

The Kingdom of Lochac

Rapier Combat Handbook

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Non scriptum non est.

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1. Introduction

- 1.1 These rules set fundamental standards for rapier (including Cut and Thrust – formerly known as Sidesword) combat in Lochac. All combatants and marshals are responsible for knowing these rules, as well as the rapier rules of the Society.
- 1.2 Rules are designed to promote safe rapier combat in the Kingdom. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all participants.
- 1.3 The intention of these rules is to set up a framework under which combatants from across the Kingdom can be confident that when they travel to another group the rules under which rapier combat will operate will be clear and consistent.
- 1.4 This document is subject to change as clarifications are added, as mundane law develops or as situations arise. All participants are required to remain abreast of any changes so as to reduce potential confusion on the field.
- 1.5 Rapier combat is intended to re-create the rapier fighting styles of the fifteenth and sixteenth centuries. It is not an arena for modern "Olympic-style" fencing, although training in that area is useful for safety and skill development. Participants are encouraged to study the fencing manuals of the period, and to develop fighting styles based on their study.

2. Canon

2.1 General Information

- 2.1.1 Rapier Combat shall be conducted in accordance with the Rules of the Lists for the SCA Inc (see Appendix 6.1), the Society Rapier rules and these rules.
- 2.1.2 All combatants, prior to every combat or practice, shall insure their equipment is safe, in good working order and has been inspected by a member of the Kingdom Marshallate authorised to inspect rapier gear.
- 2.1.3 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.
- 2.1.4 The Crown's representative upon the field and in all matters dealing with Rapier Combat is the Earl Marshal, then the Kingdom Rapier Marshal, then, by delegation, members of the Kingdom Rapier Marshallate.
- 2.1.5 For rapier combat to occur within Lochac a Rapier Marshal in Charge (RMIC) must be assigned and each bout must be supervised by an authorised rapier marshal. An authorised rapier marshal may marshal both Rapier and Cut and Thrust Rapier.
- 2.1.6 There are two categories of rapier combat in Lochac, each of which require separate authorisations. Unless specified otherwise, this document refers to both categories. These categories are:
 - 2.1.6.1 Rapier (referred to as Heavy Rapier in the Society Rules); and
 - 2.1.6.2 Cut and Thrust Rapier.

2.2 Behaviour on the field

- 2.2.1 All combatants shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to subsequent disciplinary action.
- 2.2.2 Disagreements with the marshals overseeing the field shall be resolved in accordance with section 5.3.3
- 2.2.3 Combatants are responsible for maintaining control over their temper and behaviour at all times.
- 2.2.4 Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
- 2.2.5 Upon hearing the call of "HOLD" all fighting shall immediately stop. The combatants shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.
- 2.2.6 Conduct considered to obstruct 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.

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- 2.2.7 The use of Fleche (running at an opponent with rapier extended) or similar uncontrolled attacks is prohibited.
- 2.2.8 A combatant may decline any challenge without dishonour, and without specifying a reason. In a tournament this may result in forfeiture of a bout. (See also rule 3.4.4.4)
- 2.2.9 Combatants may engage only when the marshal who is supervising the bout has received verbal acknowledgement from each combatant, and has instructed them to begin.
- 2.2.10 All issues must be resolved on the field, or noted to the marshal for later resolution if delay is necessary.
- 2.2.11 No combatant or marshal may take the field if they are impaired due to drugs or alcohol.
- 2.2.12 No person shall enter the lists or participate in any form of SCA combat related activity while in a mentally impaired state, including impairment by injury such as concussion or impairment by alcohol, or drugs including but not limited to:
 - (a) Drugs prescribed by a licensed health care provider.
 - (b) Over the counter medications.
 - (c) Illegal or controlled substances.

If you are not legally fit to drive, you are not fit to fight!

2.3 Use of Weapons and Parrying Devices

- 2.3.1 Blows will be struck by: thrusting with the point of the blade (thrust); sliding the edge of the blade by drawing (draw cut) or pushing (push cut); or by placing the tip of the blade upon, and then drawing it across an opponent (tip cut: see 2.4.13(a)); or by discharging a simulated gunpowder-burning weapon (RBG) so that the rubber projectile hits the target (shot).
- 2.3.2 Cut and Thrust Rapier also includes the use of percussive cuts as valid blows. Percussive cuts must always be delivered with sufficient control so as to not injure the opponent while still delivering a clean and unimpeded blow.
- 2.3.3 Sabre cuts, chopping or hacking blows may be used in a controlled manner only in Cut and Thrust Rapier combat. For Rapier combat they are never permitted. Fast circular movements (such as moulinets) may be used to place a blade for tip, draw or push cuts.
- 2.3.4 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. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking or other unsafe behaviour occurs.
- 2.3.5 Parrying devices may be used to move, deflect, or immobilise an opponent's weapon or parrying device, so long as such use does not endanger the safety of the combatants.
- 2.3.6 Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.
- 2.3.7 No item of equipment other than cloaks may be thrown except in controlled actions to remove equipment from the field.
- 2.3.8 Grasping any part of an opponent's clothing or equipment -- except as otherwise explicitly permitted in these rules, e.g. blade grasping -- is prohibited. "HOLD" shall be called if wrestling over any piece of equipment occurs.

2.3.9 The following rules shall apply if a combatant is using the specified equipment:

a) Parrying Gauntlets

- Only those areas of the parrying gauntlet covered by mail or plate shall be considered to be protected. This protection should not extend beyond the wrist bones.
- The protected areas of the hand shall provide protection against loss of the hand due to cuts or sliding the hand down the opponent's blade
- The block of a straight thrust by a parrying gauntlet will be considered to have disabled the hand, since mail would not necessarily stop such a thrust from a rapier.

b) Cloaks and other non-rigid defensive equipment (hats, etc.):

- These may only be used as a parrying device.
- A draped cloak will stop a thrust to any part of the body which is hidden behind it by a distance of greater than 20cm.
- When cloaks are used, "HOLD" should be called if the cloak becomes tangled about either combatant, or about one of the weapons such that the weapon cannot be withdrawn. "HOLD" need not be called if the cloak is merely near the face, deflecting a weapon, loosely draped over, or weighting down the blade.

c) Rubber Band Guns (RBGs):

- RBGs may only be used in a melee scenario.
- Where RBGs are to be used in a scenario, they shall not be loaded until the combatants are directed to do so by the supervising marshal. Anyone with a loaded RBG off the melee field who is not under Marshallate supervision at the time will have their RBG authorisation suspended immediately. Once the supervising marshal has permitted RBGs to be loaded in a combat scenario, reloading may be performed until an event that would stop the scenario occurs, including but not limited to the end of the scenario or a hold call being made. RBGs may not then be reloaded until the supervising marshal gives a new direction to do so.
- There is no minimum range at which a RBG may be discharged at an opponent.
- The back of the opponent's head shall not be deliberately targeted.
- A shot hitting the weapons or rigid parrying devices of a combatant will be considered to have destroyed that weapon/device for the remainder of the scenario.
- A shot will be considered to be able to penetrate through any cloak to the body.
- If any event occurs where participants may need to remove rigid or penetration resistant armour or if a person not wearing rapier armour is required to enter the scenario, all RBGs shall be unloaded, or safely discharged in such a manner as to prevent the ammunition leaving the immediate vicinity of the wielder (eg discharging the weapon with the muzzle pressed to the ground). This applies whether the RBGs are holstered or not.

