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the society for creative anachronism, inc.

Fencing Marshal's Handbook



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Preamble:

This document is the proposed revised rule set for Rapier Combat in the Society for Creative Anachronism.

This document represents the culmination of several years of effort by many dozens of people, all dedicated to the advancement of our sport.

This document was achieved by taking into account the inputs and advice of the Rapier Rules Committee and the Kingdom Rapier Marshals.

All substantial changes to the rules that are made here have been made with considerable experimental data to back them.

As always, individual Kingdoms have the right to further restrict the rules in their jurisdiction so long as the Kingdom rules are wholly within these Society Rules. Requests for experimentation outside these rules will be subject to the standing process for such, and must be approved by the Society Marshal.

This document will be available to the populace of the SCA for commentary for 60 days. Please submit comments via the link in the header. You may submit multiple comments in a single form, and you may submit the form multiple times. After the public commentary, the Society Marshal will review the commentary and re-submit the rules the Board of Directors with any appropriate adjustments for their approval.

Signed:

Master Alan Gravesend

Society Marshal

23 October 2019

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Pg.	Sec'n	Summary of Change	Date Approved by the Board of Directors
1		Changed the title from "Rapier Marshal's Handbook" to "Handbook of Fencing"	
Throughout		Gender neutral language throughout	
8	4.1	Changed the category name of "Heavy Rapier" to "Rapier Combat"	
8	4.1	Codified the name of "Cut and Thrust Combat", in places also referred to as "Cut&Thrust" to "Cut & Thrust Rapier"	
9	5.3	Added line engagement	
9	5.3	Melee is allowed across all categories.	
9	6	Removed language restricting parry-only daggers	
12	6.2.14	Removal of the requirement that the grip be less than 1/3 of the blade length	
13	6.3	Added the recently experimental rubber tipped spear	
15	6.4	Added greater definitions of projectile weapons	
16	6.5	Clarified that cloaks may be thrown over the opponent's arm or weapon, but not the head	
16	7.4	Use of spears combined to match the rules laid out in the initial experiments for each type of spear	
18	8.3.5	Removal of leg shot being completely disabling in Cut & Thrust combat	
20	9.8	Groin protection. Changed from "Male fighters shall wear rigid groin protection" to "external genitalia … must be covered by rigid protection"	
20	9.8	Addition of rigid protection as required for "any body part vulnerable to disproportionate bleeding, such as … hemangioma"	
31	Appx 3	Eliminated of the use of a flat-broken foil blade as an acceptable method for testing penetration resistant material	
38	Appx 4 & 5	Expanded marshaling notes included	
40	Appx 6	Inclusion of procedures for experimental programs	
41	Appx 7	Inclusion of a list of items for adverse event reports	

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1. Introduction

1.1. These rules set fundamental standards for combat according to Fencing in the SCA. They are designed to allow use by the Kingdoms of the Society as basic rules.

1.2. In keeping with Corpora, Kingdoms retain the right to add rules which establish more restrictive standards. All combatants and marshals are responsible for knowing these rules, as well as the additional rules of their Kingdom. Rules are designed to promote safe combat in the Society. 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. 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 recurring.

1.4. Should a situation arise not explicitly covered by Corporate or Kingdom Fencing rules, the marshals should not assume that the situation is forbidden or inappropriate. Rules are not meant to replace common sense, good judgment, and concern for the participants.

1.5. Note: Underlined terms are defined in the glossary.

2. General Information

2.1. SCA Fencing shall be conducted in accordance with the Rules of the Lists of the SCA, Inc. (see 2.8 below), these rules, and such further rules as are established by the Kingdoms.

2.2. Competence in other SCA combat styles does not automatically mean competence in SCA Fencing. Separate warrants and authorizations in Fencing are required.

2.2.1. Each Kingdom can decide how they wish to control authorizations for each category of Fencing and weapons, with the following exceptions:

2.2.1.1. Use of spears requires a separate authorization.

2.2.2. Authorization for Fencing must, at a minimum, verify that the candidate understands the requirements for armor and weapons, and demonstrate that they can participate in Fencing activities in a manner that maintains their safety and that of their opponent, including appropriate calibration of blows and comportment on the field.

2.3. All combatants, prior to every combat or practice, shall ensure their armor and equipment are safe, in good working order and has been inspected by a member of the Kingdom Marshallate authorized to inspect Fencing gear.

2.4. At interkingdom events, for a tourney hosted by a single Kingdom, combatants shall meet or exceed SCA standards for protective gear, and shall comply with whatever weapons standards are set by the host kingdom for that tourney.

2.5. Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with Fencing is the Earl Marshal, then the Kingdom Fencing Marshal (possibly referred to as the Kingdom Rapier Marshal, Kingdom Marshal of Fence, Kingdom Fencing Marshal, or equivalent), then, by delegation, members of the Kingdom Marshallate.

2.6. The minimum age for training and authorization in Fencing is 14. When combatants under the age of 18 undertake training and authorization, the Kingdom Fencing Marshal (or their designated representatives) shall ensure that the minor's parent or legal guardian has observed Fencing in the SCA, is aware of the risk of injury inherent in this martial art, and has signed a statement explicitly acknowledging the above. For youth younger than the age of 14, please refer to the Youth Combat rules at https://www.sca.org/officers/marshal/youthcombat/

2.7. A combatant under the age of 18 participating in SCA Fencing activities with combatants at or over the age of 18 must have a yellow diamond no smaller than 0.5 inch (12mm) on the cuff of the glove of the dominant hand. On light colored gloves, the diamond should be outlined in black or other dark color for contrast.

2.8. SCA Rules of the Lists

[Note: These Rules of the Lists are copied from the SCA Marshal's Handbook, as they apply to Fencing, with clarifications in brackets.]

2.8.1. Each fighter, recognizing the possibility of physical injury to themselves in such combat, shall assume unto themselves all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until they have inspected the field of combat and satisfied themselves that it is suitable for combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat and shall assume unto themselves the liabilities thereof.

2.8.2. No person shall participate in Official Combat-Related Activities (including armored combat, period fencing, and combat archery) outside of formal training sessions unless they have been properly authorized under Society and Kingdom procedures.

2.8.3. All combatants must be presented to, and be acceptable to, the Sovereign or [their] representative.

2.8.4. All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.

2.8.5. The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor.

2.8.6. Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.

2.8.7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament list is not to be considered a challenge and therefore may be declined and forfeit the bout.

2.8.8. 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 [Steel] combat, used in the context of mutual sport, to be real weaponry.

2.8.9. No projectile weapons shall be allowed within the Lists of a tournament, nor shall any weapons be thrown. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

3. Conventions

3.1. Combatants are to be authorized by their home kingdom prior to competing in any tournament or melee, and use only those weapons and defensive objects for which they have been authorized. Combatants may participate in practices without having been authorized by their home kingdom, provided they inform the presiding marshal of their non-authorized status. Kingdoms may establish additional restrictions for visiting fighters.

3.2. 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. Any person may call a hold, including the combatant(s), marshal, or bystander. Holds are to be called for any safety reason. Holds are not to be called for the loss of a weapon unless that weapon may be a tripping hazard.

4. Categories of Fencing

4.1. There are three categories of Fencing combat in the Society for Creative Anachronism. These are:

4.1.1. Light Rapier

4.1.2. Rapier

4.1.3. Cut & Thrust Combat (C&T)

4.2. The table below summarizes the key differences in the three categories. Refer to the remainder of the rules for further clarification and details.

Fencing Category	Blades Allowed	Other weapons and secondaries	Types of Blows Allowed	Armor Requirements
Light Rapier	Steel Foil, Epee, or similar variant (such as a double-wide epee or musketeer blades) from an established commercial Manufacturer. Must meet the Greater Flexibility standard indicated in table 3. Spears may not be used in this category	● Sword ● Dagger ● Defensive object	● Thrust ● Tip cut ● Push cut ● Draw cut	Standard
Rapier	No foils, epees, or similar blades. All blades must be made of steel, and meet the Greater Flexibility standard in table 3.	● Sword ● Dagger ● Defensive object ● Spear	● Thrust ● Tip cut ● Push cut ● Draw cut	Standard + Rigid Throat Protection
Cut & Thrust	No foils, epees, or similar blades. All blades must be made of steel, and meet the Lesser Flexibility standard in table 3.	● Sword ● Dagger ● Defensive object ● Spear	● Thrust ● Tip cut ● Push cut ● Draw cut ● Percussive cut	Standard + Rigid Throat and Back of Head Protection, Elbow Protection

Table 1. Overview of differences between the three categories of SCA Fencing. Refer to the remainder of the rules for specifics.

4.3. Except where noted rules apply to all categories of Fencing in the SCA.

4.4. The different categories of Fencing may not face one another in any type of combat.

5. Types of Fencing

5.1. There are two types of Fencing: single and melee.

5.2. Single combat is between two individual combatants.

5.2.1. In single combat, combatants are engaged upon the call to lay on. If an opponent is disarmed of all defensive weapons, their opponent may allow them to regain their weapon/weapons, or require them to yield.

