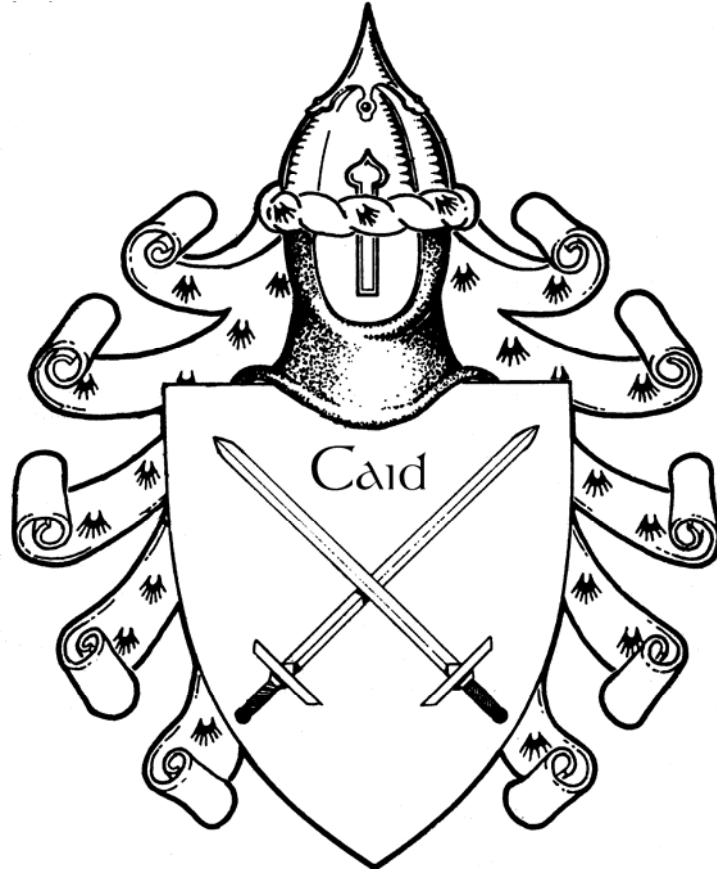


*Society for Creative Anachronism, Inc.*

*Kingdom of Caid*



*Combat Handbook of Caid*

*Rapier Combat*

*Presented to Their Royal Majesties of Caid,  
Drogo FitzWilliam  
and Ithuna breithrazi  
and to the Earl Marshal of Caid, Countess Kolfinna Kottr  
On the 2<sup>nd</sup> day of June, AS XLII*

The Combat Handbook of the Kingdom of Caid for Rapier Combat is a compilation of the Conventions and Standards used by Caid and is based on the Handbook for Rapier Marshals issued by the Society for Creative Anachronism. The principle change from the last version of these rules that was signed in September, AS XXXV (2000) is to add the Cut and Thrust form of Rapier Combat. The addition of this combat form demonstrates the growth of Rapier Combat towards historical combat forms while maintaining the rich legacy of honor and fun that has been the hallmark of Caid's rapier community.

These rules have been the product of hard work by many members of the kingdom. Any remaining errors are mine alone. Thanks to all that helped with questions and advice, you are far too numerous to name. However, I would especially like to thank my predecessor, Don Andrés Miguel Rodríguez de la Rosa who started this process, Master Laertes Blackavar McBride and Lord Oliver Dogberry for the hours they spent editing the various drafts, and my deputy, Don Lot Ramirez, who was largely responsible for the Cut and Thrust sections of these rules in addition to helping clarify many of my thoughts into words.

In service to the Crown and Kingdom,

*The Honorable Lady Grainne ingen Lasrach  
Kingdom Rapier Marshal*

**DROGO**

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Rex Caidis

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KOLFINNA KOTTR  
Earl Marshal of Caid

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# 1. Introduction

## 1.1. General Information

- 1.1.1. Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., the Corporate Rapier Rules and these rules. All fighters and marshals are responsible for knowing these rules.
- 1.1.2. 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 Rapier Marshallate.
- 1.1.3. Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with Rapier Combat is the Earl Marshal, then the Deputy Earl Marshal of Fence ("Kingdom Rapier Marshal"), then, by delegation, members of the Rapier Marshallate.
- 1.1.4. 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.

## 1.2. Who Can Participate

- 1.2.1. All persons of age 14 or greater may participate in Rapier Combat following successful authorization.
  - 1.2.1.1. Persons under 18 are subject to the following restrictions:
    - May only authorize in Light Rapier or Heavy Rapier.
    - Must provide a “Minor’s Waiver and Informed Consent to Participate” form (dated copy required at each official event or practice)
    - Recommended to provide a notarized "Medical Authorization For Minors" form (only one copy needed, **required** any time the parent or legal guardian is not present and must be with the minor at all times they are participating in SCA activities)
    - A parent/legal guardian must be present during all fighting at events. At practices another adult may be designated but only with the Medical Authorization for Minors.

The Kingdom Rapier Marshal (or his/her designated representatives) shall ensure that the minor's parent or legal guardian has observed rapier combat, is aware of the risk of injury inherent in this martial art, and has signed the above forms.

- 1.2.1.2. Fighters under the age of 16 are subject to the following additional limitations:
  - 1.2.1.2.1. Combatants in this age group can only be authorized by the KRM or by a Provost Marshal specifically designated to perform this duty.

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- 1.2.1.2.2. Fighters in this age group may only fight in single combat (one-on-one) situations. Authorized fighters in this age group may not participate in any melee scenarios at any time.
- 1.2.2. Visiting fighters shall be accorded fighting privileges on presentation of a valid SCA Fighter Authorization Card for the weapons styles authorized under their kingdom. All fighters relocating into the Kingdom of Caid shall be reauthorized under the rules of Caid within 6 months of permanent relocation.
- 1.2.3. For purposes of practices, any person may participate and practice any form of rapier combat provided they are at least 14 years old and either a member of the SCA with a blue card or sign a waiver. Those persons under 18 must comply with the additional restrictions in section 1.2.1.

### 1.3. Behavior on the Field

- 1.3.1. All fighters shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to subsequent disciplinary action.
- 1.3.2. Disagreements with the marshals overseeing the field shall be resolved through the established mechanisms outlined in the Marshallate Procedures of the SCA, Inc.
- 1.3.3. Each fighter shall maintain control over his or her temper and behavior at all times.
- 1.3.4. Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
- 1.3.5. Upon hearing the call of "HOLD" all fighting shall immediately stop. The fighters shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents and other possible hazards.
- 1.3.6. Conduct obstructive of normal rapier combat, such as consistent ignoring of blows, deliberate misuse of the rules (such as calling HOLD whenever pressed), or the like, is forbidden.

## 2. Weapons and Parrying Devices

### 2.1. In General

- 2.1.1. Sharp points, edges, or corners are not allowed anywhere on any equipment.
- 2.1.2. All equipment must be able to safely withstand combat stresses.
- 2.1.3. Equipment that is likely to break a blade or damage other equipment is prohibited.
- 2.1.4. Light Rapier blades cannot be used against any equipment that has small rigid openings large enough to admit a rapier tip (3/8"): e.g. swept hilts, small holes in bell guards, small openings in cage or swept hilts, and any design which has acute angles where a blade could easily be wedged and bent. Knuckle bows are deemed safe for use with Light Rapier blades.