2.3.10 Pole Weapons

- a) Any weapon longer than 60" overall -- or with a handle longer than 18", but not configured and used in a manner that a marshal would identify as a "sword" -- is defined to belong to this category of weapon.
- b) In Rapier combat, the only valid attack with a pole weapon is the thrust.
- c) Use of this weapon requires a separate authorisation.
- d) Only the leading 12 inches of the blade of the pole weapon will be used to deliver a valid attack.
- e) All offensive actions against an opponent body or weapon body must be controlled and involve both hands controlling the pole weapon.

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- f) A pole weapon can be used to deliver a valid thrust, cut or tip cut if tip cuts are being employed in the scenario. Pole weapons may never be used for percussive cuts.
- g) Pole weapons shall be classified as a non-standard weapon for single tournament combat.
- h) A fighter using this type of weapon must have both hands on the weapon and in the same position at the end of an attack as they had at the beginning of the attack. Invalid attacks include "pool cuing", sliding, completely releasing the haft and any other process that reduces the fighter's control of the weapon.
- i) The weapon may not be "set" by bracing the base against the ground or any other immovable object; or against the foot or body; or by locking the back arm.
- j) Cupping the butt of a pole weapon in the palm of the hand is prohibited, as is locking the pole weapon under the arm against the body. The weapon may be held lightly under the arm, such that it is not locked in.
- k) The shaft of a pole weapon may be used to parry or strike an opponent's weapon only.
- l) A pole weapon user cannot use a secondary weapon or item concurrently.

2.4 Acknowledgement of blows

- 2.4.1 In judging blows, all combatants are by default presumed to be wearing common civil attire of the period, not armour.
- 2.4.2 Tournaments may be held which define areas of the body as if armoured, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat.
- 2.4.3 In combat, blows will be counted as though they were struck with a real rapier, extremely sharp on point and edge, or a real period firearm firing a lead ball. 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. Any shot that hits or grazes shall be counted as the equivalent of a good rapier blow.
- 2.4.4 Valid Attacks:
- (a) A valid thrust is an attack with the point of the offensive weapon that is firm enough to feel direct pressure against the body.
 - (b) A valid thrust is not negated or lessened due to sliding off after solid contact with the tip of the blade.
 - (c) A percussive cut can only occur during Cut and Thrust rapier combat. A valid percussive cut with either the edge or tip of the offensive weapon is one that is firm enough for the opponent to feel direct pressure against the body. All cuts are to be delivered in a controlled manner using sufficient force for the blow to be felt by an opponent, without causing actual injury.
 - (d) A valid draw or push cut occurs when the edge of an offensive weapon is placed against an opponent and slid with the blade maintaining noticeable and constant pressure against the opponent's body. Merely laying the blade on the opponent without pressure or movement is insufficient.
 - (e) An attack must be acknowledged as valid if it is felt. There is no such thing as a "light" blow from either sword or shot. A valid shot is one that grazes or strikes a rapier combatant at any place on their body. It is not lessened by grazing as the impact of the ball is considered sufficient to disable that part of the body that contact was made with.

2.4.5 A good blow to the

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

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

2.4.6 In Cut and Thrust rapier, any blow to the leg or foot shall be judged incapacitating, rendering the combatant incapable of further combat.

2.4.7 In rapier combat, a good blow to the leg or foot will disable the leg. The combatant must then fight without placing weight on the injured leg (for example, kneeling, sitting or standing on one leg only).

2.4.8 A good blow to the hand will disable only the hand (see 2.3.9a if parrying gauntlets are in use). The combatant must stop using the affected hand and close the hand (as if to stop the bleeding). The arm may still be used to parry.

2.4.9 A good blow to the arm will disable the arm.

2.4.10 If a thrust or cut is thrown, or a shot begun to be fired 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 or shot fired after the event, it shall not count (eg "Dying" attacks).

2.4.11 A combatant is considered armed so long as one offensive weapon is retained. When disarmed a combatant may, at the discretion of their opponent, recover a weapon/s. If permission is refused they must yield, accepting a safe honourable loss of the bout.

2.4.12 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.

2.4.13 Optional Actions

Any or all of the following optional actions may be used in practice, tournament or melees by prior agreement of all combatants and the supervising Marshal. The following standards must be adhered to when using these optional actions.

(a) Tip cuts

A valid tip cut is to draw the point tip of the blade a minimum of 10cm across an opponent's body. As with a push or draw cut, only minimal, but noticeable, pressure need be maintained. Tip cuts to the following areas shall be considered incapacitating:

- The face, including the forehead.
- The neck.
- The armpit (to the combatant's palm width down the limb)
- The abdomen below the rib cage including the groin (does not include the legs or buttocks).
- The inner thigh (to the combatant's palm width down the limb).

(b) Blade grasps

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

- If an opponent has grasped a blade using the blade grasping convention, "HOLD" shall be called if wrestling about the blade occurs.

2.5 Melee Combat

- 2.5.1 In melees, combatants are engaged with all opponents immediately upon the call to "lay on".
- 2.5.2 Combatants may strike any opponent with any legal blow if they are within the front 180° arc of their opponent. A combatant who approaches an opponent from behind shall not deliver a blow until he is within that frontal arc. A combatant may never strike an opponent from behind except with shot (avoiding the head as outlined in 2.3.9(c))
- 2.5.3 Killing from behind is allowed only if it has been specifically announced by the supervising marshal before the scenario.
- 2.5.4 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 length of the blade, while calling "Dead, my lord" (or other short, courteous phrases) in a loud, clear voice. Reaching around the neck is forbidden. The opponent will be deemed "killed" from the instant the blade touches his shoulder and shall not attempt to spin, duck or dodge away.

Note: If death from behind is not allowed in a given melee, a combatant who deliberately ignores an attacker behind them, or repeatedly manoeuvres so as to keep their back to an attacker (thereby preventing any attack on them) may be considered for misuse of the rules and obstructive behaviour.
- 2.5.5 Special scenario melees such as bridge or town battles may impose additional restrictions as needed by the marshals.
- 2.5.6 Cut and Thrust rapier combat may NOT be used in melee combat.
- 2.5.7 If a melee scenario includes the use of Rubber Band Guns, all marshals must be wearing full rapier combat armour.

3. Equipment Specifications

3.1 General Equipment Requirements

- 3.1.1 Sharp points, edges or corners are not allowed anywhere on any equipment.
- 3.1.2 All equipment must be able to safely withstand combat stresses.
- 3.1.3 Equipment that is likely to cause bodily injury or break a blade or damage other equipment is prohibited.
- 3.1.4 All equipment shall make an attempt at being period in appearance.
- 3.1.5 Where a test is specified, all equipment must be tested at least once every two years.

3.2 Protective Equipment (Armour)

3.2.1 Definitions

3.2.1.1 Abrasion-Resistant Material

Material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing.

Examples include, but are not limited to:

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

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

3.2.1.2 Puncture-Resistant Material

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

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

Kevlar is not an acceptable material, as it degrades rapidly. Initially, these materials need only be tested at the marshal's discretion; all other materials must be tested the first time new equipment is used, or if no marshal on the field knows a given piece of equipment to have been tested under rule 3.1.5.