5.3. Melee combat involves more than two combatants.

5.3.1. In melees, combatants are engaged with all opponents immediately upon the call to lay on.

5.3.2. Combatants may strike any single opponent they can safely reach with any legal blow if they are within a 180 degree arc of the opponent's front as defined by the opponent's shoulders, and at an angle they can be reasonably seen by the opponent. Combatants may strike any opponent who is part of a line if the attack is delivered within a 180 degree arc relative to the local line the opponent is a part of.

5.3.2.1. Outside of this arc, killing (without striking) from behind may be allowed. The rules governing this are in the section Use of Weapons and Defensive Objects.

5.3.3. A combatant may not deliberately ignore an attacker behind them, or repeatedly maneuver to keep their back to an attacker (thereby preventing an attack on them).

6. Description of Weapons and Defensive Objects

6.1. Types of Weapons

6.1.1. There are five standard types of weapons in SCA Fencing:

6.1.1.1. Dagger

6.1.1.2. Single Sword

6.1.1.3. Two-Handed Sword

6.1.1.4. Spear

6.1.1.5. Projectile Weapons

6.2. Metal Bladed Weapons

6.2.1. This section refers to metal weapons, which are used in all categories of SCA Fencing.

6.2.2. Bladed weapons are daggers, single-handed swords, and two-handed swords. Bladed weapons can be used for thrusts, cuts, and percussive blows as allowed by the category of combat. Other weapons are thrust only.

6.2.3. Bladed weapons are to be made of steel.

6.2.3.1. The blade must be produced by a commercial entity and crafted of the purpose of competitive swordfighting.

6.2.3.2. Hilts, handles, pommels, and other parts of a weapon not meant to strike the opponent can be made of metal, wood, leather, or reasonable facsimile.

6.2.4. Bladed weapons will not have more than one blade.

6.2.5. Weapons are to be maintained in good order, with no loose pieces, and no burrs on metal or wooden edges that can snag the opponent's body or clothing.

6.2.6. 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 re-curved safely in such a way that it maintains a single, non-"S" curve for at least a day's use.

6.2.7. Handles are to be substantially straight, and substantially in line with the main axis of the blade.

6.2.8. Open guards, swept hilts, multiple forward-swept quillons, or any component with an opening larger than 3/8" (10 mm) and smaller than 1" (2.5 cm) are not permitted for use with Light Rapier. Knuckle bows are deemed safe for use with light rapier blades.

6.2.9. The ends of quillons must be blunt.

6.2.10. Blades are to have a tip that includes the following components:

6.2.10.1. The end of the metal must be blunt with no sharp edges or corners.

6.2.10.2. A cover of rubber, shatter-resistant polymer, or leather with a minimum size in any direction that strikes the opponent of 3/8" (10 mm)

6.2.10.2.1. Rubber and polymer tips must have a minimum of 1/8" (3 mm) between the striking surface and the tip or edge of the sword

6.2.10.2.2. Leather must be at a minimum 1.6 mm / 1/16" / 4 oz thickness

6.2.10.3. Tape in a contrasting color to the tip and blade that extends both onto the tip and onto the blade[1]. For leather tips built in a period style, a period alternate to tape may be used, so long as it provides a contrasting color to the blade and the tip and the combination is secured on the sword so that it will not fly off under reasonable fighting conditions.

6.2.10.4. Tape must not cover the front surface of the tip

6.2.10.5. Tape should be somewhat resistant to impact with metal, and its adhesive shall have appropriate adherence to rubber and metal. Duct tape, electrical tape, and colored strapping tape are examples of good tapes for this application. Painters tape, masking tape, and other paper based tapes are not.

6.2.11. Tips are to be replaced if the tip shows evidence of punch through, cracking or bulging or, in the case of polymer tips, discoloration.

6.2.12. 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:

6.2.12.1. The tang of the weapon may be altered.

6.2.12.2. Rapier and Cut & Thrust Combat blades may be shortened so long as they maintain acceptable flexibility.

6.2.12.3. A nut or other blunt metal object designed to spread impact may be welded to the tip of Rapier and Cut & Thrust blades so long as care is taken to prevent damage to the temper of the blade.

6.2.12.4. The end of a blade may be filed so as to blunt the tip

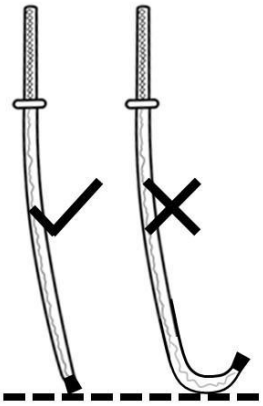


Figure 1. With the handle vertical, the tip must touch the ground. In this example,

[1] The tip should fit snugly on to the sword end; if necessary, wrapping the blade at the point where the tip ends to create a shoulder for the tip to set on without wobbling is encouraged. Although the tape will aid in holding the tip on the blade, its primary function is as a visual cue of where the tip is; if the tip flies off during combat, the tape helps marshals and combatants notice it, and the absence of a tip, with some tape left on the sword, is similarly helpful.

the sword on the left is allowed, the sword on the right does not.

6.2.13. The length of the blade and grip define the type of weapon. Blade length is to be measured from the base of the blade [i.e. the front face of the guard, or the front end of the quillons for open guard] to the end of the tip. Grip length makes the remainder of the overall sword length. Curved blade length is measured as a straight line from the tip to the base of the blade[2].

6.2.13.1. Blades are to have at most one substantial curve[3]. Blades that are so curved that the tip does not contact the ground when the grip is perpendicular to the ground (i.e. pointed vertically) are not allowed in SCA Fencing[4]. (See figure 1)

6.2.14. No weapon shall be longer than the total weapon length specified below.

6.2.14.1. Exceptions to the blade lengths and grip lengths are allowed on a case by case basis by the Kingdom Marshals. For example, a weapon with a grip of 11" may be allowed, but if the total length is greater than 28" (and no greater than 60") then that weapon is deemed a sword.

	Weapon Length (W = B+G)	**Blade Length (B)**	**Grip Length (G)**
Dagger	W ≤ 28" (71 cm)	B ≤ 18" (45 cm)	G ≤ 10" (25 cm)
Single Sword	W ≤ 58" (147 cm)	18" (45 cm)< B ≤ 48" (122 cm)	G ≤ 10" (25 cm)
Two-Handed Sword	W ≤ 60" (152 cm)*	30" (76 cm) < B ≤ 48" (122 cm)	10" (25 cm) < G ≤ 24" (60 cm)

Table 2. The lengths allowed for the overall Weapon (W), Blade length (B) and Grip (G). *Note that two-handed sword blade + grip combination must not exceed the maximum sword length of 60" (152 cm) overall.

[2] The measurement is done in a straight line rather than along the curve because it is specified according to the reach of the weapon. Highly curved blades that skirt the spirit of this law pose potential issues with an exceedingly long aspect ratio, and can be kept from use at the marshal's discretion

[3] Weapons with multiple small waves about a singular axis, such as flamberge weapons, are considered per their main axis; i.e. each wave is not necessarily a "substantial curve"

[4] Although examples of blades with extreme curves for which this is not the case can be found in period, the use of these swords requires a highly different mechanic than those of the combat intended by these rules, and so are not allowed as weapons in SCA combat, although non-metal versions may be used as a defensive object.

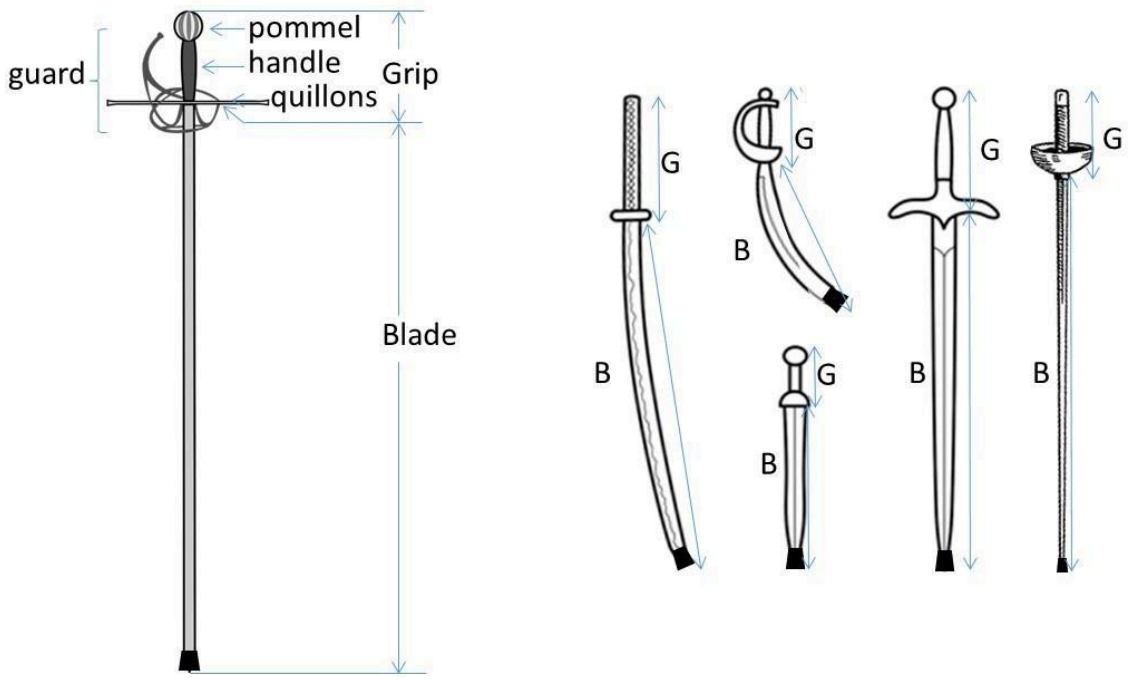


Figure 2. Parts of a weapon, and measurement of the blade and grip.