## 2.2. Blades

Blades will be specified as to which type of rapier combat they are allowed for. This list is kept in Appendix 4. Any exceptions to this list must be approved by the Society Rapier Marshal prior to any use in tournament or in practice; The Caid KRM is responsible for obtaining such approval when requested. Some blades may be allowed in more than one type of rapier combat so care must be taken by the fighters as to agree on which set of rules (i.e. which category of rapier combat) apply to each bout. Note that daggers can fall under any of the categories below depending on their characteristics.

- 2.2.1. Light Rapiers, e.g. foils, epees
- 2.2.2. Heavy Rapiers, e.g. diamond or oval schlagers, Del Tin practice rapier
- 2.2.3. Cut and Thrust Rapiers, e.g. Del Tin practice rapier, Darkwood Flexible Sidesword

## 2.3. All Blades Are Subject to the Following

- 2.3.1. Any rapier or dagger blade in a given rapier class may be used against any other blade in that same class, but NOT against blades of the other classes. Remember that some blades are allowed in more than one class and so can face a wider range of other blades. Blades must follow all restrictions for a class to be used in it.
- 2.3.2. Steel blades will not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter their temper, flexibility or durability. Normal combat stresses and blade care do not violate this rule. Exceptions are:
  - 2.3.2.1. The tang of the weapon may be altered.
  - 2.3.2.2. Heavy rapier and Cut and Thrust rapier blades may be shortened so long as they maintain acceptable flexibility.
  - 2.3.2.3. A nut or other blunt metal object designed to spread impact may be welded to the tip of Heavy Rapier and Cut and Thrust rapier blades so long as care is taken to prevent damage to the temper of the blade.
- 2.3.3. All steel blades must be reasonably flexible. Rigid steel "parrying-only" daggers such as those made from cut down blades will not be allowed.
- 2.3.4. All blade ends must be capped with rubber or plastic. Those blades restricted solely to Cut and Thrust may alternatively use leather to cover the end.
  - 2.3.4.1. Tips will have a blunt striking surface, presenting a cross-section of at least 3/8 inch (9 mm) diameter.
  - 2.3.4.2. Tips must be firmly taped or glued in place. Care should be taken to insure that the tip will not come off under normal usage.
  - 2.3.4.3. The tip must be of a color contrasting with the blade so that the tip's absence is readily apparent. If tape is used, it must contrast with both blade and tip (i.e., Black, white, and silver do not contrast)
- 2.3.5. 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. Light rapier blades or flexidaggers with "S" curves shall not be used unless they can be properly re-curved.

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- 2.3.6. Weapons may use a hand guard such as a cross guard, cup hilt, quillions and knucklebow. Heavy Rapiers, Cut and Thrust Rapiers and daggers used in these classes may use hilts that have rigid openings large enough to admit a blunted blade while light rapiers may not have such openings as specified in 2.1.4.
- 2.3.7. Quillions cannot extend more than 6 inches from each side of the blade. The ends of quillions must be blunt.
- 2.3.8. Rapiers may not exceed an overall weapon length of 60 inches, and hilts for rapiers and daggers may not exceed 18 inches as measured from the back of the pommel to the start of the exposed blade.
- 2.3.9. Orthopedic (or “Pistol”) grips will not be used unless the fighter has written approval, from the Kingdom Rapier Marshal, for medical reasons which are supported by documentation from the fighter's health care provider.

### 2.4. Parrying Devices

- 2.4.1. In tournaments, standard parrying devices are the buckler, cloak, and baton/scabbard. An opponent may decline to face non-standard devices without forfeiting a bout. The Marshal in Charge (MIC) must approve all non-standard parrying devices for use at that event.
- 2.4.2. Solid parrying devices will be made of sturdy, lightweight materials and will be resistant to breakage and splintering. There is no size limit for non-standard shields.
  - 2.4.2.1. The standard buckler has a maximum diameter of 20” or a surface area not exceeding 314 square inches, and is made of at least 1/4” plywood, plastics, or lightweight metals (aluminum). Steel bucklers are considered non-standard for Light Rapier, but standard for Heavy Rapier and Cut and Thrust Rapier.
  - 2.4.2.2. Offensive bucklers are non-standard devices. These devices must be approved on a case by case basis by the Kingdom Rapier Marshal. Offensive bucklers shall be made of soft flexible materials such as cloth, tape, foam and golf tubes.
  - 2.4.2.3. Standard baton/scabbards must be made of lightweight, break resistant material (e.g. lightweight woods; PVC pipe or equivalent which must be covered with cloth/leather/duct tape to minimize the danger of jagged breaks if necessary). Maximum length is 46" and minimum width is 3/4" outside diameter. The end facing the opponent must be solid, capped or plugged.
- 2.4.3. Soft, non-rigid parrying devices (such as cloaks) may be made of cloth, foam, leather and similar materials. They may be weighted with soft material such as rope or rolled cloth; they shall not be weighted with any rigid material, nor with materials which are heavy enough to turn the device into a flail or impact weapon.
  - 2.4.3.1. The cloak size, shape, and weight are left to the discretion of the user, subject to the condition that it actually be identifiable as a cloak.
  - 2.4.3.2. A thrust or cut will penetrate a cloak (and similar soft non-rigid devices) and do damage to the fighter. The cloak (or other soft non-rigid parrying devices) may be used to foul an opponent's weapon. It may not be used against parts of

the body. It may be thrown upon their opponent's sword (which may include part of their sword arm), between the fighters upon their opponent's sword, or tossed to the ground as long as it does not produce a safety hazard (slipping, etc.).

- 2.4.4. Devices that predictably cause entangling of an opponent or their equipment, either by design or by repeated mishap, are not allowed. Normal use of cloaks should not be considered entangling.

## 2.5. Projectile Weapons

Throwing weapons and mock-gunnery gear (rubber-band guns) may be used in rapier melee combat only, as long as safety standards for those arts are met and the MIC approves the use of the weapons.

- 2.5.1. The use of any projectile weapon is forbidden within formal rapier Tournament lists (single combat), or in any situation where spectators cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used. Please check with the MiC if there are any questions in this regard.
- 2.5.2. Throwing weapons
  - 2.5.2.1. These shall be made of soft materials such as cloth, tape, foam, golf tubes, lightweight rubber and plastics.
  - 2.5.2.2. The "damage" caused by throwing weapons shall be explained before the onset of the scenario.
- 2.5.3. Mock Gunnery Gear (rubber-band guns)
  - 2.5.3.1. Mock Gunnery Gear shall be constructed of solid woods and/or lightweight metals. The ammunition shall be made of surgical type rubber tubing.
  - 2.5.3.2. Mock Gunnery Gear may also be used as a Rigid Parry device before and/or after it has been fired. If the Gun is accidentally discharged while being utilized as a parry device, the shot will be considered a valid firing.
  - 2.5.3.3. Mock Gunnery Gear bullets (e.g. rubber bands) striking a fighter's equipment such as a buckler, sword (guard or blade), or cloak shall be considered to continue traveling in a straight line, potentially striking the fighter behind the equipment.
  - 2.5.3.4. Mock Gunnery Gear bullets cannot be dodged or blocked with a weapon.
- 2.5.4. Damage from a projectile weapon should be resolved the same as a thrust.
- 2.5.5. All non-combatants (including marshals, water-bearers, heralds, etc.) that will be on the field during the combat must be wearing at least shatterproof eye protection which is sufficient to protect against the projectile weapons in use.
- 2.5.6. Thrown hazards will follow all rules for throwing weapons but MAY be used in tournament combat and MAY be thrown by spectators as well as combatants. These may include "distractions" which do not do damage or "hazards" which have damage as described prior to the start of the scenario. Examples include "flaming hoops of death" and "bombardment damage" represented by hula hoops

and small juggling type beanbags respectively. Safety to the participants, marshals, and spectators shall be the overriding factor for the design and inclusion of these types of thrown objects in combat. If the MiC has any questions, they should consult with the Regional Provost and/or KRM before selecting objects for a scenario.