3.2.1.3 Rigid Material

Puncture-resistant materials that will not significantly flex, spread apart, or deform under pressure of 12 kg applied by a standard mask tester repeatedly to any single point. Examples of rigid material that may comply with the standard for Rigid Material are:

- 0.8 mm stainless steel
- 1.0 mm mild steel
- 1.6 mm aluminium, copper, or brass
- One layer of hardened heavy leather (8oz, 4 mm).
- The mesh of a standard fencing mask

3.2.1.4 Resilient Padding

Any material or combination of materials - equivalent to 6 mm (0.25 inches) of closed cell foam - which absorbs some of the force of a thrust or blow. The standard padded bib of a fencing mask may meet this requirement, depending on construction.

3.2.1.5 Standard Fencing Armour Test (SFAT) - used for testing Puncture Resistant Material.

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

- Cloth or garment manufacturer's commercial certification that a fabric is rated to 550 N. (Documentation must be available at the time of inspection.)
- Use of 550 N garment punch test devices, manufactured by sources acceptable to the Deputy Society Marshal for Rapier Combat. Such a device shall be used in accordance with its instructions.
- Use of a drop test device as described in instructions found in Appendix 3 of the Society Rapier Rules.

For all tests, if the material in question has been completely penetrated, or penetrated in more than one protective layer, it fails. If only one protective layer (where other equivalent or sturdier layers exist) has been damaged, then it passes.

3.2.2 General Protective Equipment Requirements

- 3.2.2.1 There shall be no visible bare skin. There shall be sufficient overlap between separate pieces of protective clothing, regardless of the combatant's stance or movements, that the minimum protection for that body area be preserved.
- 3.2.2.2 Additional protective equipment (beyond what is described herein) may be used as long as it does not interfere with the proper acknowledgment of blows.

3.2.3 Head

- 3.2.3.1 The front and top of the head must be covered by rigid material to below the jaw line and behind the ears. Standard 12 kg fencing masks are known to meet this standard. If built to this standard, fencing helms are also acceptable.
- 3.2.3.2 The face must be covered by either 12 kg mesh (eg, a standard fencing mask) or perforated metal. Such perforated metal must not have holes larger than 3 mm (1/8") in diameter, with a minimum offset of 5 mm (3/16") and shall also meet the definition of rigid material.
- 3.2.3.3 Masks and helms must be secured to the combatant, so that they cannot be easily removed or dislodged during combat. The combination of snug fit and the spring-tongue in a conventional fencing mask is NOT sufficient, by itself, to secure the mask to the combatant. Conventional fencing masks require a supplementary closure that will prevent the mask from being dislodged from under the chin. An example is a tie attached to the bib below the jaw line, securing around the neck.
- 3.2.3.4 The exterior and interior of masks and helms shall be inspected to confirm compliance with the rigid material standard and provisions on coverage, a snug fit and no evidence of impending failure. Examples of unacceptable conditions include (but are not limited to): the interior padding or suspension system has decayed and fails to prevent contact between the wearer and any rigid part of the helm during combat; the presence of rust which weakens the metal involved; dents or other defects which spread open mesh and/or broken weld points. 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.
- 3.2.3.5 All parts of a fencing mask or rapier helm that might cause injurious contact with the wearer's head shall be padded or shall be suspended in such a way as to prevent contact with the wearer during combat. Either method should ensure a snug fit with minimal shifting of the mask

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or helm on the fighter's head during normal fighting and upon impact. There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges.

- (a) The interior of fencing masks must have a minimum of 0.25 inches (6.35mm) open-cell foam or equivalent resilient padding to create separation between the mask and the wearer. Modern fencing masks (e.g. FIE and USFA type masks) in good working order meet this requirement without additional padding.
- (b) For rapier helms that utilise a suspension system which does not, on its own, prevent contact between the wearer and any rigid part of the helm, additional padding must be present. This padding must consist of at least 0.25 inches (6.35mm) open-cell foam or equivalent resilient material.
- (c) Rapier helms without a suspension system and which rely on foam must use a minimum of 0.25 inches (6.35mm) closed-cell foam or equivalent resilient padding which provides progressive resistance to create separation between the hard outer shell of the helm and the wearer.

3.2.3.6 Similarly, parts of the inside of the helm that might come in contact with the wearer's neck or body should be padded.

3.2.3.7 The rest of the head must be covered by at least puncture resistant material.

3.2.3.8 For Cut and Thrust rapier combat, the entire head must be covered by rigid material.

3.2.3.9 It is recommended that, in addition to the required puncture resistant material, the back of the head be padded with a minimum of resilient padding where the wearer expects to face RBGs in melee. The padding is intended to help cushion the skull from projectile impacts.

3.2.4 Neck and Throat

3.2.4.1 The entire neck and throat must be covered by rigid material.

3.2.4.2 Resilient padding or puncture resistant material (such as a hood) shall back the rigid materials. The use of resilient padding is highly recommended.

3.2.4.3 The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.

3.2.5 Torso and Other Incapacitating Zones

- 3.2.5.1 The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material.
- 3.2.5.2 Acceptable minimum armpit coverage is provided by a triangle of puncture resistant material extending from the armpit seam, covering the lower half of the sleeve at the seam, and extending down the inner/under arm, one-third the distance to the combatant's elbow.
- 3.2.5.3 Male combatants shall also wear rigid groin protection. Any ventilation holes large enough to admit a broken blade must be covered from the outside with at least puncture resistant material.

3.2.6 Arms and Legs

- 3.2.6.1 Gloves made of abrasion resistant material shall cover hands and overlap any sleeve openings.
- 3.2.6.2 Boots, shoes, or sandals combined with other foot coverings comprised of at least abrasion-resistant material shall cover the feet.
- 3.2.6.3 Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.
- 3.2.6.4 For Cut and Thrust rapier, elbows and knees must be further protected from the impact of percussive cuts by a minimum of resilient padding.

3.3 Standard Offensive Equipment (Weapons)

3.3.1 General Offensive Equipment Requirements

3.3.1.1 Standard offensive weapons are:

- Swords and daggers constructed in accordance with the rules below.
- Rubber Band Guns, except in single tournament combat.
- Pole weapons, except in single tournament combat.

3.3.1.2 All swords and daggers must have a straight grip. Orthopaedic and pistol grips are not permitted except as permitted under rule 3.3.1.3.

3.3.1.3 Where verifiable medical reasons exist, supported by documentation from their health care provider, the combatant may apply to their Group Rapier Marshal for an authorisation to use an orthopaedic grip. Lists shall note this exemption on their authorisation card. The Group Rapier Marshal must inform the Kingdom Rapier Marshal of the exemption within 30 days.

3.3.1.4 Any blade with kinks, sharp bends, or cracks shall not be used. Steel blades that develop these defects cannot be repaired and must be retired. Steel blades with "S" curves shall not be used unless they can be properly re-curved.

3.3.1.5 Swords and daggers may use a hand guard such as a cup hilt, swept hilt or quillons and knuckle-bow. Guards may not extend more than 15cm from the blade. Quillons must have blunt ends at least 6mm in one direction.

3.3.1.6 Foil, Sabre and Epee blades may not be incorporated into weapons that are to be used in rapier combat within Lochac.

3.3.2 Blade Points

3.3.2.1 Blade points must be covered with plastic, rubber or leather tips, which must be firmly taped or glued in place in such a way that they will not come loose during normal combat.