6.2.15. Blades are to have a flexibility that meets or exceeds the standards in the table below, when they are held with the widest part of the blade parallel to the ground and a 6 oz (170 g) weight is placed at the tip. Any flexure due to the blade's weight itself is not counted in the flexibility standard. The blades must meet this standard in each of two directions (both directions perpendicular to the blade edge, i.e. testing the flexibility of the blade along its flatter dimension, in both directions. Epees are to be tested in both "V-up" and "V-down" configurations)

	Greater Flexibility Requirement ~ for ~ Light Rapier and Rapier Combat	**Lesser Flexibility Requirement** ~ for ~ Cut & Thrust Combat
Dagger	0.5" (12 mm)	0.5" (12 mm)
Single Sword	1" (25 mm)	0.5" (12 mm)
Two-Handed Sword	1" (25 mm)	0.5" (12 mm)

Table 3. Flexibility Requirements for Metal Bladed Weapons, when a 6 oz (170 g) weight is placed on the tip, and the blade is held horizontally.

6.3. Spears

6.3.1. There are two types of spears allowed in SCA Fencing:

6.3.1.1. Steel headed spears

6.3.1.2. Rubber headed spear

6.3.2. Use of spears in combat requires a separate authorization than other weapons forms.

6.3.3. Steel Headed Spear Construction

6.3.3.1. Steel headed spears are to be made of a wooden or rattan haft and a metal blade head.

6.3.3.2. The only blades for weapons in this class that are approved for use must be similar in design to the commercially available Alchem pike and Amazonia spear.

6.3.3.2.1. Blades must meet the greater flexibility standard.

6.3.3.2.2. The minimum blade length is 36" measured tip to the top of the tang.

6.3.3.3. The blade must be securely attached to the haft by mechanical means (i.e. screws or pins).

6.3.3.4. Hafts must be composed of pine, cedar, hardwood, or rattan.

6.3.3.5. Total weapon length shall not exceed 8 feet.

6.3.3.6. Total weapon weight shall not exceed 3 pounds.

6.3.4. Rubber Headed Spear Construction

6.3.4.1. Rubber headed spears are to be made of a rattan haft and a flexible rubber head.

6.3.4.2. The spear head must be purchased from a commercial vendor as a spear tip or spike with a minimum head length of 4” (10cm) and a maximum head length of 20” (51 cm). The head is measured from the shoulder and does not include the section designed for mounting onto the haft.

6.3.4.3. The spear head must flex with hand pressure, and must substantially return to its original shape within 3 seconds.

6.3.4.4. Hafts are to be made of rattan with a diameter of 1 1/8th inch (28.5 mm) to 1 3/8th inch (35 mm).

6.3.4.5. Maximum overall spear length with spear head attached is 9 feet (275 cm).

6.3.4.6. Spear points will be friction fit to hafts according to manufacturer’s instructions and be taped to the haft with reinforced tape such as strapping tape, fiber tape, or duct tape. A bright band of colored tape that contrasts with the spear head and the haft is to be wrapped around the base of the spear head so that it adds visual contrast should the spear head come off the weapon.

6.3.4.7. The haft must have a flat cross section at the head end of at least ½” (12 mm). The haft may be rounded on the butt end.

6.3.4.8. The haft must be inserted into the rubber spear tip at least 2” (5 cm)

6.3.4.9. Tape may be added to the haft to help prolong the life of the haft; paint and other decorations may be added so long as they do not degrade the structure of the haft.

6.4. Projectile Weapons

6.4.1. Projectile Weapons include combat archery, throwing weapons, and/or mock-gunnery gear (such as rubber-band guns).

6.4.2. The projectiles must have a mass no greater than 2 lbs (910 g)

6.4.3. The projectiles must have a minimum diameter of 1/4" (6 mm) in any direction during flight.

6.4.4. The striking surface of a projectile must be made of a material with at least ¼" (6 mm) yield.

6.4.5. No part of the projectile, including the support material underneath the padding, may be sharp.

6.4.6. A projectile firing apparatus that is designed to fire projectiles directly at opponents cannot have a draw strength of greater than 30 lb (13.6 kg) in its configured use. This includes the draw on a bow, crossbow, or rubber band in a rubber band gun. The draw weight can be measured using an archery gauge.

6.4.7. A projectile firing apparatus must be of a mechanism that can be readily checked by an impartial marshal on the field, using equipment that is readily available in the Society, such as a bow poundage gauge.

6.4.8. Certain types of projectiles may be disallowed from specific scenarios at the marshals' discretion. For example, ball type projectiles, such as small rubber balls thrown by hand or from a sling, may be unsafe on rigid flooring as they may pose a slip hazard to combatants, but may be safe for use on grass and soft dirt.

6.4.9. No material may be used on any striking surface that may flake off when hitting an opponent.

6.4.10. The use of projectile weapons is forbidden in any situation where spectators and non-involved combatants cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used

6.5. Types of Defensive Objects

6.5.1. Defensive objects include bucklers, cloaks, sticks, and other objects that, when wielded against an opponent's weapon, can parry, deflect, or immobilize the weapon with safety for both the opponent and the combatant.

6.5.2. There are two main categories of defensive objects: Rigid and Non-Rigid

6.5.2.1. Rigid parrying devices must be made of sturdy, lightweight materials, resistant to breakage and splintering.

6.5.2.2. Soft, non-rigid devices may be made of cloth, leather and similar yielding 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.

6.5.3. Defensive objects which combine both rigid and non-rigid components must meet the above criteria for each part and be wielded by a combatant authorized to use both rigid and nonrigid defensive objects.

6.5.4. Cloaks and similar objects may be thrown onto opponent's weapons, body, hands and arms, but may not be thrown deliberately to cover the opponent's face or to cause the opponent to trip.

6.5.5. Objects which even temporarily bind the opponent's weapon to their person, or other weapon, or defensive object, whether by design or repeated mishap, are not allowed.

7. Use of Weapons and Defensive Objects

7.1. All blows are to be delivered with control, with the aim of delivering the lightest blow that meets the standard for SCA Fencing (refer to section 9.1).

7.2. Valid blows with a dagger, single sword, or two-handed sword in Light Rapier or Rapier combat are

7.2.1. Thrust[5]

7.2.2. Tip Cut[6]

7.2.3. Push Cut[6]

7.2.4. Draw Cut

7.3. Valid blows with a dagger, single sword, or two-handed sword in Cut & Thrust Combat include the above and also

7.3.1. Percussive Blow

7.4. Valid blows with a spear

7.4.1. The only valid blow with a spear is a Thrust

7.4.2. For single tournament combat, this type of weapon is considered a non-standard device. An opponent may decline to face a non-standard device without forfeiting a bout.

7.4.3. A fighter may not "set" this weapon by bracing the base in the ground or against the foot or body, or locking the back arm.

7.5. Projectile weapons designed to be thrown may be thrown in such a way as to not injure the opponent. Baseball or cricket style pitches are not allowed.

7.6. A strike from a projectile weapon will be taken as a thrust from a bladed weapon.

[5] Underlined items are defined in the glossary in Appendix 1.

[6] Per section 1.2, any kingdom may limit their rules to be more restrictive than these rules. Tip cuts, for example, are not part of several kingdoms' rule sets. Please refer to each Kingdom's rules for specifics.

7.7. Killing from behind is defined as killing an opponent where the shoulder of the sword arm is behind the line defined by the opponent's shoulders.

7.7.1. Killing from behind is allowed in melee scenarios if it has been announced beforehand.

7.7.2. Killing from behind is achieved by laying the blade over the opponent's shoulder, so that the tip is visible to the opponent, while calling out clearly "You have been killed from behind" or other short clear phrase. The combatant must take care not to strike their opponent with the quillons, guard, or other part of the weapon.