### 3. Protective Gear

The following are the Kingdom standards for protective gear. Individuals preferring more stringent protection are free to do so, but must weigh the benefits of more rigorous penetration coverage against the risks of heat illness, exhaustion, stroke due to heavier or more confining gear, and their ability to accurately judge blows in combat.

- There shall be no skin showing or easily accessible on the fighter's body.
- There shall be sufficient overlap between separate pieces of protective clothing regardless of the fighter's stance or movements such that the minimum protection for that body area is preserved. While in fighting stance or lunge, a good guideline is at least three inches overlap between any areas that requires puncture-resistant material. For example, non-attached pants and doublet, or a button front closure.

#### 3.1. Definitions

3.1.1. Abrasion-resistant material: Material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials. Examples include, but are not limited to:

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

3.1.2. Puncture-resistant material: Any fabric or combination of fabrics that will predictably withstand puncture by a broken blade. These materials need only be tested at the marshal's discretion; all other materials must be tested the first time new gear is used, or if no marshal on the field knows a given piece of gear to have been tested. Kevlar is not an acceptable material, as it degrades rapidly. Examples include, but are not limited to:

- 4 oz (2 mm) leather (5 oz recommended)
- four layers of heavy poplin cloth ("trigger")
- ballistic nylon rated to at least 550 Newtons
- commercial fencing clothing rated to at least 550 Newtons.

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

- 22 gauge stainless steel (0.8 mm)
- 20 gauge mild steel (1.0 mm)
- 16 gauge aluminum, copper, or brass (1.6 mm)

- One layer of hardened heavy leather (8 ounce, 4 mm). Note that hardened leather may degrade over time. Any armor using hardened leather should be inspected against the flex requirement above on a regular basis at the discretion of the local territorial marshal and the MiC of any event.

### 3.2. Head and Neck

- 3.2.1. 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.
- 3.2.2. The face must be covered by either 12 kilogram mesh (e.g., a standard fencing mask) or perforated metal. Such metal must not have holes larger than 1/8" (3 mm) in diameter, with a minimum offset of 3/16" (5 mm) and shall also meet the definition of rigid material.
- 3.2.3. Masks and helms must be secured to the fighter, so that they cannot be easily removed or dislodged during combat. The combination of snug fit and the spring-tongue in a conventional fencing mask is NOT sufficient, by itself, to secure the mask to the fighter.
- 3.2.4. Both modern fencing masks and rapier helms, when inspected, shall comply with the rigid material standard, provisions on facial coverage, and shall show no evidence of impending failure (e.g., rust which weakens the metal involved, dents or other defects which spread open mesh, broken weld points, etc). If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard commercial 12kg mask punch. Marshals doing the testing shall be trained in the use of the punch. The Kingdom Rapier Marshal may elect to designate certain deputies to administer such testing.
- 3.2.5. The rest of the head and neck must be covered by at least puncture resistant material.
- 3.2.6. For Heavy Rapier and Cut and Thrust rapier, additional throat protection is required; it shall consist of rigid material, as noted above, covering the entire throat, and shall be backed by either puncture resistant material (as a hood), one quarter inch (1/4") (6 mm) of open-cell foam, or their equivalents. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.
- 3.2.7. For Cut and Thrust rapier, the back of the head and collarbones must also be covered by rigid material, as noted above sufficient to protect against percussive cuts.

### 3.3. Torso and other killing zones

- 3.3.1. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material.

- 3.3.2. In relation to the arm, acceptable minimum armpit coverage is provided by a triangle extending from the armpit, covering the lower half of the arm when the garment is worn (generally more than ½ of the armhole / armhole), and extending down the inner/under arm, one-third the distance to the fighter's elbow.
- Note that the purpose of underarm protection is to protect the brachial artery which corresponds to the underarm “kill zone” defined in section 4.3.4. The entirety of this area **must** be protected during combat in all fighting positions. If there are any questions, please consult your local marshal to ensure the proposed armor meets all armor requirements.
- 3.3.3. Male fighters shall wear rigid groin protection. Any ventilation holes large enough to admit a broken blade must be covered from the outside with at least puncture-resistant material.

### 3.4. Arms and Legs

- 3.4.1. Hands shall be protected by gloves, made of at least abrasion-resistant material.
- 3.4.2. Feet shall be protected by boots, shoes, or sandals, comprised of at least abrasion-resistant material.
- 3.4.3. Abrasion-resistant material is required on the rest of the arms, legs, and any area not otherwise mentioned in these rules.
- 3.4.4. For Cut and Thrust rapier, elbows must be further protected by a minimum of an athletic pad or equivalent materials.
- 3.4.5. For Cut and Thrust rapier, it is **recommended** to wear additional wrist and forearm protection (bracers) and knee pads, provided they do not interfere with blow calling.

## 4. Conventions

### 4.1. Definitions

- 4.1.1. Thrust: Using the point of the blade to simulate penetrating the skin of the opponent along the line of the blade with minimal positive pressure for the tip to be felt on the skin. E.g. a valid blow that lands with the tip of a blade.
- 4.1.2. Draw/Push Cut: Sliding the edge of the blade by drawing or pushing a minimum of five (5) inches or width of the limb. For cuts, constant pressure must be transmitted to the opponent for the duration of the draw/push for the cut to be valid.
- 4.1.3. Tip Cuts: A valid tip cut is made by placing the tip of the blade upon, and then drawing it across an opponent a minimum of five (5) inches or across the limb, whichever is less. If, in placing a tip cut, the point of the blade is directed into the opponent's body with pressure, then it shall be counted as a good thrust regardless of whether the cut portion was completed.
- 4.1.4. Percussive cuts: A controlled, well-intentioned blow, delivered with the striking edge of the sword with proper mechanics so to have been able to cleave the target.

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Cuts must be delivered with sufficient control so as not to injure the opponent while still delivering the necessary impact for a valid cut.

### 4.1.5. Blade Grasping:

- 4.1.5.1. Grasping techniques are defined as the momentary binding of a sword with the gloved hand, and may NOT be used to bend it or wrest it from the opponent's grip. The momentary bind is achieved either through the simultaneous application of pressure and counter pressure, or simply grasping the blade with the closed hand.
- 4.1.5.2. If the blade that is grasped moves or twists in the grasping hand, that hand is deemed disabled.
- 4.1.5.3. Grasping techniques are restricted to the blade and may not be used on the hilt.
- 4.1.5.4. Wrestling for control of the grasped blade will result in a hold being called.
- 4.1.5.5. Fighters must notify the marshals on the field if they are using this option.

## 4.2. Use of weapons and parrying devices

- 4.2.1. **Light Rapier:** Allows Thrusts and Draw/Push Cuts. Tip cuts are not required to be taken. Percussive cuts and Blade Grasping are not allowed.
- 4.2.2. **Heavy Rapier:** Allows Thrusts, Draw/Push Cuts, and Tip cuts. Percussive cuts are not allowed. With the consent of both fighters, Blade Grasping can be used.
- 4.2.3. **Cut and Thrust:** Allows Thrusts, Tip Cuts, and Percussive Cuts. With the consent of both fighters, Blade Grasping can be used.
- 4.2.4. Chopping or hacking blows are not permitted in light or Heavy Rapier combat. For Cut and Thrust rapier, percussive cuts must be delivered with sufficient control. Fast circular movements (such as moulinets) may be used to place a blade for allowable cuts in all three categories of rapier combat.
- 4.2.5. Parrying devices may be used to move, deflect, or immobilize an opponent's weapon or parrying device, so long as such use does not endanger the safety of the combatants.
- 4.2.6. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.