3.3.2.2 Tips will have a blunt striking surface, presenting a cross-section of at least 9 mm (3/8") diameter.

3.3.2.3 The tip must be of a colour contrasting with the blade so that the tip's absence is readily apparent. If tape is used, it must contrast with both blade and tip.

3.3.2.4 Tips exhibiting excessive wear or abuse must be replaced.

3.3.3 Steel Blades

- 3.3.3.1 Blades must be no longer than 48" (122 cm) as measured from the tip to the top of the tang (i.e. where the tang and forte meet).
- 3.3.3.2 Blades must be reasonably flexible as defined in 6.3.
- 3.3.3.3 Sword-length blades (i.e. greater than 18" in length from tip to top of the tang) with a cross-section similar to a foil or epee (i.e., foils, epees, double-wide epees and musketeers) are not allowed. Flexi-daggers are not allowed for Cut & Thrust combat.
- 3.3.3.4 Steel blades will not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter their temper, flexibility or durability. Normal combat stresses and blade care do not violate this rule. Exceptions are:
 - The tang of the weapon may be altered.
 - Blades may be shortened so long as they maintain acceptable flexibility.
 - A nut or other blunt metal object designed to spread impact may be welded to the tip of blades so long as care is taken to prevent damage to the temper of the blade. The blunt object will still need some form of coverage, in accordance with 3.3.2.
- 3.3.3.5 Rigid metal "parrying-only" daggers such as those made from cut down blades are not allowed.

3.3.4 Fibreglass Blades

- 3.3.4.1 The weapon shall have a blade constructed solely of fibreglass rod or equivalent, glue and fibreglass and vinyl tapes. Metal for hilt mounting purposes may extend no further than 10 cm along the blade.
- 3.3.4.2 Fibreglass blades shall comply with the Society Flexibility Test if there are concerns regarding blade stiffness. (See Appendix 7.2 for applicable test)
- 3.3.4.3 The blade shall be wrapped in vinyl duct tape (not cloth or metal backed), or such other tape as will not tear readily. Fibreglass strapping tape may be used in constructing the weapon, but must be completely covered by the outer wrapping tape.

3.3.5 Rubber Band Guns

- 3.3.5.1 Rubber Band Guns (RBGs) must resemble a period muzzle loading pistol dated prior to 1600AD.
- 3.3.5.2 RBGs may not have a barrel length exceeding 45cm.
- 3.3.5.3 RBGs must be made of sturdy, lightweight materials able to withstand the stresses of their operation and of normal combat. All edges or corners must be smoothed off and they must be free of splinters or cracks.
- 3.3.5.4 Rubber band shot must be made from commercially available rubber tubing only. Ends may be joined together using plastic zip locks or plastic wall-plugs glued into the end of the tubing. Shot must not contain any metal parts or any rigid materials beyond the minimums required to join the ends together. Any hard plastic on the outside of the band should be covered and smoothed by vinyl duct tape or plastic shrink wrapping. Filling bands with sand or liquids is forbidden. The band must be marked to identify the owner.
- 3.3.5.5 All guns and bands should be checked and tested by an authorised marshal before being used in combat. Testing should include an impact test, where the bands are discharged at the inspecting marshal at a range of one metre to test the force of the shot.
- 3.3.5.6 Combatants may only use the bands that have been tested with the weapon they are using. Gleaning of used bands is not permitted during a scenario.
- 3.3.5.7 Parrying with an RBG will not be seen to impair its effectiveness as a gun.
- 3.3.5.8 RBGs may only be loaded with the supervising marshal's permission and only on the combat field. This includes loading for inspection.

3.3.6 Pole Weapons

- 3.3.6.1 Total weapon length shall not exceed 8 feet (244 cm).
- 3.3.6.2 The minimum blade length is 36" (91.4 cm) measured tip to the where the tang and forte meet.
- 3.3.6.3 Total weapon weight shall not exceed 3 pounds (1.36 kg).
- 3.3.6.4 The only weapons in this class that are approved for use must be similar in design to the commercially available Alchem pike and Amazonia spear.
- 3.3.6.5 Alternative designs must meet the blade flexibility standard must have the blade securely attached to the haft by mechanical means (i.e. screws or pins). If the blade is secure to the shaft with a removable pin, the pin shall be taped over to be secured. Weapons of this design must be approved by the Kingdom Rapier Marshal or a designated deputy before being used on the field.
- 3.3.6.6 Blades must meet blade flexibility standard given in 6.3.

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- 3.3.6.7 Hafts must be composed of pine, cedar, hardwood, or rattan.
- 3.3.6.8 No weapon may have a cutting surface at both ends.
- 3.3.6.9 Augmentations designed to entrap a blade are not allowed. Designs with quillons, tassles or other such additions will need to be assessed against this criterion. Augmentations to the haft to prevent blades from sliding up the haft or prevent the weapon from sliding too far in the hand are permitted.
- 3.3.6.10 Only the leading 12 inches of the blade (including the tip) is considered sharp. A two-inch area of the blade between the 12 inch and 14 inch area must be taped or otherwise marked to assist in defining the different areas of the blade.
- 3.3.6.11 The pole weapon will not be used to kill opponents from behind.

3.4 Standard Defensive Equipment

3.4.1 Definition of Standard Defensive Equipment

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

3.4.2 Rigid Parrying Devices

- 3.4.2.1 Rigid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering. The edges shall be covered to prevent splintering or sharpness.
- 3.4.2.2 Offensive bucklers will be considered non-standard devices. (See 3.4.4)
- 3.4.2.3 RBGs may be used to parry sword blows. Where one is used, the weapon should be checked after the end of the scenario for any bent or broken sections and for any protruding splinters. If any are found the weapon may not be reused until the defects are made good and the weapon rechecked by a Marshal.

3.4.3 Non-Rigid Parrying Devices

- 3.4.3.1 Soft, non-rigid devices such as cloaks may be made of cloth, foam, leather and similar materials. They may be weighted with soft material such as rope or rolled cloth; they shall not be weighted with any rigid material, nor with materials that are heavy enough to turn the device into a flail or impact weapon.
- 3.4.3.2 Cloaks shall not have any rigid material in the construction of the cloak, except for fasteners near the neck area where the combatant grasps it.
- 3.4.3.3 If the cloak is to be thrown, no rigid materials are allowed at all.
- 3.4.3.4 Parrying gauntlets shall be a glove that includes mail or rigid metal plates.

3.4.4 Non Standard Equipment

- 3.4.4.1 Equipment that has been improvised, modified or is not previously defined as standard in these rules is considered non-standard. The use of any equipment, standard or otherwise, in a fashion that is not defined as the normal use of that equipment is considered non-standard equipment use.
- 3.4.4.2 The Rapier Marshal in Charge shall specifically authorise all non-standard equipment and non-standard equipment use. Approval is limited to that competition or event as the Rapier Marshal in Charge deems appropriate.
- 3.4.4.3 Non-standard equipment or equipment use must not pose a greater risk of injury or equipment damage than standard equipment or equipment use.
- 3.4.4.4 Only consenting opponents need face non-standard equipment or equipment uses, and then only after they have been made aware of the nature of the variation. Any combatant may, without dishonour, penalty or forfeiture, reject a bout against any non-standard offensive or defensive equipment item. If a combatant refuses to face a non-standard item, his or her opponent must either re-equip or forfeit the bout.
- 3.4.4.5 Non-standard equipment shall be constructed as to be recognisable as the original item it represents.
- 3.4.4.6 Devices that predictably cause entangling of an opponent or equipment either by design or by repeated mishap are not allowed.
- 3.4.4.7 All non-standard offensive equipment shall be constructed of material conforming to the following rules:
 - (a) Offensive equipment shall be constructed exclusively of cloth, foam, glue, tape, leather or the equivalent, and must not contain rigid material.
 - (b) The offensive part shall provide progressively resistant "give" without allowing contact with any underlying material.
- 3.4.4.8 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.