7.8. The sword, defensive objects, and any body part may make contact with the opponent's weapon or defensive object to parry and deflect. If in executing a defensive move any part of the combatant's body makes contact with the opponent's weapon that is equivalent to a valid blow, the blow is to be taken as having been struck.

7.9. In Rapier Combat and Cut & Thrust Combat, grasping of the opponent's blade is allowed. No pressure may be exerted to bend the blade. If the blade that is grasped moves or twists in the grasping hand, that hand is deemed disabled

7.10. If an effective blow is thrown before, or on, the same moment as an event that would stop a fight (a "HOLD" being called, the fighter being "killed" themselves, etc.), the blow shall count. If the blow is thrown after the hold, killing blow, or other event, it shall not count.

7.11. Parries may be performed with weapons, defensive objects, the gloved hand or any other part of the body. Though the gloved hand may be used to parry an opponent's weapon or wrist, it shall not be used to grasp or strike an opponent. If in executing a defensive movement any part of the combatant's body makes contact with the opponent's weapon that is equivalent to a valid blow, that blow is to be taken as having been struck.

8. Acknowledgement of Blows

8.1. In judging blows, all combatants are presumed to be wearing thin clothing, such as unpadded linen, not armor, and that the opponent's weapon is extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a good blow. Kingdoms shall not alter this standard.

8.1.1. The exception of "armor as worn tournaments" is allowed, in which certain types of armor may be resistant to specific types of blows.

8.1.2. Likewise tournaments with differing victory conditions (for example, "only head shots count") are explicitly allowed.

8.2. The person struck has the responsibility of acknowledging a blow. The receipt of a valid blow shall be acknowledged clearly with words and/or motions, such as "good arm" or "dead". No accessories shall be worn that prevent a combatant from acknowledging blows. It is up to the combatant to know whether any necessary equipment (such as mask, helm and other safety equipment) renders the acknowledgement of blows in certain areas difficult, and will make every effort to account for this deficit. This includes, but is not limited to, loose clothing designed to hang out from the body, such as bulbous sleeves or hoop skirts. Care must be exercised to acknowledge blows that strike these articles of clothing if a sharp blade would have penetrated those articles and struck the body part underneath.

8.3. A valid blow disables the struck body part.

8.3.1. A blow to the body[7] is taken as a kill.

8.3.1.1. The body includes the head and entire helmet, the neck, chest, abdomen, back, and the regions on the inner part of the upper arm and the inner thigh extending 4" down from the armpit and the groin, respectively.

8.3.2. A blow to the arm renders the arm (including the hand on that side) incapacitated

8.3.3. A blow to the hand renders the hand unable to hold a weapon or defensive object. The hand may be balled into a fist and used to parry with, as a rigid extension of the forearm.

8.3.4. If both hands are incapacitated and the combatant has not been dealt a killing blow, the combatant must yield in a single combat tournament.

8.3.5. A valid blow to the foot or leg renders the leg as non-weight-bearing. The combatant must then fight kneeling, sitting, or standing with their feet together. A combatant having received a blow to the lower leg who fights from the ground may fight from and move about on their knees.

9. Armor Requirements

9.1. Three types of armor are defined, which cover the entire body save for the face and sides of the head. These are Rigid, Penetration Resistant, and Abrasion Resistant.

9.1.1. Figure 3 at the end of this section provides a summary of the types of armor and which body parts they cover.

9.2. The legs, feet, and arms are to be covered by abrasion resistant material.

9.2.1. For Cut & Thrust Combat, elbows must be further protected by a minimum of an athletic pad or equivalent materials.

[7] Underlined items are defined in the glossary in Appendix 1.

9.3. The hands are to be covered by abrasion resistant material.

9.3.1. For Cut & Thrust Combat, the backs of the hands, including fingers and 1" (2.5cm) above the bend of the wrist must be covered by 1/4" open cell foam or equivalent resilient padding or the protection described in section 9.3.2.

9.3.2. If at least one combatant is using a two-handed metal weapon in Cut & Thrust Combat, then the backs of the hands, including fingers, and the back half of the forearm to 1" (2.5cm) above the bend of the wrist must be covered by rigid protection with sufficient coverage to prevent a reasonable percussive blow from contacting the bones of the hand and wrist. The rigid protection does not require padding underneath. The coverage for rigid protection may be achieved by any combination of gauntlet, sword guard, or defensive object.

9.4. The torso, including the abdomen down to and including the groin in front, and the inner arm down to 4" below the armpit, are to be covered by penetration resistant material.

9.5. The neck, including the front, sides, and back of the neck, is to be covered by penetration resistant material for Light Rapier Combat. The entire front 180 degrees of the neck, as well as at least 5" (12.5cm) centered on the cervical vertebrae, must be covered by rigid material for all other categories of Fencing.

9.6. The face and sides of the head up to and including a vertical line drawn at the back of the external ear are to be covered by a 12kg fencing mask or equivalent head protection.

9.6.1. The metals listed in the glossary under rigid armor are considered equivalent to a 12 kg fencing mask mesh.

9.6.2. Masks and helms must be secured to the fighter, so that they cannot be easily removed or dislodged during combat.

9.6.3. All parts of a fencing mask or 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. There shall be no major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges.

9.6.4. The interior of fencing masks must have a minimum of ¼" (6.4 mm) 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.

9.6.5. For helms that utilize 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 ¼" (6.4 mm) open-cell foam or equivalent resilient material.

9.6.6. Helms without a suspension system and which rely on foam must use a minimum of ¼" (6.4 mm) 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.

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

9.7. The rest of the head and neck must be covered by at least puncture resistant material for Light Rapier and Rapier Combat and rigid protection for Cut & Thrust Combat, the latter to protect against percussive blows.

9.8. In addition, any body part vulnerable to significant serious injury or disproportionate bleeding, such as external reproductive organs, or hemangioma, must be covered by rigid protection[8].

9.9. Armor is to be designed and worn so that no gaps form over vital body areas when the combatant assumes any reasonable position, and no more than incidental gaps on other areas.

9.10. Armor is to be inspected before each day's combat to check for any tears or signs of wearing. Penetration resistant armor is to be tested no less frequently than every two years using a drop tester[9], and may be tested at any time within that time frame at the marshal's discretion using the drop tester (see appendix for description of test)[10]. The exception to this testing is chain mail armor which meets the definition of Penetration Resistant. This type of armor must be inspected visually for any missing links. More than one adjacent missing link must be replaced before the armor is worn. Split rings with at least two full turns are acceptable replacement links.

[8] This list includes the face, however that is already required to be covered by rigid protection

[9] The drop test was created to help ensure that a broken blade, with the typical types of breaks seen, or an untipped blade, is less likely to pierce the opponent. No amount of armor will ever be perfect protection and is not meant as a replacement for comportment, training, and control

[10] Sweating and washing can wear out fabric, thinning it out and making it susceptible to penetration

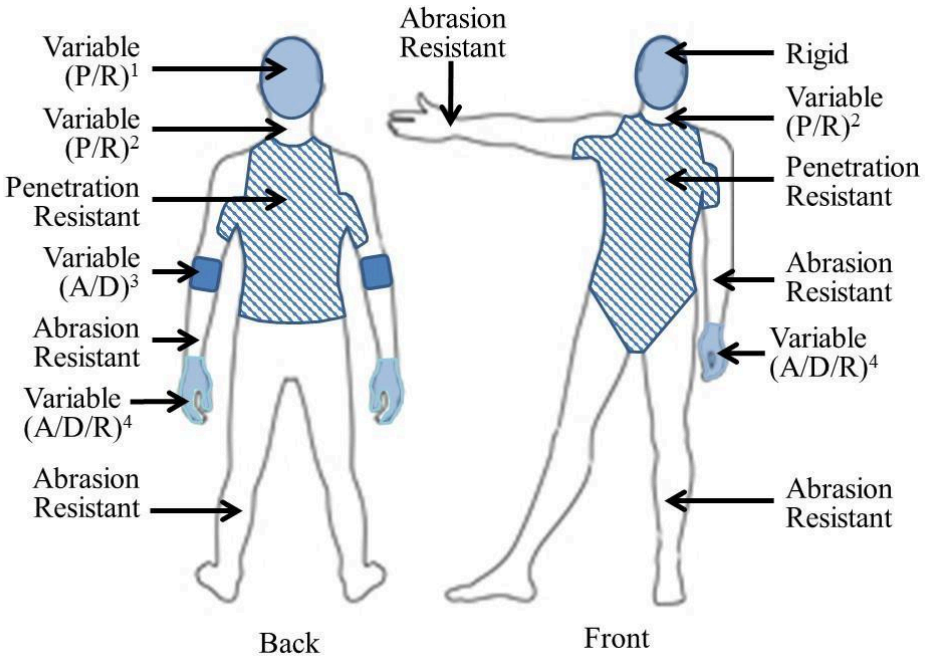


Figure 3. Schematic of the body and minimum required protection. Note that some areas may require rigid protection, depending on the combattant's anatomy and physiology. (A = Abrasion Resistant; P = Penetration Resistant; D = Padded; R = Rigid)

[1]The back of the head requires penetration resistant in Light Rapier and Rapier Combat, and rigid armor for Cut & Thrust Combat.