## 4.3. Acknowledgement of blows

- 4.3.1. In rapier combat, blows will be counted as though they were struck with a real rapier, extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a good blow. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh. A valid touch is not negated due to sliding off after contact.
- 4.3.2. In judging blows, all fighters are presumed to be wearing common civil attire of the period, not armor (i.e., a shirt, pants/skirt, soft leather shoes). If the blow could have been felt through this attire, regardless of armor actually worn, then it

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is good. There is no such thing as a “light blow.” Slaps, or merely brushing of the cloth, are not considered good.

- 4.3.3. Tourneys may be held which define areas of the body as armored, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat.
- 4.3.4. A “good blow” is defined for purposes of these rules as any valid blow as defined in sections 4.2.1, 4.2.2, and 4.2.3 for the different forms of combat.
  - 4.3.4.1. A good blow to the head, neck, torso, inner groin (to the fighter's hand width down the inner limb), and armpit (to the fighter's hand width down the inner limb) shall be judged incapacitating, rendering the fighter incapable of further combat (e.g. "dead").
  - 4.3.4.2. A good blow to the arm (down to and including the wrist) will disable the arm.
  - 4.3.4.3. A good blow to the hand (below the wrist) shall render the hand useless; the rest of the arm may still be used to parry.
  - 4.3.4.4. A good blow to the leg (down to and including the ankle) will disable the leg. The fighter must then fight kneeling or seated, but may not rise up from the ground.
  - 4.3.4.5. A good blow to the foot (below the ankle) will disable the foot. The fighter must then fight kneeling, sitting, or standing on one leg (e.g. supporting their weight on one leg). No hopping. If kneeling, the fighter may rise up on one knee as long as the knee of the injured leg stays in contact with the ground (e.g. no lunging from the ground).
  - 4.3.4.6. For Cut and Thrust, valid blows to the foot or leg are considered incapacitating rendering the fighter incapable of further combat.
- 4.3.5. If a good blow is thrown (already started the motion) before, or on, the same moment as an event that would stop a fight (a "HOLD" being called, the fighter being "killed" himself, etc.), the blow shall count. If the blow is thrown after the hold, killing blow, or other event, it shall not count.

### 4.4. Melee

- 4.4.1. Cut and Thrust rapiers and techniques are not allowed in Melees
- 4.4.2. In melees, fighters are engaged with all opponents immediately upon the call to lay on.
- 4.4.3. The DEFAULT for melees is the 180 degree rule.
  - 4.4.3.1. Fighters may strike any opponent with any legal blow if they are within the 180 degree arc of their opponent's front. A nominal definition of “front” is the plane of the opponent’s shoulders in an unflexed / untwisted posture.
  - 4.4.3.2. A fighter may never strike an opponent from behind. A fighter who approaches an opponent from behind shall not deliver a blow until he is within that frontal arc.

- 4.4.3.3. It is not necessary to ensure that the other fighter is aware of the attacker's presence if within 180 degrees. If NOT within the 180 degrees, the attacker must gain the attention of their opponent before engaging.
- 4.4.3.4. A fighter who deliberately ignores an attacker behind them, or repeatedly maneuvers to keep their back to an attacker (thereby preventing any attack on them) may receive a warning from the marshal for misuse of the rules and obstructive behavior.
- 4.4.3.5. A fighter engaged with a line is considered engaged with the entire line, and may be struck by any fighter in the line regardless of position. If the line legally maneuvers itself behind a fighter, they are encouraged to use the DFB method (even if a 180 degree melee) rather than striking a fighter in the back. A person/group that separates (or appears to separate) itself from the line is no longer considered part of that line and must either strike within the 180 degree arc or clearly return to the line.
- 4.4.4. Death From Behind (DFB) is allowed if it has been announced beforehand. If a melee scenario allows DFB:
  - 4.4.4.1. A fighter performs DFB by gently laying the rapier blade over the opponent's shoulder, to at least a third of the blade, while calling "Dead from behind, my Lord/Lady" (or other short, courteous phrase) in a loud, clear voice.
  - 4.4.4.2. Reaching around the neck is forbidden.
  - 4.4.4.3. The opponent is deemed "killed" from the instant the blade touches his/her shoulder or enters his/her vision, regardless of whether the phrase has been started or completed. They shall not attempt to spin, duck or dodge away.
  - 4.4.4.4. Only a single opponent may be engaged with DFB at any one time.
  - 4.4.4.5. Due to the safety hazard posed by the close range required, daggers may not be used for DFB.
- 4.4.5. No full-speed or full-strength "suicide charges".
- 4.4.6. In special scenario melees (e.g., bridge or town battles), additional restrictions may be imposed by the marshals as needed.

## 5. Rapier Marshalling

### 5.1. Marshals

Any SCA member in the Kingdom of Caid may become a Warranted Rapier Marshal after being authorized by the Kingdom Earl Marshal or the Kingdom Rapier Marshal. This marshalling form is separate from all others, and Marshals from other weapons forms may not act as Rapier Marshal without an additional certification. Because Marshals are responsible for safety on the field, all Marshals (including Marshals-in-Training) must be 18 years of age or older AND a current member of the Society for Creative Anachronism, Inc.

#### 5.1.1. Rapier Marshal In Training

- 5.1.1.1. A Rapier Marshal-in-Training (RMiT) is a person who wishes to become a Rapier Marshal. An RMiT is under the tutelage of the Marshal's office and is

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subject to instruction and correction by any warranted Rapier or Provost Marshal.

5.1.1.2. Rapier Marshals-in-Training may be warranted by any Warranted Territorial or Provost Marshal. A copy of the warrant shall be sent to the Earl Marshal (or the KRM) for inclusion in the Fighter Authorization List.

5.1.1.3. Rapier Marshals-in-Training have the following responsibilities and privileges:

- Assists warranted Rapier Marshals with armor inspections.
- Assists warranted Rapier Marshals on the field during combat.
- Can act as Marshal-of-the-Field under the supervision of a warranted Rapier or Provost Marshal.
- Can function as a Marshal on a challenge field.
- Calls 'Holds' for safety reasons.
- Decisions of the RMiT may be appealed to any Warranted Rapier Marshal.

5.1.1.4. Requirements to become a Warranted Rapier Marshal:

- Marshal 8 events (4 events if an authorized fighter for at least 6 months) as assistant Rapier Marshal on the field. To qualify as having marshaled an event, the RMiT must have marshaled at least 3 of the rounds of the tourney, 2 of the scenarios of a war or melee, or equivalent.
- Marshal 4 events (2 events if an authorized fighter for at least 6 months) as Marshal-of-the-Field under supervision (see above).
- Assist in armor inspections for 8 events.
- Have the recommendation of 2 warranted Rapier Marshals or Provost Marshals.
- Attend a Collegium class on Rapier Marshalling (or its equivalent).
- Pass a written Rapier Marshalling test.
- Have shown a consistent attitude for safety.
- Demonstrate a minimum knowledge of Rapier/Fencing history and must recognize realistic and period techniques.
- Those persons who relocate to Caid and hold a marshals warrant from their home kingdom do not automatically become a Caid Marshal upon request. However, any of the above requirements can be reduced at the discretion of the KRM based on the knowledge displayed by the person in question.