4. Authorisations

4.1 General Requirements

- 4.1.1 The Kingdom Rapier Marshal may, at his or her own discretion, authorise an adult combatant or marshal in any Rapier or Cut and Thrust authorisation he or she may believe is required to benefit the Kingdom and the Society.
 - 4.1.1.1 The Kingdom Rapier Marshal may as part of this authorisation impose additional restrictions as may be deemed necessary.
 - 4.1.1.2 The Kingdom Rapier Marshal will provide letters to the authorised person detailing the terms of the authorisation, which will act as proof of authorisation.
 - 4.1.1.3 Any such authorisations must be noted in the Kingdom Rapier Marshal's quarterly report, and a copy of the authorisation letters kept by the Kingdom Lists (Authorisations) officer.
- 4.1.2 The applicant must provide an appropriately completed authorisation form.
- 4.1.3 Each adult authorisation must be renewed at least every four years. Renewals will be conducted by performing a repeat of the test appropriate to the authorisation level, in the same manner as if they are applying for the first time.
- 4.1.4 Only a marshal authorised and rostered in Lochac and who holds a current membership of the SCA or one of its affiliate organisations may perform an authorisation. This marshal must witness the authorisation and must execute the appropriate paperwork to ensure the authorisation is registered with the Kingdom Lists Officer within three months of the authorisation taking place.
- 4.1.5 A copy of the authorisation paperwork may be used in lieu of an authorisation card for a period of up to three months from the date of the authorisation.
- 4.1.6 Authorisation paperwork will expire three months from the date of the authorisation test. Expired authorisation paperwork will not be processed by the Kingdom Lists Officer.
- 4.1.7 Authorisations shall be registered with, and kept on file by, the Lochac Kingdom Lists Officer. This officer, or their appointed deputy, shall be responsible for keeping properly completed indemnities and issuing combat authorisation cards. In addition to maintaining registration of authorisations, the kingdom lists officer shall provide the Kingdom Earl Marshal or Kingdom Rapier Marshal with a list of all current authorisations upon request.
- 4.1.8 Authorisation cards shall not be issued to persons residing in other kingdoms unless such persons are defined as subjects of Lochac by specific royalty treaty.

- 4.1.9 No authorisation card may be issued to Australian residents until a properly completed indemnity is filed with the Lochac Kingdom Lists Officer. (In Lochac a completed authorisation form includes an indemnity. This form must be completed by both the Authorising Marshal and the candidate. New Zealand resident candidates do not need to complete the indemnity.)
- 4.1.10 Indemnities for SCA combat-related activities shall be kept on file for seven years. In the case of indemnities for minors, these shall be kept for twenty-one years.
- 4.1.11 Visitors to Australia engaging in combat-related activities must sign an Australian indemnity before participating in combat activities.
- 4.1.12 Authorising Marshals must hold the same combat authorisation being sought by a candidate in order to grant the said authorisation. The Rubber Band Gun authorisation is excepted from this rule and may be granted by any melee authorised Authorising Rapier Marshal.
- 4.1.13 The minimum age for training and authorisation in rapier combat is 14. When combatants under the age of 18 undertake training and authorisation, the Kingdom Rapier Marshal (or their designated representative) shall ensure that the minor's parent or legal guardian has observed rapier combat, is aware of the risk of injury inherent in this martial art, and has signed a statement explicitly acknowledging the above.
- 4.1.14 Each authorisation of a person under 18 (minor authorisation) must be renewed every 2 years. Renewals will be conducted by performing a repeat of the test appropriate to the authorisation level, in the same manner as if they are applying for the first time.

4.2 Combat Authorisations

- 4.2.1 In all authorisations safety will be the paramount consideration. A display of minimum skills will also be required in order to pass.
- 4.2.2 Two authorising marshals, or one authorising marshal and a combatant authorised in the authorisations being examined shall perform the authorisation. The two examiners must agree on an authorisation.
- 4.2.3 One of the two examiners must fight while the other observes.
- 4.2.4 Anyone relocating to Lochac who is already authorised in Heavy Rapier or Cut and Thrust rapier may continue to use those weapons forms until their card from that person's original kingdom expires or 6 months pass, whichever is the shorter. Fencers carrying only a light rapier authorisation are not considered authorised by the Lochac Rapier Marshallate. Immigrated combatants must abide by the Lochac Rapier Rules including armour standards. Visiting combatants must abide by the Society Rapier Handbook for protective equipment (armour) and the Lochac Rapier Rules for all other matters pertaining to rapier combat.
- 4.2.5 Authorisations may only be issued by an Authorising Rapier Marshal.
- 4.2.6 The Cut and Thrust Rapier authorisation may only be issued by an Authorising Cut and Thrust Marshal.
- 4.2.7 The authorisations that rapier combatants may earn are:
 - (a) Rapier (includes the use of off-hand parrying devices both rigid and non-rigid, and the use of a secondary weapon such as another rapier or dagger)
 - (b) Pole Weapon
 - (c) Cut and Thrust Rapier

4.2.8 Requirements for each category of authorisation:

(a) Rapier Authorisation:

- Safe weapon usage.
- Basic defences including parries made by the rapier, the off hand and the proper use of distance and voids.
- Basic offence; the ability to attack using valid thrusts and cuts. These must be shown with both hands.
- Proper calibration must be demonstrated with both thrusts and cuts.
- The authorising person must verbally demonstrate an understanding of the rules, conventions and canon of rapier combat in Lochac.
- They must fight from the ground and attack someone who is seated on the ground.
- They must demonstrate knowledge of armour and weapons requirements.
- They must be able to respond properly to a hold called by the marshal or their opponent.
- They must demonstrate knowledge of the conventions and canon that pertain to the use of parrying devices (both rigid and non-rigid). In particular, the difference in off-hand parries made with and without a parrying gauntlet.
- Competent and safe use of off-hand devices must be demonstrated. It is not necessary to demonstrate the use of all possible off-hand devices.

(b) Pole Weapon: The applicant must

- Must hold a current rapier authorisation.
- Have held a rapier authorisation for at least twelve months.
- Demonstrate knowledge of the rules specific to the use of Pole Weapons.
- Demonstrate safe weapon usage, including in situations involving more than one opponent, and situations involving rapidly advancing opponents.

(c) Cut and Thrust Rapier.

- Must have held a rapier or full-contact armoured combat authorisation for 12 months. (Cut and Thrust Rapier is considered an advanced combat form requiring combatants to undergo and maintain a higher level of training before and after authorisation than rapier or full-contact armoured combat normally requires.)

- Must hold a current rapier authorisation (4.2.7(a) listed above)
- Demonstrated ability to control a Cut and Thrust Sword through a range of percussive cuts. Testing must be performed with both right and left hands being used to wield the weapon and with the weapon used two-handed.
- Proper calibration must be demonstrated with thrusts and all forms of cut.
- They must demonstrate knowledge of armour and weapons requirements for Cut and Thrust combat.
- They must demonstrate their ability to safely use percussive cuts while armed with a full range of standard offhand equipment against opponents who are using some of the offhand equipment themselves.