[2]The neck requires penetration resistant armor for Light Rapier, rigid protection for all other categories.

[3]The elbow requires abrasion resistant armor for Light Rapier and Rapier Combat, and padding for Cut & Thrust Combat.

[4]The back of the hand and wrist in Cut & Thrust Combat, requires additional padding, or rigid protection if one of the combatants is wielding a two handed sword.

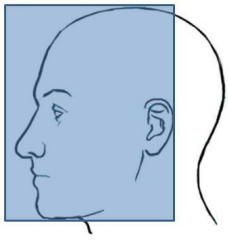


Figure 4. The head and face, indicated here, must be protected by a 12 kg mask or equivalent for Light Rapier and Rapier Combat; the rigid protection of a mask must be extended to the entire head for Cut & Thrust Combat to protect against percussive blows.

10. Marshalling

10.1. For any clarification on these rules, please refer to the Marshal's Handbook at XI PROCEDURES FOR THE AUTHORIZATION OF MARSHALS, and Corpora at VII. KINGDOM, PRINCIPALITY, AND LOCAL OFFICERS

10.2. Marshals are to be warranted or rostered by their kingdoms for authorizing combatants, running practices, tournaments, melees, and other Fencing activities, or subsets thereof.

10.2.1. Marshals may be warranted for only specific activities or categories of Fencing and act accordingly for the activities or categories for which they are warranted.

10.3. Marshals must demonstrate a knowledge of these rules and kingdom rules (both practical and in execution), and must be willing and able to enforce the rules for safety and fairness, and to mediate disputes between combatants.

10.4. Marshals should be trained in and demonstrate an ability to maintain reasonable awareness in observing Fencing and in understanding the combat.

10.5. Marshal responsibilities include

10.5.1. Inspection of arms and armor prior to combatants taking the field (see Appendix 2)

10.5.2. Watching for safety of combatants and spectators (See Appendix 4)

10.5.3. Being watchful of obstructive behavior in tournaments and melees and reminding combatants of the rules and conventions where necessary

10.5.4. Using impartial evaluation as to level of sanction where necessary, including but not limited to:

10.5.4.1. Speaking directly to a combatant

10.5.4.2. Elevating any concerns to the marshal in charge of the event, to a marshals court, and/or to the Kingdom Marshal

10.5.4.3. Relieving a combatant of their authorization for any period of time, effective immediately and allowing the option for appeal

10.6. Marshals are encouraged to be flexible and creative in finding ways to enable combatants of diverse abilities to learn and participate in Fencing with utmost regard to the safety of the combatant and to their opponents. Where possible, the Kingdom Marshalate shall serve as a resource to local marshals and Fencing teachers to ensure the inclusion of diversity.

10.7. A list of warranted marshals is to be maintained by each Kingdom Marshal

11. Adverse events

11.1. Adverse events which occur at an official practice or event, including injuries, broken blades, and tips that a sword has blown through, are to be reported to the kingdom marshallate within 2 weeks and to the Society Marshal within 3 months of the incident. Documentation including the marshal's account, and images, are highly

encouraged to provide the greatest detail for these records. Refer to Appendix 7 for suggested report details.

11.1.1. An injury is reportable if, at a minimum, it resulted in bleeding, and/or required a combatant to retire from the field, even briefly.

11.1.2. The exception to this timeframe is reports of more serious injuries, which includes all injuries that require hospitalization or similar care, include a period of unconsciousness, or may require complex medical care. These injuries need to be reported to the Kingdom Fencing Marshal within 24 hours of the incident. Include all available details in the report. In turn, the report must be forwarded to the Society Fencing Marshal within 48 hours.

12. Use of weapons, styles, and armor requirements outside of these rules

12.1. Any weapons, armor, or other techniques outside of this ruleset must be proposed as an experiment to the Society Fencing Marshal, Deputy to the Society Marshal and cannot commence without authorization from the Society Marshal.

12.2. The procedure for proposing an experiment to the Society is outlined in Appendix 6.

12.3. The separate Kingdoms retain the right to maintain a ruleset which establishes more restrictive standards than those defined here. Any weapons, armor, or other techniques outside a Kingdom's ruleset but within those of the Society as described here, must be run as an experiment under the approval of the Kingdom Fencing Marshal and the Kingdom Earl Marshal.

To comment on these rules, CLICK HERE

Appendices:

Appendix 1. Glossary
Appendix 2. Inspecting a combatant's arms and armor
Appendix 3. Testing methods for penetration resistant armor
Appendix 4. Marshalling Fencing in the SCA
Appendix 5. Authorization
Appendix 6. Procedure for experimental programs
Appendix 7. Adverse Events Reports

Appendix 1: Glossary

Terms related to Types of Fencing

Line In melee combat, a minimum of two combatants, on the same side, in contiguous mutual weapons support range.

Terms related to Types of Blows

Thrust The front (i.e. head-on cross section) of the point of a blade makes contact with the opponent.

Tip Cut The point of the blade makes contact with the opponent and moves across the opponent along the line of the edge of the sword.

Draw Cut The edge of the blade makes contact with the opponent and slides in the line of the sword by drawing (i.e. contact starts closer to the hilt and ends closer to the tip)

Push Cut The edge of the blade makes contact with the opponent and slides in line of the sword by pushing (i.e. contact starts closer to the tip and ends closer to the hilt)

Percussive Blow The edge of the blade makes contact with the opponent with controlled force such that the opponent can reasonably feel the contact.

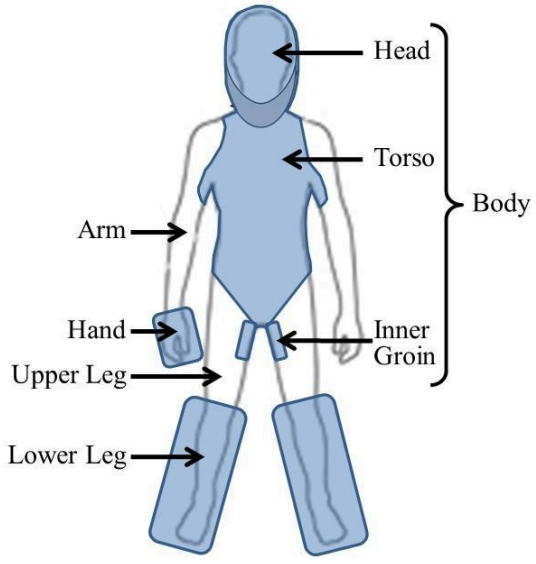


Figure A1.4. Regions of the body, relevant to acknowledging valid blows.

Terms related to Acknowledging Blows

Body The body includes the head and entire helmet, the neck, chest, abdomen, back, and the regions on the inner part of the upper arm and the inner thigh extending 4" down from the armpit and the groin, respectively

Hand The hand, including all fingers, up to and including the wrist

Arm The arm not including the hand or the part included with the body

Upper Leg The upper leg, not including the part included with the body, down to and including the top of the kneecap and the crease at the back of the knee

Lower Leg The foot, lower leg, and knee below the upper leg

Torso The torso includes includes the chest, abdomen, back, and the regions on the inner part of the upper arm extending 4" down from the armpit.

Terms related to Arms and Armor

Abrasion Resistant Armor
Material that will withstand normal combat stresses (such as being snagged by burr on a metal 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
• opaque cotton, poly-cotton or lycra/spandex mix tights
Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.

Blunt
(In this use, an adjective) Possessing no sharp edges or point that could reasonably penetrate or scrape bare skin with hand pressure (approximately 5 lb / 2.25 kg)

External Reproductive Organs
In this context, external reproductive organs refers to penis and/or testicles

Hemangioma
A collection of blood vessels at the surface of the skin, characterized as a raised red growth. Hemangiomas which bleed more easily than regular skin must be covered by rigid armor.

Penetration Resistant Armor
Material that will predictably withstand puncture as demonstrated by passing a penetration test. The following materials are known to pass these tests when new:

- four-ounce (1.60 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
- chain mail made of welded or riveted steel rings that will not admit a 5/32" (4 mm) diameter probe. Rings no greater than 0.155" (4 mm) in internal diameter made of wire no less than 0.020" (0.5 mm) thick meets this requirement

The above 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.
UnderArmour, Spandex, and other similar stretchy materials are not suitable as puncture-resistant materials and must not be included in testing. Kevlar is not an acceptable material as it degrades rapidly.

Rigid Armor
Material 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 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, 3.2 mm)

Perforated material that meets this requirement must have holes no larger than 1/8" (3 mm) in any direction, and a spacing of at least 3/16" (5 mm) center-to-center. In using these measurements, the perforated material must meet all the requirements of either the imperial or the metric units (or both).