5.1.2. Warranted Rapier Marshal

5.1.2.1. Any SCA member may become a Warranted Rapier Marshal by becoming an RMiT and fulfilling the requirements given in 5.1.1.4. The RMiT is warranted by the Kingdom Rapier Marshal.

5.1.2.2. Rapier Marshals have the following responsibilities and privileges for Rapier combat:

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- Can be Marshal of the Field.
- Assists the Marshal-in-Charge as required.
- May function as Marshal-in-Charge of an event.
- Inspects and approves standard armor and weapons.
- May approve non-standard parrying devices at events as Marshal in Charge.
- Trains Marshals-in-Training.
- Must report in writing once yearly (by July 1st each year) to the Earl Marshal and the Kingdom Rapier Marshal on his/her activities during the past year, including proof of membership.
- All decisions of a Rapier Marshal may be appealed to any Provost Marshal or the Marshal in Charge of the event (if not acting in that capacity).

### 5.1.3. Provost Marshals

5.1.3.1. A Rapier Marshal can become a Provost Marshal when appointed by the Kingdom Rapier Marshal with the approval of the Earl Marshal.

5.1.3.2. Provost Marshals have the responsibilities and privileges of a Marshal in addition to the following:

- Must be an authorized Rapier fighter.
- May authorize Rapier fighters in any form that (s)he is currently authorized in.
- Must report in writing once yearly (by July 1st of each year) to the Earl Marshal and the Kingdom Rapier Marshal on his/her activities during the past year.
- Trains local Rapier Marshals.
- All decisions may be appealed to the Kingdom Rapier Marshal, the Earl Marshal, or the Crown.

### 5.1.4. Regional Provost Marshal

5.1.4.1. A Provost Marshal may become a Regional Provost Marshal when appointed by the Kingdom Rapier Marshal, with the approval of the Earl Marshal.

5.1.4.2. The number of Regional Provost Marshals and the areas of responsibility will be determined by the Kingdom Rapier Marshal.

5.1.4.3. Regional Provost Marshals serve a one-year term, which can be renewed at the discretion of the Kingdom Rapier Marshal.

5.1.4.4. Regional Provost Marshals have the responsibilities and privileges of a Provost Marshal in addition to the following:

- Must be a Provost Marshal.
- Must submit a written report to the Kingdom Rapier Marshal by the 1st of each quarter-ending month (i.e. March 1, June 1, September 1, December 1).
- Responsible for training, informing and supervising Provost Marshals in their area.

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- All decisions may be appealed to the Kingdom Rapier Marshal, the Earl Marshal, or the Crown.

### 5.1.5. Deputy Earl Marshal of Fence (“Kingdom Rapier Marshal”, KRM)

5.1.5.1. The Deputy Earl Marshal of Fence is appointed by the Earl Marshal with the approval of the Crown.

5.1.5.2. The Deputy Earl Marshal of Fence has all the responsibilities and privileges of a Provost Marshal in addition to the following:

- Must be a Provost Marshal.
  - Can approve unusual weapons or equipment, and set-up experimental program guidelines.
  - Is the default Marshal in Charge for all Kingdom level events, but may appoint a deputy at will.
  - Will keep and maintain such armor testing equipment as provided by the kingdom for use of the office.
  - Will forward all marshal warranting paperwork to the Earl Marshal per procedures defined by the Earl Marshal.
  - Will forward all fighter authorization paperwork to the Kingdom Lists Officer per procedures defined by the Earl Marshal.
  - Decisions may be appealed to the Earl Marshal or the Crown.

5.1.5.3. The KRM must report quarterly to the Earl Marshal and the Society Rapier Marshal by the 8<sup>th</sup> of all quarter-ending months (i.e. March 8, June 8, September 8, December 8)

5.1.5.4. The KRM may appoint such deputies and he/she sees fit to oversee any aspects of rapier combat in the kingdom. Historically these have included a deputy for experimental weapons, a deputy for Cut and Thrust, and a deputy Kingdom Rapier Marshal. There is no requirement to fill any of these positions, but it is highly recommended that the KRM appoint at least one deputy who is granted the authority to act as the KRM should the KRM be unavailable for any reason.

### 5.1.6. Territorial Marshals

5.1.6.1. Territorial Marshals are those appointed by the local territorial governing body (canton, college, shire, or barony) with approval of the Kingdom Rapier Marshal.

5.1.6.2. When the officer changes, it is the responsibility of the outgoing and incoming officer to notify the KRM with as much notice as possible to ensure continuity of the office and update of all contact information.

5.1.6.3. The Territorial Marshal must at minimum be a warranted RMiT (with paperwork submitted to the Earl Marshal and having taken the Collegium class), with a warranted Rapier Marshal much preferred.

5.1.6.4. The Territorial Marshals will report to the Kingdom Rapier Marshal by the 1<sup>st</sup> of each quarter-ending month (i.e. March 1, June 1, September 1, December 1).

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- 5.1.6.5. The Territorial Marshal is responsible for running local practices, including armor and weapons inspections, maintaining loaner gear (if available) and collecting waivers / verifying membership of those attending practice.
- 5.1.6.6. The Territorial Marshal is also nominally the first choice for acting as MiC of all events in that territory, but this can be delegated as necessary.
- 5.1.7. Marshal in Charge (MiC)
  - 5.1.7.1. A MiC must be at minimum a Warranted Rapier Marshal.
  - 5.1.7.2. The MiC of an event is responsible for running any tournament combat at the event.
  - 5.1.7.3. After the event, the MiC must submit a tournament report to the local seneschal, with a copy sent to the local territorial marshal
  - 5.1.7.4. The MiC may approve non-standard secondary weapons.

## 5.2. Authorizations Procedures

- 5.2.1. Competence in other SCA combat styles does not automatically mean competence in rapier. Separate warrants and authorizations in rapier combat are required.
- 5.2.2. All combatants must demonstrate a proficiency in the use of each weapon or combination prior to being allowed to use it at any SCA event (excluding practices). This proficiency shall be judged by a warranted Provost Marshal.
- 5.2.3. TO AUTHORIZE, one must:
  - 5.2.3.1. Be at least 14 years old. (For under 18 years of age, see section 1.2)
  - 5.2.3.2. Read and be familiar with these rules.
  - 5.2.3.3. Have some nominal training in SCA rapier combat and conventions.
  - 5.2.3.4. Own (or obtain beforehand) equipment necessary to participate in Caidan Rapier combat.
  - 5.2.3.5. Sign a combat waiver or present a current Blue Membership Card.
  - 5.2.3.6. Complete and Pass an Authorization Procedure officiated by a warranted Provost Marshal and one other Warranted Rapier Marshal. This procedure will have four parts:
    - 5.2.3.6.1. Pass written test: The combatant must first take and pass a written test given by the Provost Marshal to ensure that the candidate is familiar with the rules and conventions. This is true even if the fighter is already authorized in heavy weapons or other combat forms. Do not proceed with the combat portion of the authorization if the test is not passed.
    - 5.2.3.6.2. Pass armor and weapons inspection. If the equipment is substandard, do not proceed with the authorization.
    - 5.2.3.6.3. Have the combatant indicate the appropriate response to thrusts and cuts to various parts of the body as pointed out by the Marshal.
    - 5.2.3.6.4. Directed Combat with an authorized fighter(s) to demonstrate safe use of the equipment and practical application of the rules.
- 5.2.4. A candidate who fails the test will need to be given additional training based on the recommendations of the officiating Marshals and may apply for authorization

at another time. A candidate who passes the tests will be duly authorized to compete in official Rapier Competitions within the Kingdom.