4.3 Marshallate Authorisations

- 4.3.1 Anyone interested in becoming a rapier marshal must first be a Rapier Marshal in Training (RMIT) for at least 12 months in Lochac unless otherwise indicated by the Kingdom Rapier Marshal.
- 4.3.2 All RMITs must have a rapier marshal as a sponsor to learn from and who will arrange for the eventual authorisation of said RMIT.
- 4.3.3 RMITs may marshal or assist in the training of rapier combatants or the running of a field or equipment inspections under the direct supervision of a rapier marshal. Said rapier marshal must be present with the RMIT and not engaged with any other activity, including inspecting other combatants or supervising another field.
- 4.3.4 RMITs must demonstrate their familiarity with all the rules pertaining to rapier combat in Lochac.
- 4.3.5 They must have assisted in marshalling at least 3 separate tournaments or melee sessions.
- 4.3.6 RMITs must be familiar enough with the weapons forms and styles of combat to be able to ensure a safe environment for the rapier combatants in the list or practice.
- 4.3.7 The authorisation must include an oral exam including the following subjects:
 - 4.3.7.1 Rules of the list and how to conduct a tournament field.
 - 4.3.7.2 How they should handle safety issues and holds.
 - 4.3.7.3 The chain of command.
 - 4.3.7.4 Knowledge of the armour and weapons requirements.
- 4.3.8 There must be at least 2 marshals involved in the authorisation of an RMIT (not including the RMIT). If the RMIT is applying to be an Authorising Rapier Marshal (ARM) at least one of the examining marshals must be an Authorising Rapier Marshal.
- 4.3.9 It is not necessary to be an authorised rapier combatant in order to become a Rapier Marshal (RM).

- 4.3.10 To apply an Authorising Rapier Marshal (Authorising Marshal) delegation, the applicant must satisfy the following:
- 4.3.10.1 The applicant must be an authorised rapier combatant. Those candidates who are not able or willing to become authorised rapier combatants may apply to the Kingdom Earl Marshal via the Kingdom Rapier Marshal for exemption.
 - 4.3.10.2 Applicants must be able to teach the basics required for someone to satisfy the requirements for the combat authorisations. They must also have demonstrated the ability to teach these skills in the six months prior to the authorisation.
 - 4.3.10.3 A scenario must be run where the applicant will “authorise” a marshal who is acting as a fencer. The applicant will run the authorisation from verbal questioning to inspection, observing the combatant and fighting a part of the authorisation. The RMIT must then pass or fail the “candidate” with specific reasons. The reasons must have been discussed with the other marshals present. The applicant must also recommend a course of action if the “candidate” fails, in order to bring them up to an acceptable standard. Running more than one scenario is recommended.
 - 4.3.10.4 The applicant must be aged 18 years or older.
- 4.3.11 To receive an Authorising Cut and Thrust Marshal delegation (ACTM), candidates must apply to the Kingdom Rapier Marshal (or the Deputy Kingdom Rapier Marshal for Cut and Thrust if applicable) for the delegation.
- 4.3.11.1 Candidates must be able to teach the basics required for someone to satisfy the requirements of a Cut and Thrust Rapier combat authorisation and may be required to demonstrate their knowledge to an Authorising Cut and Thrust Marshal as delegated by the Kingdom Rapier Marshal or their applicable deputy.

5. Rapier Administration

5.1 Rapier Marshallate Organisation

Group Rapier Marshals (sections 5.1.1 to 5.1.4) must make quarterly reports to their superiors. Their superior will inform them of the due dates of these reports when their office is confirmed.

5.1.1 Kingdom Rapier Marshal

- 5.1.1.1 The Kingdom Rapier Marshal shall be appointed by the Crown in consultation with the Kingdom Earl Marshal and shall act as a deputy of the Kingdom Earl Marshal.
- 5.1.1.2 The Kingdom Rapier Marshal shall report to the Kingdom Earl Marshal and the Society Rapier Marshal.
- 5.1.1.3 The Kingdom Rapier Marshal shall maintain a current Rapier Marshal (RM) authorisation.
- 5.1.1.4 The Kingdom Rapier Marshal shall coordinate all Rapier Combat within the Kingdom of Lochac.
- 5.1.1.5 The Kingdom Rapier Marshal shall maintain the rules for rapier combat in consultation with the Kingdom Earl Marshal and the Crown.
- 5.1.1.6 The Kingdom Rapier Marshal is responsible for implementing disciplinary procedures up to and including suspensions with a specified minimum length and revocation of authorisations.

5.1.2 Deputy Kingdom Rapier Marshals for Cut and Thrust

- 5.1.2.1 The Kingdom Rapier Marshal shall appoint a deputy for Cut and Thrust Rapier for the country in which they do not normally reside (the two countries in consideration being Australia and New Zealand).
- 5.1.2.2 The Kingdom Rapier Marshal may (if they so choose) appoint a deputy for Cut and Thrust Rapier for their normal country of residence, or may assume this role themselves.
- 5.1.2.3 The Deputy Kingdom Rapier Marshal(s) for Cut and Thrust (the Deputy) shall report to the Kingdom Rapier Marshal along with Principality and Group Rapier Marshals.
- 5.1.2.4 The Deputy shall maintain a current Authorising Cut and Thrust Marshal (ACTM) authorisation.
- 5.1.2.5 The Deputy shall coordinate Cut and Thrust Rapier activities within the Kingdom as directed by the Kingdom Rapier Marshal and reports on those activities to the Kingdom Rapier Marshal.
- 5.1.2.6 The Deputy shall assist training and conduct authorisations of combatants and marshals in Cut and Thrust Rapier.

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- 5.1.2.7 The Deputy shall advise the Kingdom Rapier Marshal on persons applying to receive the Authorising Cut and Thrust Marshal delegation.

5.1.3 Group Rapier Marshals

- 5.1.3.1 Group Rapier Marshals shall be appointed and registered by the appropriate Principality Rapier Marshal or the Kingdom Rapier Marshal in consultation with the local Seneschal. They are direct deputies of and shall report to the appropriate Principality Marshal or the Kingdom Rapier Marshal as well as report as required to the group Seneschal.
- 5.1.3.2 The Group Rapier Marshals shall maintain a current Rapier Marshal (RM) authorisation. Where needed, alternative authorisation requirements may be sought from the Kingdom Rapier Marshal by the candidate in conjunction with the local Seneschal.
- 5.1.3.3 Group Rapier Marshals shall coordinate Rapier Combat in their respective groups and oversee the rapier activities of their subgroups, in particular collecting group reports from the subgroup officer.
- 5.1.3.4 Group Rapier Marshals shall ensure that a qualified marshal is appointed as the "Rapier Marshal in Charge" of any event sponsored by their Group.
- 5.1.3.5 Group Rapier Marshals shall ensure that the Rapier Marshal in Charge of each event sponsored by that group files all the necessary reports within 30 days of the event, and that a copy of this report is forwarded to their superior.
- 5.1.3.6 Group Rapier Marshals shall report breaches of the safety regulations and disciplinary actions taken by the RMICs of events to ensure that further disciplinary action can be taken where appropriate.

