter tilt his head left, right, forward, and backwards. Verify that the head remains covered during each motion. Have the fighter rapidly shake his head. Verify that the head remains covered during each motion.
Neck	Verify that the neck protection consists of rigid material (RM) on the front, sides, and back of the neck. Have the fighter roll his head about on his shoulders and do several shoulder shrugs. Verify that the neck remains covered during each motion.
Torso	Verify that the armor is made from PM. Have the armor punch tested, if necessary. Have the fighter raise his arms over his head and cross his arms over his chest. Verify that the torso remains covered during each motion. Have the fighter bend from the waist to the left, right, forward, and backwards. Verify that the torso remains covered during each motion.
Groin	Verify that the armor is made from PM. Have the armor punch tested, if necessary. Verify that the groin will remain covered during movement.
Genitals	Ask if the fighter is wearing proper genital protection.
Arm and Hand	Verify that the armor is made from TM. Have the fighter perform several wrist rolls and bend his arms. Verify that separate hand protection remains overlapped on the arm protection.
Leg and Foot	Verify that the armor is made from TM. Have the fighter do several knee bends. Verify that the legs remain covered during motion. Verify that the footwear is of closed-toed construction.

A.2.3. Inspection at an Event

Step	Action
1	Arrange a time for the inspections. Armor may be inspected as fighter check in at lists or before the start of combat.
2	Verify that the fighter has put on all required pieces of armor. The required pieces are: <ul style="list-style-type: none">• head protection, including back of the head• neck protection, including back of the neck• torso protection• rigid genital protection if male• arm and hand protection• leg and foot protection
3	Verify that the armor meets the minimum requirements.

A.2.4. Weapons Inspection

A2.4.1 General Offensive

Step	Action
1	Verify that there are no sharp edges or protrusions on the hilt.
2	Verify that the hilt has no parts that might become dislodged during fighting.
3	Check the rigid cap. Verify that: <ul style="list-style-type: none">• the cap is firmly attached• marked in a contrasting color
4	Verify that the blade is firmly attached to the hilt.
5	If necessary, verify that the blade conforms to minimum flexibility requirements.

A2.4.2 Fiberglass Blades

Step	Action
1	Verify that covering material is intact and the underlying fiberglass is not exposed.
2	Verify that the blade is wrapped with strapping tape.
3	Verify that the rods are not broken or cracked.
4	Verify that the blade has clearly defined edges.

A2.4.3 Steel Blades

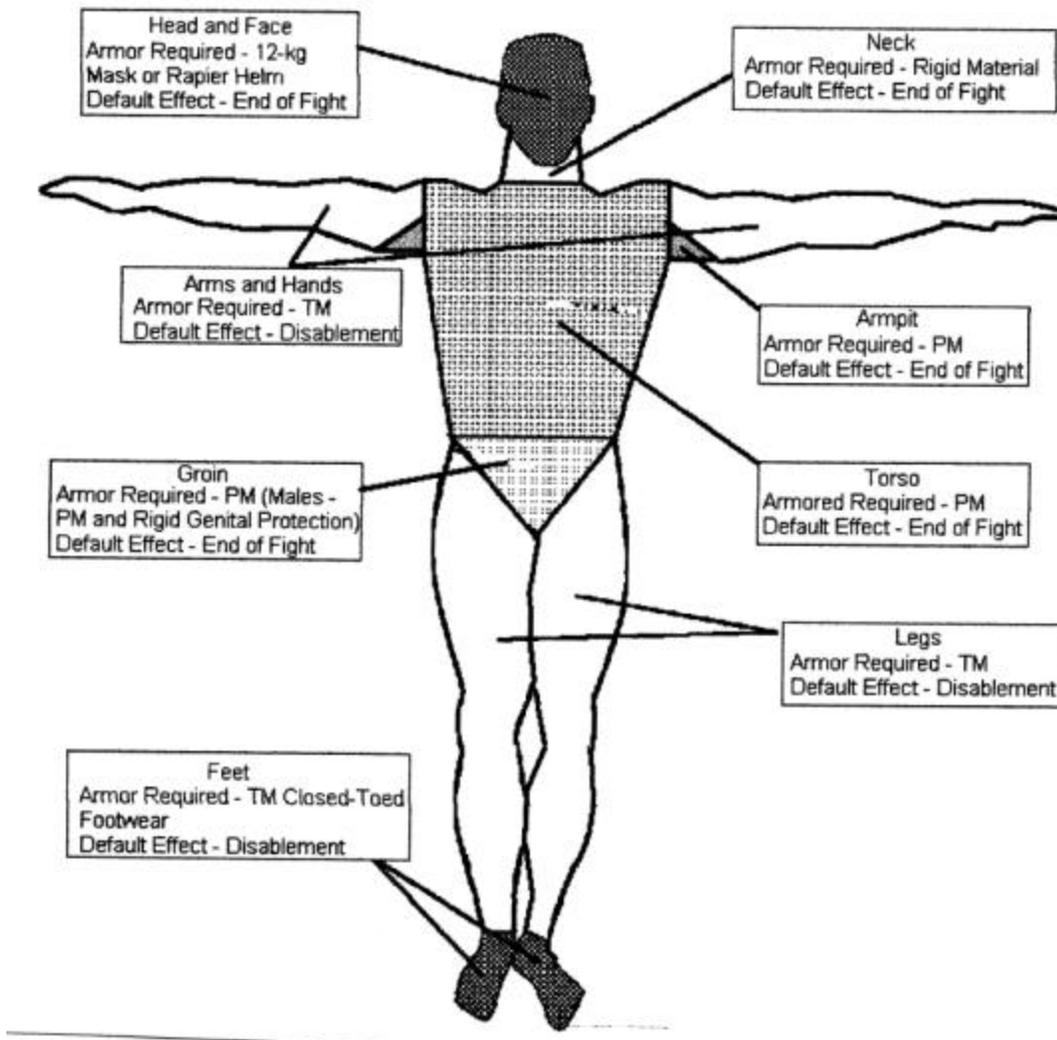
Step	Action
1	Verify that the blade: <ul style="list-style-type: none">• has only one gentle curve in any 12" length• does not curve back upon itself• has no kinks or sharp bends
2	Verify that the edge: <ul style="list-style-type: none">• is free from burrs and nicks• has no sharp areas• has a minimum width of 1/32"

