

*Presented to Their Royal Majesties of Caid,
Guillaume de Belgique
and
Félinah Tifarah Arnvella
Memo Hazara Khan-ad-Din
on the 23rd day of September, AS XXXV.*

These rules are the culmination of several months work by numerous members of the kingdom. Much appreciation and praise should be directed towards my predecessor, Doña Arabella da Siena, who wrote the initial draft, coordinated the revisions and submitted these new rules for final approval. If it were not for her diligence and graceful demeanor, this herculean task would not have been accomplished.

In addition, the individuals I worked with on the revision committees should be recognized: Lord Andre Miguel Rodriguez de la Rosa, Doña Caitriona Ghabhalfhada, Don Alexander Baird, THL Beorn of the Northern Sea, Don Kelan McBride, Lord Sven Larsson Sture, Don Giacomo Cavalli da Treviso, THL John Garr, His Grace Edric Aaron Hartwood, Don Alexander Kalidokos, Don Njall Olaf Hagerson, Lady Cristeane Regan MacNab, Lord Robert Camulus Brigantia, Lady Grainne ingen Lasrach and Lord Thomas Dudley. I am sure that there are a few individuals I may have accidentally not listed, but they are as deserving of recognition as the rest.

These rules represent the progress that rapier combat has made both within Caid and in the Knowne World. The admirable respect and honorable attitude of the rapier community in Caid is the result of the hard work of my predecessors and the leaders within the kingdom. I believe these rules will ensure that Caid's rapier community will continue to flourish and to pursue the goal of honorable historical reenactment of this martial art.

In Service,

Don Laertes Blackavar McBride

Deputy Earl Marshal of Fence, Caid

Combat Handbook of Caid

Rapier Combat

1. INTRODUCTION

1.1 GENERAL INFORMATION

- 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.
- 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.
- 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.
- 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:

- All persons of age 14 or greater may participate in Rapier Combat following successful authorization. For all fighters under the age of 18, a "Minor's Waiver and Informed Consent to Participate" form and a "Medical Authorization For Minors" form must be submitted. Additionally, a parent/legal guardian must be present at all fighting. 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.
 - Additional limitations for fighters under the age of 16:
 - Combatants in this age group can only be authorized by the KRM or by a Provost Marshal specifically designated to perform this duty.
 - 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.
- 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 re-authorized under the rules of Caid.

1.3 BEHAVIOR ON THE FIELD

- All fighters shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to subsequent disciplinary action.
- Disagreements with the marshals overseeing the field shall be resolved through the established mechanisms outlined in the Marshallate Procedures of the SCA, Inc.
- Each fighter shall maintain control over his or her temper and behavior at all times.
- Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
- 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.
- 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 DEFAULTS

- In tournaments, standard parrying devices (described below) are the buckler, cloak, dagger, 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.
- In tournaments, if there is an unresolved conflict of weapon authorizations between fighters, the default rapier type shall be standard 35" epees. If one of the fighters is not authorized in epee, and no other solution can be satisfactorily agreed upon (i.e. single dagger or dagger/parrying device combination), the fighter not authorized for epee forfeits the bout.

2.2 IN GENERAL

- Sharp points, edges, or corners are not allowed anywhere on any equipment.
- All equipment must be able to safely withstand combat stresses.
- Equipment that is likely to break a blade or damage other equipment is prohibited.
- Fencing-type blades (e.g. foil/epee) 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 fencing-type blades.

2.3 BLADES:

The following classes of blades are used in Caid:

- A. "Fencing-type" rapiers [35-40 inches tip to hilt]:
 - Foils
 - Epees
 - Doublewide/Musketeer/Theatrical Epees
- B. "Heavier-type" rapiers [35-45 inches tip to hilt, unless otherwise noted]:
 - Schlagers (Oval and Diamond cross sections)
 - Del Tin/Scottie Practice Rapiers
 - Zamorano blades [40-45 inches tip to hilt]
 - Del Tin Bated rapier blades
 - Hanwei blades (produced by CAS/Iberia)
 - Alchem 'Safeflex' rapier blades
- C. Dagger blades [18-20 inches tip to hilt]:
 - Flexidaggers.
 - "Scottie" daggers
 - Safeflex daggers
 - **Daggers may not be made from broken or cut-down blades.**

All types of fiberglass blades are allowed by permission of the MIC only and considered non-standard. Fiberglass rapiers are classified as "heavier-type."