- 5.2.5. There are three (3) rapier combat authorizations:
  - 5.2.5.1. Light Rapier (RLR): Light Rapier blades. The fighter must perform the authorization bout with at least one secondary to demonstrate safety.
  - 5.2.5.2. Heavy Rapier (RHR): Heavier-type blades. The fighter must perform the authorization bout with at least one secondary to demonstrate safety.
  - 5.2.5.3. Cut and Thrust Rapier (RCT). Fighter must show ability to percussive cuts with sufficient control. For one (1) year after the approval of these rules, RCT is additionally governed by Appendix 5 of these rules.
- 5.2.6. A fighter may authorize in any form first (subject to additional restrictions in Appendix 5)
- 5.2.7. If the fighter is adequately qualified, the Provost Marshal shall initial the appropriate sections on an existing Authorization Card, or issue a new Authorization Card as required. The authorization form should be returned to the fighter to send in to the Kingdom List Officer. A copy of the completed authorization form, signed by the Provost Marshal, will serve as proof of authorization until the fighter receives his/her card if the Provost Marshal does not have cards to issue. Cards will expire on the fighter's birthday no later than four (4) years after the authorization is performed.
- 5.2.8. If the fighter is already authorized in one form of rapier combat, the Provost Marshal shall complete the rapier authorization form, with the written test optional at his discretion. All additional (rapier) authorizations can be noted on the Authorization Card.
- 5.2.9. Fighters shall renew their authorizations prior to the current expiration date of their authorization card by consulting with a Provost Marshal who will conduct a "reauthorization". The rapier authorization form must be filled out and the extent of retesting is at the discretion of the Provost Marshal, and will be guided by how active the fighter has been in the previous 6 months. Cards that have been expired for more than 6 months require a full authorization test to be administered.
- 5.2.10. Both Temporary and Permanent Authorization Cards for fighters under 18 years of age must identify the fighter as a minor. This can either be accomplished by a different color card or by the word "MINOR" written in large letters on both sides of the authorization card.

### **5.3. Inspections**

- 5.3.1. All gear shall be formally tested (including fabric and mask tests, as appropriate) at least once every two years. Compliance is the responsibility of the individual fighter.
- 5.3.2. Any protective gear may be formally tested if there is concern that the gear may have lost protective ability due to age, wear and tear, or other factors.

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- 5.3.3. Acceptable field tests shall deliver a consistent force. Tests known to be acceptable are noted in Appendix 1.
- 5.3.4. No combatant shall fight at an SCA event without having had all equipment pass inspection by the Marshals appointed for such purpose at that event. A verbal confirmation of groin protection will suffice.
- 5.3.5. If any equipment is found to be unsafe or not in compliance with the Caid Rules of Rapier Combat during an inspection or bout, the combatant may not participate further in the competition until the equipment in question has been replaced, repaired, or discarded to the satisfaction of the Marshal in Charge.
- 5.3.6. Each combatant must be authorized to participate in competition. It is the duty of the Minister of the List to verify each fighter's authorization. If there is no Minister of the List, it is the duty of the Marshal in Charge to verify each fighter's authorization

### 5.4. Marshalling concerns in Rapier combat

- 5.4.1. If no Warranted Rapier Marshal is present, a Rapier Combat event may not be held.
- 5.4.2. All rapier tournament combats require at least one Rapier Marshal, and one Rapier Marshal-in-Training (two marshals minimum). For melee combat, at least 1 Rapier Marshal and 2 Rapier MiTs (3 total) are required for 4 combatants (2 on 2) and a minimum of 2 Rapier Marshals and 2 Rapier MiTs (4 total) are required for any larger number of participants. For very large melees, a minimum of 1 marshal or marshal in training for every 10 fighters is required, with at least 2 of them being Warranted Rapier Marshals.
- 5.4.3. The primary duties of a Rapier Marshal is to inspect armor and weapons prior to combat, to watch for missing tips on weapons and missing or loose equipment, and maintain the safety of combatants and spectators.
- 5.4.4. As with all combat in Caid, the Marshal has a responsibility, upon request of the combatants, to advise the fighters as to the appearance of their blows. Unless a fighter is demonstrating a continuing inability to perceive successful attacks upon him/herself or is exhibiting unsafe behavior, it is always the fighter's prerogative to make the final decision on a blow.
- 5.4.5. If a fighter appears to have difficulty acknowledging his opponent's attacks, the marshals may call a hold and ask the fighters to "calibrate" their blows against their opponents.
- 5.4.6. If the Marshal-in-Charge (the Rapier Marshal in charge of the event) feels that a fighter has a problem that cannot be easily resolved on the field, he should convene a Marshal's Court to deal with the problem (see Appendix 3).
- 5.4.7. Any fighter that leaves the field, by definition, declares that he/she is satisfied with the combat. The Rapier Marshal shall attempt to resolve any problems with the combat before the field is cleared.

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- 5.4.8. The Rapier Marshal-in-Charge of an event shall report any broken blades during an event or practice to the Kingdom Rapier Marshal. This report should include the names of the combatants, the type of blade, and the circumstances under which the blade broke.
- 5.4.9. Marshals shall call a HOLD immediately should the point of a weapon be caught in anything (including armor, clothing, or an opponent's hilt) except a held cloak.
- 5.4.10. CLOAKS: When cloaks are used, "HOLD" should be called if the cloak becomes tangled about either fighter, or about one of the weapons such that the weapon cannot be withdrawn. "HOLD" need not be called if the cloak is merely near the face, deflecting a weapon, loosely draped over, or weighting down the blade.
- 5.4.11. BLADE GRASPING: If blade grasping occurs during Heavy Rapier or Cut and Thrust Rapier combat and wrestling about the blade occurs, "HOLD" shall be called. If blade grasping occurs during Light Rapier Combat or if the marshals were not notified that blade grasping was going to be used during combat, "HOLD" shall be called and a warning issued.
- 5.4.12. EXCESSIVE IMPACT: Combat in the Society poses risks to the participant. This recognition, however, does not excuse fighters from exercising control of their techniques. If a fighter throws blows which force their opponent to retire from the field from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from reoccurring. If a fighter is perceived to have a consistent problem with blow strength, marshals and fighters may also utilize Caid's grievance procedure.
- 5.4.13. INCIDENTAL CONTACT, CORPS A CORPS: It is not allowed for fighters to intentionally grapple, wrestle, or otherwise come into physical contact outside of valid blows and parries. However, some incidental contact may accidentally occur, and provided no hazard is presented, it will not require a hold. In addition, a parry with the open hand of the guard, wrist, and forearm of the opponent's sword arm IS PERMITTED under Society Rules. However, no grasping or striking is allowed. As this requires a level of control, it is not recommended to be taught to new fighters, but is a valid technique and will not be considered invalid in Caid.
- 5.4.14. UNFORESEEN SITUATIONS: Should a situation arise not explicitly covered by Corporate or Caid rapier combat rules, the marshals should not assume that the situation is forbidden or inappropriate, but all decisions must maintain the safety of participants, equipment, and spectators. Again: However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants.