A2.3.4 Defensive Secondaries

Step	Action
1	Verify that the materials used will withstand normal combat stress.
2	Verify that the secondary meets the rules specified in 4.4.

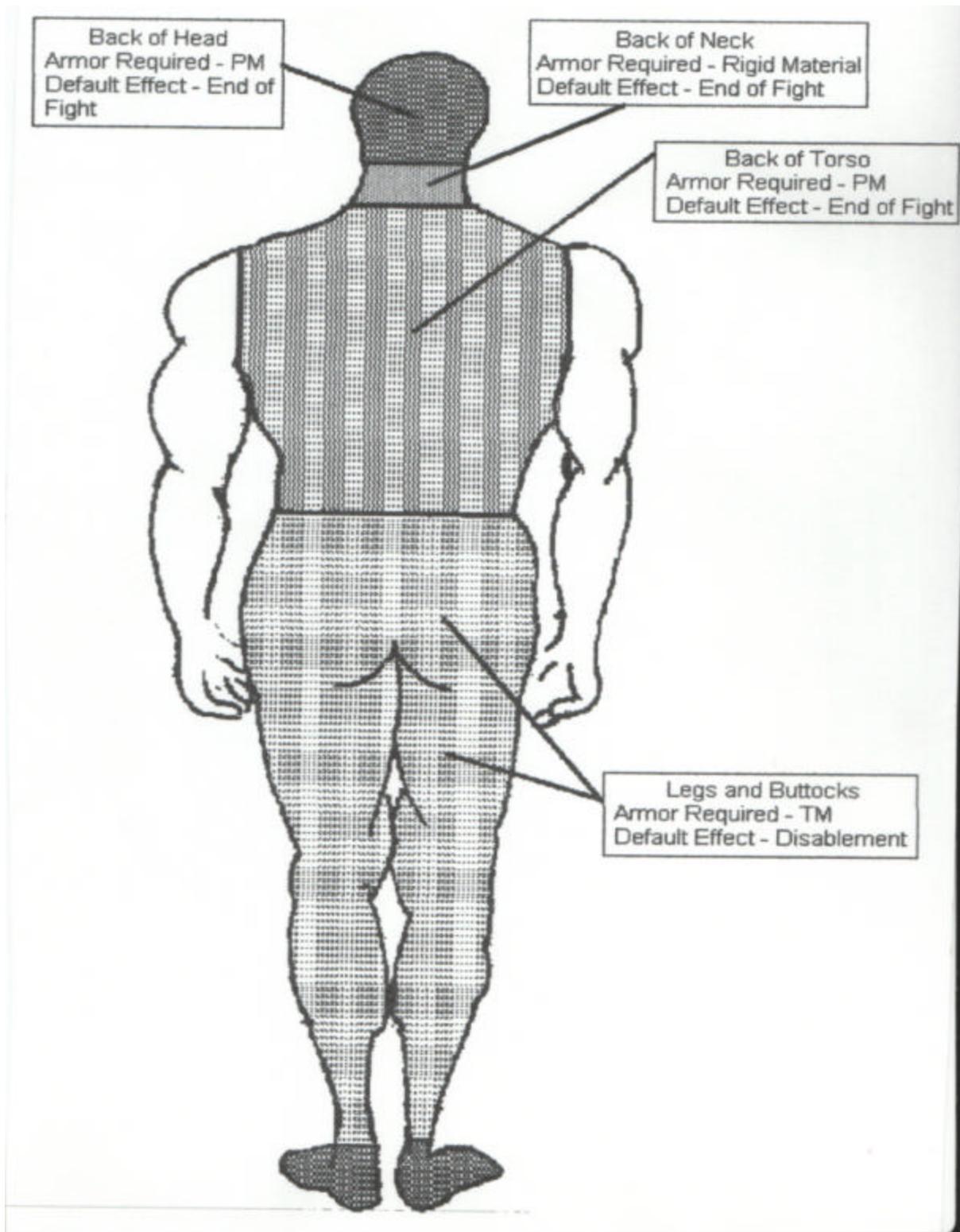
Appendix B

Target Area and Armor Coverage Diagrams



Target Area, Armor Requirements, and Attack Effects, Front View

Target Area, Armor Requirements, and Attack Effects



Back View