Vital Body Areas The areas of the body that are required to be covered by penetration resistant armor or rigid armor

Appendix 2: Inspecting a combatant's arms and armor

This outlines a basic overview of the key points of an inspection. The items to check, listed below, are not meant to be comprehensive for every item in the rules. Marshals are encouraged to use their best judgement to conduct any aspect of an inspection more thoroughly.

A2.1. Inspecting Arms

A2.1.1. Inspecting Bladed Weapons

Inspect the overall weapon

- Check that the overall length is within the acceptable range.
- Check that the weapon is in good repair; i.e. doesn't seem like it will fall apart with a parry.

Inspect the blade

- Check for nicks that can cut an opponent. You can do this visually or by running a gloved hand along the edges of the blade. Run your hand in both directions but do so **lightly** – by its very nature a potentially harmful nick can injure you. If the blade has substantial nicks, they will need to be filed or sanded before the weapon can be used.
- Look down the length of the blade to look for kinks. Weapons with kinks consistent with fatigue cannot be used.
- Check the flexibility of the blade. If in doubt, check the weapon for flexibility using a 6 oz (170 g) weight as described in section 6.2.15 above.

Inspect the tip

- Check the tip visually for cracks, bulging, or discoloration, or any other signs that the sword is starting to punch through the tip.
- Frequently, it isn't possible to ascertain the internal components of the tip. For example, if the tip is made of leather, it may not be possible to tell that the leather is thick enough. Ask the combatant about the construction of the tip to check that they are familiar with the rules and that their tip construction is in compliance.
- If the tip appears not to meet the requirements, it needs to be replaced before the weapon can be used.
- Check that the tip is unlikely to come off during combat, by pulling on it.

Inspect quillons, pommel

- Check that the quillons and pommels do not have sharp or pointed ends.

A2.1.2. Inspecting Defensive Objects

- Check for any major splinters, nicks, or features that can injure an opponent.

A2.1.3. Inspecting Projectile Weapons

- Check the striking surface for size and yield
- The draw of a weapon can be checked with a scale such as a fish scale or an archer's tool

A2.2. Inspecting Armor

- When inspecting a combatant's armor, you may not be able to see every part of armor. In these cases, ask the combatant about their armor and to determine if they know the rules and are, per their assertion, armored accordingly.
- You may ask a combatant to move themselves or a body part, for example going into an "en garde" position so that you can ascertain that there is sufficient coverage in their armor.
- If a part of the inspection requires you to touch the combatant, for example to check for proper mask fit, ask for and receive their permission before you do so. If the combatant does not permit inspection, they may not pass inspection.

A2.2.1. Overall

- Verify what type of combat the combatant is planning to participate in. Check that the combatant has the appropriate level of protection on the appropriate parts of the body for that category of combat.
- It may be necessary to ask the combatant what their penetration resistant armor is – for example, it may be a combination of a doublet and underarm gussets sewn into their undershirt. If you cannot see the undershirt in this scenario, ask them if they're wearing it.
- It may be necessary to ask the combatant to adopt a pose common to combat, for example a lunge, in order to ensure that their penetration resistant armor does not gap
- Ask the combatant if they are wearing the appropriate groin protection and rigid protection on any vulnerable body part. It is up to the combatant to know what they need to wear.

A.2.2.2. Inspecting Masks

- Check that the materials of the mask meet the rigid material standard, and are without excessive rust or dents that weaken the material.
    - 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 Fencing Marshals may elect to designate certain deputies to administer such testing.
- Check for a snug fit that is unlikely to result in the mask or a part of the mask contacting the combatant's head or face.
    - Check the mask off the head. Look inside for any substantial (i.e. > 1/8") protrusion and check that there is sufficient padding or an adequate suspension system to keep the combatant's head from contacting any rigid surface.

- Check the mask on the combatant. It is frequently necessary to push or pull on the mask to ensure it doesn't contact the combatant. Tell the combatant what you are going to do as you work through the inspection.

A.2.2.3. Inspecting Gloves

- For Cut & Thrust Combat, check that the hand protection (combination of glove and/or sword or defensive object) is sufficiently padded or has adequate rigid protection. If their gloves only have padded protection, remind them that they may not fight with or against a two-handed weapon.
  - Ask the combatant to hold their weapon or defensive object as they would in combat.
  - Identify the location of one inch past points of the wrist of the combatant.
  - Verify the combined protection covers the back of the hands, fingers, and area on the wrist identified above from percussive cuts from normal and reasonable angles that will occur in a fight are protected. i.e. is there a straight line, approximately 4" long, into which a sword may make edgewise impact on any part of the back of their hands, fingers, or wrist?
  - A shield alone may be considered an equivalent to full hand protection only if no part of the gloved hand or wrist is within 4" (10 cm) of the edge of the shield while the shield is in use.

Appendix 3: Testing methods for penetration resistant armor

A drop tester is used to ascertain that materials meet the penetration resistance standard of the Society, and is required every two years for penetration resistant armor, with the exceptions noted above in Appendix 1 under the definition of Penetration Resistant Armor.

The only acceptable alternate to the use of the test described here is a commercial 550N garment punch test devices, manufactured by sources acceptable to the Society Fencing Marshal, Deputy to the Society Marshal. Such a device shall be used in accordance with its instructions.

A3.1. Procedures for creating a drop tester

It is important not to deviate from the construction specifications given below without approval, as seemingly minor changes can affect the test results.

There are three major parts to the tester, the drop probe (the weighted piece), the guide tube, and the round frame (3" flange, below) over which the fabric to be tested is clamped. The actual test method is detailed below. A brief overview is:

Clamp the fabric over the 3" flange, balance the guide tube over the center of the fabric, and drop the weighted drop probe down the middle of the guide tube, as shown in Figure A3.1. If the rod on the end of the falling drop probe punches through, the fabric fails, if it doesn't punch through the fabric passes.



Figure A3.1 - ***Drop tester (pipe end sticking out of white guide tube) ready to use on some fabric clamped onto the 3" flange.***

These instructions describe how to build a drop tester for carrying out these tests. It won't take very long to build, and will not be very expensive, but does need one special part.
Parts list:

- 1" nominal diameter 18" long Black Pipe stub from any do-it-yourself/hardware store, plumbing supply house, etc, this is heavy, iron pipe used for natural gas.
- 1" nominal plastic cap for pipe above (screws onto end of pipe)
- 0.156" (5/32") "plus tolerance" diameter gage pin, minimum 2 inch length, class Z or ZZ[11]
- Drill bit stop or collar (piece that goes on to a drill bit to set the depth of a hole)
- Epoxy (the solid grey type such as JB Weld works well, clear epoxies do not hold up as well)
- 2" nominal diameter PVC or equivalent (material doesn't matter for this), at least 30"
- 3" PVC 3" Male Adp. DWV (short section of PVC, has *external* threads on one end)
- 2 hose clamps, 2.5" to 4" range (large enough to fit over 3" adapter above)
- Screwdriver or nut driver (to operate test)

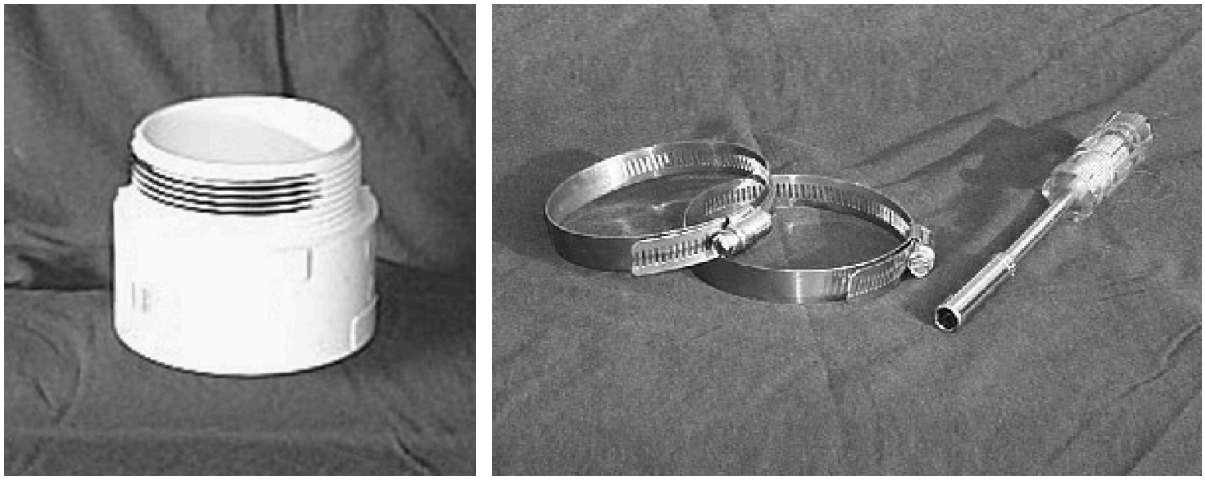


Figure A3.2. 3" PVC 3" Male Adp DWV (left); Hose clamps and nut driver (right)

Construction Tools

- Power drill with 5/32" drill bit
- Scale capable of measuring to about ½ oz or 10 g (can go to post office and use theirs)
- (optional) saw (some way to cut the PVC pipe above, or can have it done at hardware store)
- (optional) file, sandpaper, to smooth PVC

[11] A gage pin was found to have a more consistent edge, or shoulder, than other types of bar stock. If the edge is too sharp or too rounded, the results of the drop test will be affected.