## **Appendix 1: Testing Standards for Caid Rapier Combat**

### **A. FABRIC TESTING FOR PROTECTIVE GEAR**

All fabric used as “penetration resistant” rapier armor must be tested by one of the following methods:

- Cloth or garment manufacturer's commercial certification that a fabric is rated to 550N. (Documentation must be available at the time of inspection.)
- Use of 550N 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 which delivers a force, on dropping, of 1.5 joules to the fabric sample via a dull, flat 5/32" (4 mm) metal rod. As a general example, this rod can be mounted on a 1.0 kg (2.2 lbs) solid weight and dropped down a guide tube from 15.3 cm (6 inches) onto the fabric sample. The sample must be held firmly over a 3" diameter externally threaded frame by clamps when the drop test is applied. More specifically, the drop tester must be constructed and used as described in instructions found in Appendix 3 of the Society Rapier Handbook.
- Use of a flat-broken foil blade to thrust against the material. To conduct this test, lay the material to be tested on firm ground or penetrable material (not hard packed dirt, concrete or similarly hard surfaces). Holding the broken blade in both hands, punch the material four times, increasing the force each time. After each punch, examine the material. For these tests, if the material in question has been completely penetrated, or penetrated in more than one layer, it fails. If only the top layer has been damaged, then it passes.

### **B. BLADE FLEXIBILITY TESTING**

All blades must meet a minimum level of flexibility to minimize the potential for blunt force trauma. If doubt exists about a weapon's flexibility, an acceptable field test is: Hold weapon parallel to the ground, supporting handle against table or bench if necessary. Hang a 3-ounce weight (85 grams) just behind the tip. If the blade of a dagger (out to 18" blade length) flexes visibly (more than 1/4 inch <6 mm>), the blade is sufficiently flexible. For a rapier blade (greater than 18"), the flex must be 1/2 inch (12 mm).

## **Appendix 2: Procedures for Experimentation in Rapier Combat**

Before any new weapon or technique can be used in Rapier Combat, a test plan must be submitted to and approved by the Deputy Society Marshal for Rapier Combat. To facilitate this, the plan must first be submitted to the Caid Kingdom Rapier Marshal who will then forward the proposal to the Deputy Society Marshal for Rapier Combat and the Earl Marshal of Caid for approval. This plan shall describe:

- The new weapon or technique
- Specifics of materials used and construction of the weapon (as appropriate);
- In the case of new blade types, a sample of the new blade-type for direct evaluation by the Deputy Society Marshal
- The proposed uses of the new weapon or technique
- All restrictions that will be imposed during the experimental period
- How long the test period will be
- The reporting schedule adopted for the program

Once approved by the Deputy Society Marshal and the Caid Earl Marshal, the experiment will be conducted under the proposal generally under the direction of an experiment coordinator identified by the KRM.

Testing means the weapon or technique may be used at fighter practice, tourneys, and in small melees after all combatants and marshals have been informed the weapon or technique is being tested and that it is not approved for general SCA use. All combatants and marshals must consent to the use of the weapon or technique before combat begins. If any of the marshals or combatants objects to the use of the weapon or technique, it may not be used.

At regular intervals the Kingdom Rapier Marshal shall report to their Earl Marshal, and the Deputy Society Marshal, on the progress and results of the experiment. At the end of the test period the Kingdom Rapier Marshal will provide the Deputy Society Marshal with a test summary, to include a list of any injuries that resulted from the use of the weapon or technique, and any concerns from fighters and marshals arising from the testing. If the weapon or technique is approved by the Deputy Society Marshal, it will be incorporated into the Caid Rapier Rules.

## Appendix 3: Grievance Procedures

This section is adapted from section XV of the Kingdom of Caid Combat Handbook 6<sup>th</sup> Edition.

### 1. General Problem Solving

Usually the combatants are more than willing to correct any problems, or breaches of the rules, which a marshal points out. This is the desired solution – get the problem fixed. However, occasionally some action is required. In the unhappy event that you find it necessary, here is how you shall proceed. (In order of preference):

- Point out the violation (missing armor, grappling during combat, etc.) and ask the fighter to correct it.
- In the case of missing or inadequate armor, do not allow the combatant onto the field until it has been fixed.
- In the case of violation of the rules during combat, ask the combatant to leave the field, and do not allow combat to resume until they have cooled off. This particularly includes removing from the field anyone who has lost their temper.
- If you need support, call on (in order):
  - Any other marshals who are present, preferably a Provost or Regional Marshal
  - The local Territorial Marshal
  - The Marshal-in Charge
  - The Kingdom Rapier Marshal
  - The Kingdom Earl Marshal
  - The local Seneschal
  - The Kingdom Seneschal
  - The Crown
- If the violation cannot be stopped, convince the Marshal-in-Charge and the local Seneschal to end the event.
- In any case where voluntary correction was not made after the problem was pointed out; a written report shall be made to the Kingdom Rapier Marshal and Earl Marshal as soon as possible after the event.

### 2. Grievance Procedures

There are four procedures for dealing with a grievance:

- The Marshal-in-Charge
- The Report System
- Sanctions

Any appeals and all reviews of decisions made under these systems shall be made with the Kingdom Rapier Marshal and the Earl Marshal.

#### 2.1. The Marshal-in-Charge

As the Marshal-in-Charge is the head marshal of an event. all problems pertaining to conduct on the field should be brought to his attention. Anyone can bring a matter before the Marshal-in-Charge: a rules violation, unsafe behavior, illegal weapons use, etc., and get an

(almost) immediate response. The individual complaining should bring her complaint to the Marshal-in-Charge of the event and request they review the matter.

- 2.1.1. In the event that the Marshal-in-Charge finds himself with a conflict of interest, he shall select another Authorized Marshal to take his place, preferably a Provost Marshal.
- 2.1.2. The Marshal-in-Charge is authorized to handle such problems as unchivalrous conduct, use of excessive force, violations of the Rules of the List, use of illegal or un-inspected equipment, etc. She may also review events leading up to an injury, and to examine whom, if anyone was at fault.
- 2.1.3. The Marshal-in-Charge has the power to:
  - Remove a fighter/participant from the Lists for that event and/or suspend an authorization. A fighter may not practice under a suspended authorization.
  - Warn a fighter/participant that the above actions may be taken if the problem continues.
  - Decide that there was no infraction of the Rules or that other actions may be the cause of the problem and examine those.
  - Any direct action taken by the Marshal-in-Charge (such as removing a fighter/participant from the Lists, suspending an authorization, etc.) must be reported to the Kingdom Rapier Marshal within a week and shall be reviewed as soon as possible by the Kingdom Rapier Marshal.
- 2.1.4. Decisions of a Marshal-in-Charge shall stand until reviewed by the Kingdom Rapier Marshal. Appeals of any decisions, either by the complainant or the defendant, shall be reviewed by the Kingdom Marshal and Earl Marshal.

## **2.2. The Report System**

This system is intended as a means for complaints concerning a given individual to be received and addressed directly by the Kingdom Rapier Marshal. It requires that the Kingdom Rapier Marshal take an active role in the enforcement and oversight of the Marshallate and is essentially a codification of the Kingdom Rapier Marshal's existing powers.

- 2.2.1. Upon receipt of 2 or more unsolicited complaints (written or verbal) against a combatant, the Kingdom Rapier Marshal shall review the behavior of the individual involved. These include reports of issues brought before, and actions taken by, a Marshal-in-Charge.
- 2.2.2. If the complaints are found to have merit, the individual involved shall be put on report for a specified period of time. The offending individual shall be privately informed that they are on report. Complaints and corrective action will be forwarded to the individual in question, Earl Marshal, Kingdom Seneschal, and the Sovereign.
- 2.2.3. While the individual is on report, no further disciplinary action shall be taken under this system unless additional complaints are received.