5.1.4 Rapier Marshals in Charge (RMIC)

- 5.1.4.1 Rapier Marshals in Charge shall possess a current Rapier Marshal (RM) authorisation.
- 5.1.4.2 RMICs shall oversee all aspects of safety and proper conduct of rapier combat at an event (including official practice sessions).
- 5.1.4.3 RMICs shall select the marshals to assist with an event.
- 5.1.4.4 RMICs may suspend combatants from fighting for the duration of the event.
- 5.1.4.5 RMICs may not participate in any Rapier Combat during the event if he/she is the only marshal present. They may not marshal their own bout.

- 5.1.4.6 RMICs need not be constantly present in the vicinity of all rapier combat, but must be readily accessible to any Marshal of a particular bout at the event for which they are RMIC.
- 5.1.4.7 RMICs must submit an event report to their Group Rapier Marshal that includes:
 - (a) The name of the Rapier Marshal in Charge and the names of all the Marshals who assisted.
 - (b) A list of all authorisations, whether successful or not, and the results of those attempts.
 - (c) The names of all the participants in Rapier Combat.
 - (d) A description of any problems or disputes that occurred during the fighting, and of any injuries that occurred.
 - (e) A list of those combatants who were suspended from fighting for the duration of the event, the reasons for the suspensions and recommendations for any higher level disciplinary action they consider that might be required.
 - (f) Details of any Cut and Thrust Rapier activities done during the event.

5.1.5 Rapier Marshals at Large

- 5.1.5.1 Rapier Marshals at Large may assist in equipment inspections and the running of all practices and lists.
- 5.1.5.2 Rapier Marshals at Large may conduct combatant authorisations if they are an Authorising Rapier Marshal or Authorising Cut and Thrust Marshal.
- 5.1.5.3 Rapier Marshals at Large may assist in the training and authorisation of Marshals in Training.
- 5.1.5.4 Rapier Marshals at Large may not participate in any Rapier Combat during an event if he/she is the only marshal present. They may not marshal their own bout.
- 5.1.5.5 Rapier Marshals at Large shall report their activities to the Rapier Marshal in Charge during or at the end of the event or practices the activities are performed.
- 5.1.5.6 Rapier Marshals at large may perform the duties of RMIC if required.

5.1.6 Rapier Combatants

- 5.1.6.1 Any authorised rapier combatant may supervise (marshal) rapier combat at the discretion of the Rapier Marshal in Charge.

5.2 Rapier Events

5.2.1 Equipment Inspection

- 5.2.1.1 At least one rapier marshal must be present to perform equipment inspections.
- 5.2.1.2 The rapier marshal conducting equipment inspection shall not damage a combatant's equipment unduly, such as by excessively bending the combatant's weapon blade to test flexibility or curvature, or performing the SFAT on the combatant's protective equipment improperly.
 - (a) If such testing is necessary it is preferable that the SFAT be performed on a sample of the combatant's protective equipment provided the sample has been sewn to the equipment from the time the item was made.
 - (b) When checking for groin protection the rapier marshal shall ask the combatant to self-test.
- 5.2.1.3 Equipment may not be used on the field until approved by an inspecting rapier marshal. Equipment that fails the field inspection may be modified or repaired to meet the equipment standards, and then returned to the inspecting rapier marshal for approval.
- 5.2.1.4 An appeal can be made on any equipment that fails the field inspection. Such appeals are addressed to the RMIC first, then the Group Rapier Marshal (if applicable) and finally to the Kingdom Rapier Marshal who will make a final decision. The equipment may not be used until the appeal is resolved.

5.2.2 Conduct of Combat

- 5.2.2.1 Because of the nature of the weapons being used, marshals, and combatants should pay special attention to tips missing or broken, and for badly bent or fatigued blades.
- 5.2.2.2 The marshal supervising a bout or melee shall enforce the rules and canon governing rapier combat. If infractions occur during a bout, the supervising marshal shall warn the combatants involved and take steps to prevent their recurrence.
- 5.2.2.3 If no other solutions are workable, the Rapier Marshal in Charge may suspend a combatant and remove him/her from the competition field for the duration of the event for any of the following reasons. (If the Rapier Marshal in Charge is not available during the bout, the supervising marshal may take this action, thereafter reporting to the Rapier Marshal in Charge.)
- (a) The combatant has made his/her third violation of the rules during a bout.
 - (b) The combatant, through demonstration of behaviour on the field, poses a risk to the safety of him/herself or others and the supervising marshal believes that the combatant shall continue to pose a risk regardless of verbal warning.
 - (c) The combatant refuses to obey the legal commands of the marshals supervising the combat.

All infractions of this type shall be reported to the Rapier Marshal in Charge, as they must be included in the event report.

- 5.2.2.4 Any rapier combatant who has been suspended may not participate further in any Rapier Combat until the suspension has been resolved. For such resolution the appeal must first go to the RMIC, then the Kingdom Rapier Marshal for a ruling.
- 5.2.2.5 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 Rapier Marshal. The accused combatant shall be made aware of the existence of such a letter and the nature of the complaint.

- 5.2.2.6 At the end of a combat the supervising marshal shall ask whether the combatants are satisfied. Any combatant who leaves the field without stating a problem is declaring their satisfaction with the outcome of the combat. Disagreements with the Marshallate shall be resolved off the field through the appropriate Kingdom grievance and appeal procedures.
- 5.2.2.7 Supervising marshals and RMICs are responsible for reporting any injury requiring the attention of a health professional (eg. Doctor, Nurse, Chiropractor, or Paramedic) to the Kingdom Rapier Marshal within 24 hours. The Kingdom Rapier Marshal will investigate the incident and provide a report to the Kingdom Earl Marshal within 10 days of the incident being reported.
- 5.2.2.8 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 Rapier Marshal and sponsoring Group Seneschal
- 5.2.2.9 An attending marshal – chosen by the RMIC from the available rapier combatants and rapier marshals -- must supervise all rapier combat bouts. No marshal may supervise combat they are participating in. The Rapier Marshal in Charge shall delegate additional marshals to supervise the Marshalling of each bout if more than one is being run at any given time:
- (a) Each bout of 2 combatants shall be supervised by at least 1 marshal. If the bout is part of a tournament it is recommended that there be an additional marshal.
 - (b) In a melee (more than 2 combatants) there shall be at least 1 rapier marshal for every 8 combatants. For example, a field of 8 to 16 combatants requires two marshals, a field of 17 to 24 requires three marshals and so forth. The Rapier Marshal in Charge shall provide procedures for the identification and removal of "dead" combatants, removal of abandoned equipment, rules of engagement and rules for engaging from behind.
 - (c) If there are not enough marshals available then the number of bouts or number of combatants in melees being run at any given time must be reduced to match the number of marshals. In no case is a bout or melee to be run without a Rapier Marshal (RM) to supervise the combat.