The use of standard sabers is expressly forbidden in Caid.

2.4 ALL BLADES ARE SUBJECT TO THE FOLLOWING:

- A. Fencing-type blades (e.g. foil/epee) may not be used against heavier-type (e.g. schlager) blades.
- B. Daggers may be used against either class of blade.
- C. Blades must be clear and free from pits, nicks and jagged edges likely to weaken the blade or snag on an opponent's armor or equipment. The edge must be at least 1/16 inch.
- D. 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. Blades with "S" curves shall not be used unless they can be properly re-curved.

2.4.D. (cont'd)

- Any blade that is determined by the marshals to be unsafe (i.e., showing signs of metal fatigue such as a sharp kink or a "soft spot" when it bends) must be removed from use. The failed blade shall be painted red or orange for at least half its length, cut or broken off so that it is obviously too short for SCA use, or have filed 3 grooves on one side of the blade about 1/2 inch apart and 1/4 inch deep. The owner of the blade shall choose the method of marking.
 - If a fighter disagrees with the inspecting marshal's decision, two other marshals must inspect the questionable blade. The majority opinion of the marshals shall prevail. The fighter may appeal this decision up the Marshallate chain of command, but may not use the questionable blade while the appeal is in process.
- E. Steel blades must be manufactured by commercial suppliers. Artisans desiring an exception must apply to the Deputy Society Marshal for Rapier Combat and will be considered on a case-by-case basis.
- F. Steel blades will not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter their temper, flexibility or durability. Normal combat stresses and blade care do not violate this rule. Exceptions are:
- The tang of the weapon may be altered.
 - Heavier-type blades may be shortened so long as it does not make them too stiff.
- G. All steel blades must be reasonably flexible. (See Appendix #1, for field tests of flexibility.)
- H. Weapons may use a hand guard such as a cross guard, cup hilt, quillions and knucklebow. Heavier-type rapiers (e.g. schlagers) may use swept hilts.
- I. Quillions cannot extend more than 6 inches from each side of the blade. The ends of quillions must be blunt.
- J. All blade ends must be capped with rubber or plastic.
- Tips will have a blunt striking surface, presenting a cross-section of at least 3/8" diameter for fencing-type and most dagger blades, and at least 1/2" for heavier-type blades and Scottie dagger blades.
 - Tips must be firmly taped or glued in place. 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.
- K. 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.

2.5 PARRYING DEVICES:

- A. 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.
- 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 fencing-type blades, but standard for heavier-type rapiers.
 - 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.
 - Standard baton/scabbards must be made of lightweight, break resistant material (e.g. lightweight woods; PVC pipe or equivalent which should 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.
- B. 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.
- The standard 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.
 - 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.).

2.5 (cont'd)

C. 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.

2.6 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.

A. 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.

B. Throwing weapons shall be made of soft materials such as cloth, tape, foam, golf tubes, lightweight rubber and plastics.

C. The "damage" caused by throwing weapons shall be explained before the onset of the scenario.

D. Mock Gunnery Gear (rubber-band guns) shall be constructed of solid woods and/or lightweight metals. The ammunition shall be made of surgical type rubber tubing.

E. 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.

F. Mock Gunnery Gear (rubber-band guns) bullets penetrate bucklers and soft non-rigid devices in a straight line. (e.g. they are not bulletproof.)

G. Damage from a projectile weapon should be resolved the same as thrust.

H. 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.

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 standing, 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:

In order of increasing resistance:

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

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

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

3.1 (cont'd)

B. Puncture-resistant material: Any fabric or combination of fabrics that will predictably withstand puncture by a broken blade. 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.

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.

C. Rigid Material: Puncture-resistant material that will not significantly flex, spread apart, or deform under pressure of 12 Kg applied repeatedly to any single point. 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 hard (stiff/boiled) heavy leather, minimum 8 oz (4 mm).

3.2 HEAD AND NECK:

- The front and top of the head must be covered by rigid material to below the jaw line and behind the ears. Standard 12-kilogram fencing masks are known to meet this standard. If built to this standard, rapier combat helms are also acceptable.
- 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.
- 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. A moderate pull upward while grasping the bottom of the mask should not dislodge it.
- 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 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 rest of the head and neck must be covered by puncture-resistant material (e.g. a coif).
- If heavier-type rapiers are being used, additional throat protection is required; it shall cover the entire neck (throat, sides, cervical vertebrae, and first thoracic vertebrae). Either puncture-resistant material (as a hood) or a minimum of 1/4" (6 mm) of open-cell foam shall back rigid material.