Construction

Step 1: Make the Guide Tube

1. Cut the 2" nominal diameter PVC tube to 23.6" (60 cm) in length. Try to make the ends square (so when it is placed on a flat surface on either end, it stands up straight). A wood saw is fastest for this, a hack saw will work as well, or get it cut at the store you buy it at.

2. Drill three holes with the 5/32" drill bit near the bottom end of it for air release when the probe drops, the location doesn't matter as long as they are within a couple of inches of the bottom.

Step 2: Make the Drop probe

1. First get a gage pin, at the supplier above. Do *not* modify the end, these pins are used because they are consistently manufactured. Make sure that the pin is clean of any oil or other chemicals that would keep the glue from sticking properly.

2. Drill a hole in the center of the 1" plastic cap with the 5/32" drill bit.

3. Now put the drill collar on the gage pin with about half of the gage pin sticking out of one side, and apply epoxy. Before it dries, put more epoxy on the gage pin, and shove it into the hole in the cap, with the drill collar on the outside, curved side of the cap. The exact type of drill collar isn't important, it is just to provide some extra grip to keep the gage pin from breaking loose and sliding up into the drop probe with repeated impacts, since the PVC hole alone isn't a great glue surface.

4. When you have it put together and the epoxy is still wet, put it on a flat surface and slide the gage pin down until it bottoms out where the plastic cap sits on the flat surface. It will look something like Figure A3.3, below, when done. Make sure the gage pin doesn't dry at an angle (it should be coaxial (parallel) to the iron pipe, keep checking visually as it dries). If the pin isn't sticking straight out of the cap, your drop tester will not work properly.

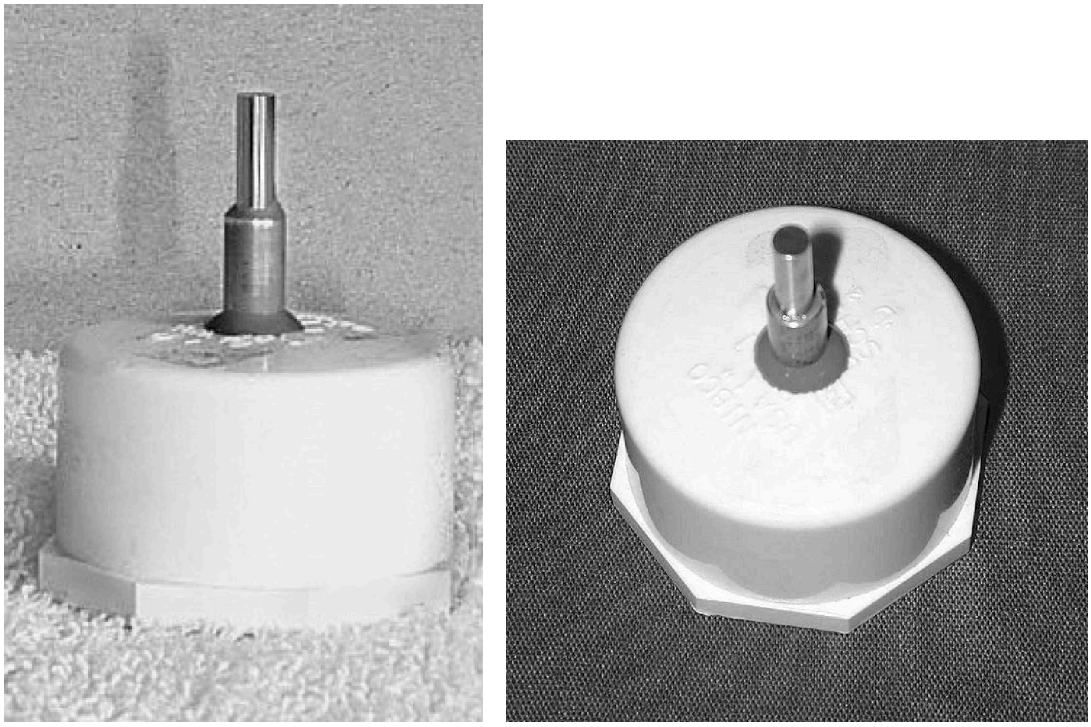


Figure A3.3 - Plastic cap with gage pin and drill collar sticking out, all epoxied together

5. After the epoxy dries, screw the cap on to one end of the pipe (make sure not to get epoxy on the threads, you may want to remove it later!).

6. Weigh the drop probe assembly, using a good scale. It should be able to measure to half an ounce or 10 grams, a postal scale at the post office could work for example. If possible, try to use metric units - it will make calculations easier later on.

7. The height from which the probe will be dropped is directly dependent on the weight of the probe. Since not all cast iron pipe will weight the exact same amount, and the length of the pipe may be off by a small portion, calculate the exact drop height for the probe being constructed. Use the formula below for a 1.5 Joule drop energy to calculate the drop height for your tester.

In Metric units
    15306 / (the probe weight in grams) = drop distance (in cm)
or, in American units,
    212.6 / (the probe weight in ounces) = drop distance (in inches)

Plug the measured drop probe weight into one of the formulas and calculate the drop distance. It should be between 10 and 20 cm (4 and 8 inches), if not, you found a really unusual pipe stub and should not proceed further.

8. Lay the probe next to the PVC tube from the first step, slide it "up" next to the PVC guide tube until you have that calculated drop distance from the bottom of the PVC tube to the gage pin sticking out of the drop probe, and mark the top end of the drop probe where it lies next to the

top of the PVC guide tube (tape, etc.). That is the mark you will want to line up with the top of the PVC tube when you drop the probe. Some of the probe will stick out of the top end of the tube when you have it all together vertically and give you a place to grab it. (The reason metric units are easier is that it's easier to measure fractions of a centimeter than it is fractions of an inch.)

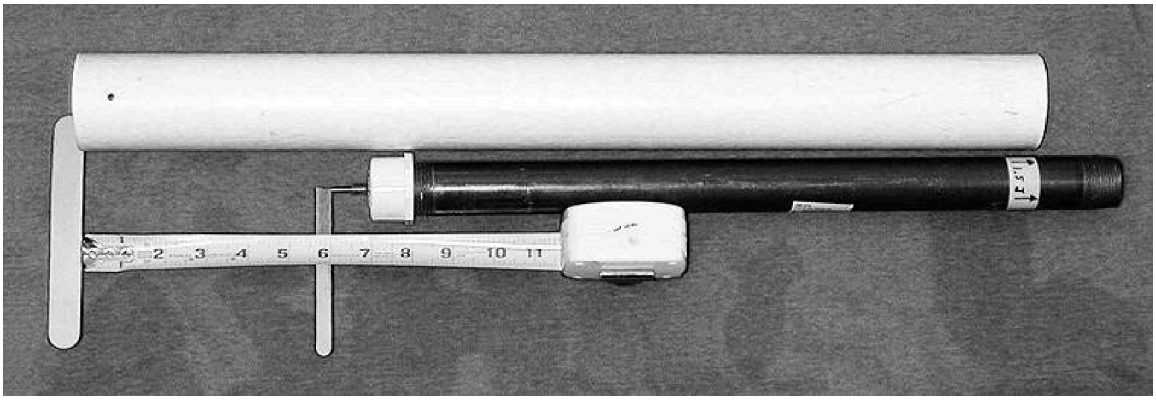


Figure A3.4 - Lay drop probe assembly (pipe and cap) next to PVC guide tube, and measure your calculated distance from the probe tip to the bottom of the PVC guide tube.

Step 3: The Clamps and Frame

No modifications needed here, you just need the two hose clamps and the threaded flange, along with a screwdriver or nut driver to tighten the hose clamps. Do not substitute other parts for the flange with outside threads, as the grip on this surface has a big impact on fabric slippage, which has a big impact on whether the test passes or fails armor.

It is suggested that you get a nut driver (like a screw driver, but with a socket head) for tightening and loosening these hose clamps, it is much easier to use than a screw driver as well as being safer.

A3.2. Procedures for use of a Drop Tester

The basic idea behind this test is to drop a known weight a known distance to give a known impact, giving a pass/fail verdict to "unknown" fencing armor. This document will tell you how to use the tester to test armor. See Appendix 3/Building a Drop tester for how to choose and build these items. You should have all six pieces shown in Figure A3.5, below, including a guide tube, drop probe (unique to your tester), 3" threaded PVC flange, two hose clamps and a screw driver or nut clamp to tighten the hose clamps.