- 2.2.4. If the individual returns to accepted levels of conduct during the report period, no further action will be taken, and the individual will be removed from report.
- 2.2.5. If any additional complaints are received during the period that the individual is on report, further disciplinary action will be taken by the Kingdom Rapier Marshal (i.e., revocation of fighting authorization; revocation of a specified weapon class; restriction from fighting except under specified conditions; etc.) on a defined period of time. This decision may and should be appealed to the Earl Marshal and Sovereign.
- 2.2.6. If further complaints are received and verified during the period of disciplinary action, then the case will be further reviewed by the Kingdom Rapier Marshal, Earl Marshal and Sovereign for further disciplinary action. The Deputy Society Marshal for Rapier's advice should be obtained.

### 2.3. Sanctions

In addition to getting the problem combatant off of the field at the time, some long-term sanctions are available. These will be applied by the Marshallate of the Kingdom rather than by a local marshal. Procedures outlined in Caidan Kingdom Law or current Marshal policies shall be adhered to when sanctioning any person.

Possible sanctions include:

- Revoking the authorization of the individual to fight with a particular weapon class, i.e. Heavy Rapier, Cut and Thrust Rapier
- Revoking the authorization of the individual to fight at all. A fighter may not practice under a suspended authorization.
- Recommendation to the Crown to banish the individual from participation in events.
- Recommendation to the Board to banish the individual from the Society and its activities.

If any of these long-term sanctions are in progress, the Society Rapier Marshal shall be informed by the Kingdom Rapier Marshal.

If authorization has been revoked, it is desirable to inform the Kingdom Rapier Marshals of any neighboring Kingdoms where the (ex-) fighter might travel. And once the long-term sanction has been applied, a report shall be made to the Deputy Society Marshal for Rapier.

Note that an authorization from any Kingdom may be suspended/revoked in another Kingdom, should it prove necessary and appropriate. Such suspension/revocation means that the fighter may not fight anywhere in the Society until and unless it is resolved. Accordingly, the Kingdom Rapier Marshal shall inform the Kingdom Rapier Marshals of the fighter's Kingdom and the neighboring Kingdoms. Furthermore, if the fighter is subsequently re-authorized, the neighboring Kingdom Rapier Marshals shall again be notified.

## Appendix 4: Weapons Classification

The allowable weapons in Caid are those allowed at the Society Level with few exceptions. The list can be found in Appendix 5 of the Society Rapier Handbook. Due to the nature of the allowed blade list being constantly updated, the current list is posted on the web at <http://www.sca.org/officers/marshal/combat/rapier/index.html>. The list in effect as of the date of the release of these rules is included below. Per Society interpretation, curved blades are considered just another type of blade and are not always specified separately.

Approved Use: L = light rapier, H = heavy rapier, C = cut and thrust rapier. Multiple letters separated by a "/" indicate a blade allowed in multiple categories.

Manufacturer	Model	Approved Use	Manufacturer	Model	Approved Use
<b>Rapier Blades</b>			MK Armory	MKA30 - MKA45 30" - 45"	H/C
Various	Foils	L	Popinjays	Curved Blade	H/C
	Epees	L		Longsword	H/C
	Double-wide epees/musketeers 35" - 42"	L	Scotty	Rapier Blade	H
Alchem (straight or curved)	Broadsword Safeflex 34" - 40"	H/C		Renblades	C
	Colichemarde Safeflex 36"	H	Starfire	RP-34	H
	Flat tang Safeflex 30" - 40"	H	Weyersberg, Kirschbaum & Cie (WKC Solingen)	Schlager (WKS-SCH)	H
	Rod tang Safeflex 27" - 40"	H	Zamarano	Rapier Blade 35" - 40"	H/C
Angus Trim	Rapier DDP01 or ATPR01	H/C	Zen Armory (Triplette)	TCA Schlager T01, T01L, T01X	H
	Practice Sidesword - ddPR02	C		TCA Rapier T03, T03X	H/C
Darkwood Armory	Bated Rapier 37" - 45"	H/C	<b>Dagger Blades</b>		
	Practice Rapier 37" - 45"	H/C	Various	Flexidagger	L/H
	Flexible Sidesword	C	Alchem	Safeflex 15/6	L/H/C
	Backsword	C	Angus Trim	AT 1891 / ddPD01	L/H/C
Del Tin	Bated Rapier	H/C	Darkwood Armory	DiamondFlex	L/H/C
	Practice Rapier	H/C		WideFlex	L/H/C
	Flexible Sidesword	C	Fiberglass	N/A	L/H/C*
	Flexible Backsword	C	MK Armory	MK15 - MK18 15" - 18"	L/H/C
Fiberglass	N/A	H*	Scotty	"Scotty Dagger"	L/H/C
Hanwei	Practical Rapier 37" - 43"	H/C	Zen Armory (Triplette)	T04, T04X flexidagger	L/H
	Heavy Renn Rapier	C		T05 wide flexidagger	L/H/C

\*Fiberglass blades are approved on a case by case basis by the MiC. Normally only approved for visiting fighters who normally use them in their home kingdom.

## Appendix 5: Additional Restrictions for Cut and Thrust Combat

For at least one year following the approval of these rules, the Cut and Thrust Rapier combat form (C&T) will be governed by additional restrictions in compliance with direction provided by the Deputy Society Marshal for Rapier. These additional requirements are above and beyond the requirements in the main body of these rules. These requirements will only be deleted by agreement of the Caid KRM, the Caid EM, and the Deputy Society Marshal for Rapier. When they are rescinded, a formal announcement will be made by the KRM and these rules will then be updated to delete this section and make any adjustments to the C&T rules as required.

- Only the KRM, the Deputy for C&T, and other designated Provost Marshals may perform C&T authorizations
- Fighters must be authorized in Heavy Rapier for at least 1 year before authorizing in C&T
- Fighters must be 18 to participate in C&T rapier practice or authorization
- Only marshals designated by the KRM or the Deputy for C&T may marshal C&T combat in any official SCA tournament. Only one of the 2 required marshals of a field must be designated, but the other must be a full warranted marshal; MiTs may not marshal C&T combat while these additional restrictions are in effect.
- All designated marshals who are also Provost Marshals are empowered to temporarily suspend any fighter's C&T authorization for the purposes of a tournament if the KRM and Deputy for C&T are not present. They are required to submit a report to the KRM and Deputy for C&T as soon as possible so the authorization can be reviewed.
- All marshals who are designated as C&T marshals must report to the Deputy for C&T on a quarterly basis on all observations of the C&T form. Any non-designated marshals who participate in marshalling tournament combat should also send a short report to the Deputy for C&T as soon as possible after the event.
- All territorial marshals who have C&T active at their practice must report specifically on the status of the combat form to the KRM by the normal Quarterly Reporting Deadlines given in section 5.1.6.4.

Note that C&T may only be used in tournament combat by consent of both combatants who must both be authorized and by consent of the marshals present.

It cannot be stressed enough that percussive cuts that are allowed in C&T combat are expressly prohibited in Heavy Rapier and Light Rapier Combat. Any fighter delivering percussive cuts at the additional tolerance level of C&T in a non-C&T environment may be subject to an **immediate** revocation of the C&T authorization and a probationary period of not less than 3 months for Heavy Rapier or Light Rapier authorization, whichever was being used at the time of the infraction. If an incident occurs, it should be reviewed by a designated Provost at the event to determine if action is required. If no designated C&T Provost Marshals is present at the event, it is expected that the MiC of the event will disallow the fighter to use the C&T form again during the remainder day. The MiC should then submit a report to the KRM and the Deputy for C&T in addition to the report of the designated C&T marshal to allow timely review of the incident to determine if action is required.