5.3 Disciplinary Action

5.3.1 Combatants

- 5.3.1.1 Any combatant who is suspended from fighting at an event, or for whom the KRM has received 3 letters of complaint, shall have their combat authorisation automatically temporarily suspended. This suspension shall last no longer than is required for the Group Rapier Marshal to conduct an inquiry into the situation, or 6 weeks, whichever is the lesser (unless otherwise approved by the Earl Marshal). The results of the inquiry are to be notified to the KRM, who shall forward this information along with a recommendation of action to be taken to the Earl Marshal.
- 5.3.1.2 In the event that the suspended combatant is a Group Rapier Marshal, the inquiry shall be undertaken by the KRM.
- 5.3.1.3 The Earl Marshal's determination (which may include suspension of authorisation, mandatory retraining or other outcomes as are appropriate to the situation) shall be communicated to the KRM, Group Marshal, and combatant.
- 5.3.1.4 Upon receiving a suspension or retraining notification, the combatant, in conjunction with their local Group Rapier Marshal must make arrangements for retraining under an Authorising Rapier Marshal (or an Authorising Cut and Thrust marshal if applicable). Retraining shall continue until the appointed trainer feels that the combatant has overcome the problems that resulted in the suspension.
- 5.3.1.5 Once retraining is completed, the trainer must arrange a re-authorisation bout for the combatant with 2 impartial authorising rapier marshals (or two authorising cut and thrust rapier marshals if applicable). The trainer must also prepare a report for the impartial marshals prior to the reauthorization bout that outlines the training undertaken. Both impartial marshals must agree that the suspended combatant has overcome the problems that resulted in the suspension. If the combatant is found acceptable, the impartial marshals shall then complete authorisation paperwork and forward it to the 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 and report their decision to the KRM.
- 5.3.1.6 Upon receiving the re-authorisation paperwork, the KRM shall ensure that the reauthorisation process has been followed correctly, and if satisfied shall notify the suspended combatant in writing that the suspension has been lifted.

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

5.3.2 Marshals

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

5.3.3 Appeals

- 5.3.3.1 All Marshallate decisions regarding suspensions and authorisation revocations may be appealed.
- 5.3.3.2 Appeals shall first be directed to the RMIC, then the Kingdom Rapier Marshal, and finally the Kingdom Earl Marshal. Appeals against the decisions of the Kingdom Earl Marshal shall be heard by the Crown in a Quarter Court.
- 5.3.3.3 In all cases of appeals, the grievance procedure as specified in Lochac Kingdom Law shall apply. In the event of differences between Lochac Kingdom Law and this text, Lochac Kingdom Law shall have precedence.
- 5.3.3.4 Appeals against rulings shall only be taken to a higher authority, if a satisfactory resolution can not be found at a lower level. A lower authority can not overrule rulings made by a higher authority.
- 5.3.3.5 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).

6. Appendices

6.1 Introduction

6.1.1 Section 6.2 below is reproduced verbatim from section IX.B of the April 2006 revision of the Corpora of the SCA Inc. It is reproduced here for convenience. Changes to Corpora shall override the rules in this section.

6.2 The Rules of the List for the SCA. Inc,

1. Each fighter, recognising the possibilities of physical injury to himself or herself in such combat, shall assume unto himself or herself all risk and liability for harm suffered by means of such combat. Other participants shall likewise recognise the risks involved in their presence on or near the field of combat, and shall assume unto themselves the liabilities thereof.
2. No person shall participate in Combat-Related Activities (including armoured combat, period fencing, combat archery, scouting, and banner bearing in combat) outside of formal training sessions unless he or she shall have been properly authorised under Society and Kingdom procedures.
3. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.
4. All combatants shall adhere to the appropriate armour and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.
5. The Sovereign or the Marshallate may bar any weapon or armour from use upon the field of combat. Should a warranted Marshal bar any weapon or armour, an appeal may be made to the Sovereign to allow the weapon or armour.
6. Combatants shall behave in a knightly and chivalrous manner, and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonour or penalty, reject any challenge without specifying a reason. A fight in a tournament lists is not to be considered a challenge, and therefore may not be declined or rejected without forfeiting the bout.
8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier combat, used in the context of mutual sport, to be real weaponry.
9. No projectile weapons shall be allowed and no weapons shall be thrown within the Lists of a tournament. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

6.3 Blade Flexibility Testing Procedure

To determine if a weapon meets the standard of being "reasonably flexible": Hold the weapon parallel to the ground, supporting the handle against a table or bench if necessary. Hang a 6-ounce weight (170 grams) one inch (25 mm) distance from the tip. If the blade of a dagger (up to 18 inches blade length) flexes at least 1/2 inch (12.5 mm) the blade is reasonably flexible. For a rapier blade (18" or longer), the blade must flex at least 1 inch (25 mm). For use in cut and thrust rapier, the blade must flex at least 1/2 inch (12.5 mm). Any blade 18 inches or longer, being used in melee combat, must flex at least 1 inch (25 mm). Blades fitted to a Pole Weapon must flex at least 1.5 inches (37.5mm) and no more than 3.5 inches.

6.4 Procedure for making changes to these rules

- 6.4.1 These rules shall have precedence as set out in section I.A of the Corpora of the Society for Creative Anachronism, Inc. At all times mundane law has precedence over any and all rules of the SCA.
- 6.4.2 As per section II of the Laws of the Kingdom of Lochac, temporary changes may be made to these rules by proclamation of the Crown as set out in section II of the Laws of the Kingdom of Lochac, which can be found at the following URL: <http://www.sca.org.au/laws/>
- 6.4.3 Permanent changes to Lochac standards, conventions and canon may only be made using the following procedure, and shall only come into effect after all of the following steps are complete:
 - 6.4.3.1 The change must be proclaimed by the Crown at an official event; and
 - 6.4.3.2 Notification of the changes to the standards, conventions or canon will be distributed to all group rapier marshals; and
 - 6.4.3.3 The Rapier Combat Manual (this document) will be updated to include the approved changes; and
 - 6.4.3.4 Notification of the changes will be published in Pegasus.
- 6.4.4 The only exception to the procedure outlined above shall be in the case of mundane law changes contradicting these rules. Mundane law always has precedence over internal SCA rules and in the event of a change to mundane law contradicting it shall become effective immediately and this book will be updated as soon as possible.

- 6.4.5 The procedure for requesting changes to these rules is as follows:
- 6.4.5.1 Discuss proposed changes with your Group Rapier Marshal.
 - 6.4.5.2 Discuss proposed changes with the Lochac Kingdom Rapier Marshal.
 - 6.4.5.3 On the Kingdom Rapier Marshal's approval, necessary experimentation, testing and documentation, including experimental and test results and risk-assessment of the impact of the change, will be undertaken and reported to the Kingdom Rapier Marshal.
 - 6.4.5.4 If the Kingdom Rapier Marshal agrees to the proposed changes, they will forward them to the Kingdom Earl Marshal and also seek approval from the Society Rapier Marshal as necessary.
- 6.4.6 Typographical corrections and minor changes clarifying wording of a rule, that do not change the substance or intent of a rule, may be made by the Kingdom Rapier Marshal, Kingdom Earl Marshal or their Deputy for Combat Laws only, without going through the processes set out above.

6.5 Document History

- v1.0 Original document developed by the Lochac Rapier Marshallate, proclaimed into law on the formation of the Kingdom of Lochac, on 6/7/2002.
- v2.0 Introduced Rubber Band Guns to the weapons inventory and reflected changes to the Marshallate structure.
- v3.0 Introduction of Cut and Thrust Rapier Rule and reflected changes to the Marshallate structure. General tidy-up of the rules. Authorisations changed to Rapier, Melee, and C&T.
- v3.5 Introduction of Pole Weapons, updating of blade requirements to Society Rules, implementation of new Society Rules for mask/helm padding, changes to allow rapier combatants to supervise rapier combat.