You should only use your probe with the guide tube it was designed for. Interchanging these items between testers may produce inaccurate results.



Figure A3.5 - Parts needed for SCA Standard Drop Tester for fencing armor.

1. You need a hard surface to work on. Surfaces such as pavement, an extremely sturdy table, concrete, etc are good choices. Carpet or grass are bad choices; they absorb impact and make the test too easy for armor to pass.

2. "Start by setting the threaded PVC flange thread side up and laying the test fabric over it, and loosen the first hose clamp so that it will fit easily over the fabric and flange but pull the fabric somewhat taut as it is pushed down. Tighten that hose clamp, put a second one on and slide it down to touch the first then tighten the second one. It should look something like Figure A3.6. You may want to invest in a 5/16" nut driver (like a screwdriver with a socket head). It will prevent gashes on your hand from slipped screwdrivers. Note that if you didn't push the first hose clamp far enough down (you may want to lean on it a bit with the screwdriver or nut driver), the second hose clamp won't stay on when you tighten it; it will just barely fit if you do everything right.

3. Then, place the guide tube on the center of the clamped fabric. Steady it with one hand, trying not to push downward on the fabric.

4. Put the drop probe into the guide tube, lowering it to roughly the mark that shows where to drop it from, and slowly tilt the guide tube back and forth until the drop probe seems to hang freely, not lying against a side. (You are using the drop probe like a plumb bob to get everything vertical.) Line up the mark exactly with the top of the guide tube, and drop the probe. It should look like Figure A3.7 below just before you drop it.



Figure A3.6 - Fabric clamped onto flange with two hose clamps. Notice that the second one will protrude a bit above the level of the fabric with thicker fabrics, but it should still be tight if you push everything down enough.



Figure A3.7 - Drop Tester just before making a test drop. Note that the guide tube is centered on the clamped fabric, and the drop probe is being used as a plumb bob to make the guide tube vertical.

5. Let go of the probe.

Now examine the fabric. If the pin punched through anything beyond the top layer of fabric, the material fails. If the pin did not punch through, recheck the top hose clamp with a gentle tug to be sure it is still tight. If there was slippage it will often get loose, so this is a good check to be sure the fabric didn't slip. If it's loose, you need to redo the test. If it's not loose, the fabric passes. Always be sure to check the tightness of the fabric after the drop.

Appendix 4: Marshalling Fencing in the SCA

A4.1. Marshals may be warranted by their Kingdom for different subsets and categories of combat, and/or for different scenarios.
A4.2. Marshals shall only officiate practices, tournaments, and scenarios for which they are warranted.
A4.3. Marshals shall have a thorough understanding of their kingdom rules, and at interkingdom events they must have a thorough understanding of the conventions for that event.
A4.4. Marshals must be prepared to use their discretion and best judgement when faced with questions that these rules have been unable to cover explicitly. Marshals may also ask other marshals for assistance, especially their local, regional, or Kingdom marshals, and may also decline to marshal bouts if they do not feel qualified to do so.
A4.5. The following is not an exhaustive list of combat marshalling activities. It is a framework for basic marshalling of SCA Fencing.

Conventions for single combat

- The marshal may be asked to guide combatants through salutes, if the marshal is comfortable doing so. These are usually
    - Salute to the Crown
    - Salute to their inspiration
    - Salute to the crowd
    - Salute to the opponent

This is commonly done in an early round in a tournament

- You may ask whether the combatants are satisfied with their opponent's arms and armor. This is a good opportunity for a combatant to point out, for example, that there is a gap in their opponent's armor that had been missed.

Marshaling combat

- When combatants are ready, call "lay on" (or its equivalent) loudly and clearly
- If there are any safety issues at any point, call "hold" loudly and clearly
    - Hold should not be called for incidental gapping in abrasion resistant armor
- It is beneficial to carry a writing implement and paper when marshaling larger melees so that in the case of an incident, you can quickly write down the names of those involved and any witnesses, or notes to remember which combatants to speak with, for further follow up as necessary after the melee.
- Should a situation arise not explicitly covered by Corporate or Kingdom Fencing rules, the marshals should not assume that the situation is forbidden or inappropriate. Again: No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants and observers.
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Appendix 5: Authorization

A5.1. Authorization is an assessment of a combatant; if they pass and become authorized, they are allowed to participate in tournaments and melees.

A5.2. Each kingdom sets their own rules regarding what authorizations are necessary. Some kingdoms, for example, have a single authorization for many weapons forms, while others have separate authorizations for each weapons form. Also, the number and level of marshals performing the authorizations differs between kingdoms. Refer to your kingdom's rules for these details.

A5.3. Authorizing a candidate revolves around safety – can the combatant comport themselves in such a manner that they are unlikely to injure themselves or others. Additional requirements may be placed by each kingdom. Assessing a candidate for safety includes the following:

a. Does the candidate know and understand the rules for what armor they should wear, and what makes it allowed / disallowed under our rules?
b. Does the candidate understand what weapon(s) they may wield, and what weapons they may face in combat?
c. Can the candidate move without tripping on uneven ground, or slipping on a smooth surface? While it is not usually possible or practical to test the candidate on multiple ground types, the marshals should rely on their experience to assess the candidate based on what they see during the authorization.
d. Can the candidate execute the allowed blows (thrusts, cuts, percussive blows, as appropriate for the weapon and category they are authorizing for) without harming themselves, their opponents, or others?
e. Does the candidate remain safe (both their own safety and in terms of not posing a hazard to their opponent or others) in various combat conditions, including an opponent who is retreating, rapidly advancing, or who stops during a retreat?
f. Does the candidate know where to ask their questions if they should run into any questions regarding an aspect of SCA combat?

A5.4. Please note that special considerations may be made for candidates with unique needs. All candidates must be able to comport themselves with safety for themselves and others, but this may take a different form for different candidates. For example, a candidate in a wheelchair may not be able to move laterally but may demonstrate the ability to curl defensively rather than stepping out of the way when necessary.

Appendix 6: Procedure for experimental programs

Weapons or techniques that may be appropriate for pre-17th century combat but are not permitted by the Society ruleset may be allowed to proceed under an experimental program. Experimental programs are run by the Kingdoms and are run under the purview of, and reported to, the Society Marshal. The process of preparing and running an experimental program is an important pathway to establishing the safety and value of a new activity or method and thus the expansion of the Society Fencing ruleset. Each kingdom interested in participating in an experimental program must prepare and submit an experimental program plan, including

- A description of the proposed new weapon or technique
- The anticipated reporting schedule
- A minimum time frame
- Contact information for the person(s) who will oversee the experiment in the kingdom and the person(s) responsible for reporting on the experiment

It is the prerogative of the Kingdom Fencing Marshals, subject to the above, and to approval of their Earl Marshal and the Society Marshal, to allow testing of new weapons or techniques within a kingdom. The experimental program must be formally signed by these officers before any activities may commence.

Conducting an experiment 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 object to the use of the weapon or technique, it may not be used.

At regular intervals, at least quarterly, the Kingdom Fencing Marshal shall report to their Earl Marshal, and the Society Fencing Marshal, Deputy to the Society Marshal, on the progress and results of the experiment, including 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. The Society Fencing Marshal, after consultation with the Kingdom Fencing Marshals, shall determine if the weapon or technique should be recommended to the Society Marshal as a potentially suitable and valuable addition to SCA Fencing. The Society Fencing Marshal shall then report to the Society Marshal for final adjudication.

The experimental program begins after the Kingdom Fencing Marshal, Kingdom Earl Marshal, Society Fencing Marshal, and the Society Marshal have all signed the plan.

After successful completion of the experiment, the Society Marshal may, at their discretion, recommend changes to the Society Handbooks relevant to the experimental results to the SCA Board of Directors for their approval.

Appendix 7: Adverse Events Reports

The following are suggested components of reports for certain adverse events. The list of adverse reports noted here is not to be considered comprehensive. Moreover, greater information is welcomed for any of these reports.

For all reports:
Date of incident
Type of scenario (practice / tournament / melee / woods battle, etc)
Names and contact information of those involved, and relevant marshal(s)

Injury
An injury is notable if it resulted in bleeding, and/or required a combatant to retire from the field, even briefly. In an injury report, include

- a description of incident
- the category of combat
- the events leading to the injury
- the weapons used
- a description of the injury, including whether any professional opinion was sought and rendered
- No formal, HIPAA (or equivalent)-protected medical records shall be requested, gathered, stored or transmitted as a part of this process.

Broken Blade

- Age and approximate use history of blade
- Any modifications performed on the blade
- Description of incident
- Images of both broken sides

Tip Blown Through

- Age and approximate use history of tip
- Type of tip
- Description of underlying metal
- Images of tip and underlying metal

Equipment Failure
This includes failure of mask/helmet, armor, defensive objects, etc

- Manufacturer, age, and approximate use history of item
- Any modifications made from the original
- Description of failure