3.3 TORSO AND OTHER KILLING ZONES

- The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material.
- For the armpit portion extending onto the arm, acceptable minimum coverage is provided by a triangle extending from the armpit seam, covering the lower half of the arm at the seam, and extending down the inner/under arm, 1/3 the distance to the fighter's elbow. The armpit portion on the torso must also be covered by puncture-resistant material (e.g. attached sleeves, or extending the gusset into the torso region.)
- 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.
- Female fighters shall wear puncture-resistant groin protection. Rigid groin and breast protection is strongly recommended, but not required.

3.4 ARMS AND LEGS

- Hands shall be protected by gloves, made of at least abrasion-resistant material, that overlap any sleeve openings.
- Feet shall be protected by boots, shoes, or sandals, comprised of at least abrasion-resistant material.
- Abrasion-resistant material is required on the rest of the arms, legs, and any area not otherwise mentioned in these rules.

4. CONVENTIONS

4.1 USE OF WEAPONS AND PARRYING DEVICES

- A. Blows will be struck by:
- Thrust: thrusting with the point of the blade
 - Draw/Push Cuts: Sliding the edge of the blade by drawing or pushing a minimum of five (5) inches. For cuts, constant pressure must be transmitted to the opponent for the duration of the draw/push for the cut to be valid.
 - Tip Cuts (for heavier-type rapiers only): 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.
- B. Chopping or hacking blows are never permitted. Fast circular movements (such as moulinets) may, however, be used to place a blade for draw cuts.
- C. Parries may be performed with weapons, parrying devices, the gloved hand, or any other part of the body. Though the gloved hand may be used to parry an opponent's blade and hilt, it shall not be used to push, grasp or strike an opponent.
- D. Parrying devices may be used to move, deflect, or immobilize an opponent's weapon or parrying device in any manner, so long as such use does not endanger the safety of the combatants or their equipment.
- E. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.
- F. If a fighter is disarmed or drops a weapon, it is up to his/her opponent whether the fighter is allowed to recover the dropped weapon. Otherwise, the fighter must be able to draw another weapon from his/her person or yield. No hold shall be called unless there is a safety issue.
- G. For heavier-type rapiers only AND by consent of both fighters only: Fighters may choose to grasp, rather than parry, heavier-type blades (not daggers).
- 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.
 - If the blade that is grasped moves or twists in the grasping hand, that hand is deemed disabled.
 - Grasping techniques are restricted to the blade and may not be used on the hilt.
 - Wrestling for control of the grasped blade will result in a hold being called.
 - Fighters must notify the marshals on the field if they are using this option.
- H. The use of Fleche (running at an opponent with rapier extended) or similar uncontrolled attacks is prohibited.

4.2 ACKNOWLEDGEMENT OF BLOWS

- A. 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.

4.2 (cont'd)

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

C. Tournaments 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.

- D. A good thrust, draw or push cut to the
- head
 - neck
 - torso
 - inner groin (to the fighter's hand width down the inner limb)
 - 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").

- For heavier-type rapiers only: Tip cuts shall count the same as draw cuts in the following areas:
 - neck
 - abdomen (below the ribcage to the groin)
 - groin
 - inner groin (to the fighter's hand width down the inner limb)
 - armpit (to the fighter's hand width down the inner limb)

Tip cuts to eyes, head, and chest can be acted out at the fighter's discretion.

F. A good blow to the arm (down to and including the wrist) will disable the arm. 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.

G. 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.

H. 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).

I. If an effective 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.

4.3 MELEES: Caid norms are as below:

- A. In melees, fighters are engaged with all opponents immediately upon the call to lay on.
- B. The DEFAULT for melees is the '120 degree rule.'
- Fighters may strike any opponent with any legal blow if they are within the 120 degree arc of their opponent's front (e.g. can see both their opponent's eyes).
 - It is not necessary, however, to ensure that the other fighter is aware of the attacker's presence if within 120 degrees. If NOT within the 120 degrees, the attacker must gain the attention of their opponent before engaging.
 - A fighter who approaches an opponent from behind shall not deliver a blow until he is within that frontal arc.
 - A fighter may never strike an opponent from behind.

4.3.B (cont'd)

- 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.
 - 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 120 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 120 degree arc or clearly return to the line.
- C. Death From Behind (DFB) is allowed if it has been announced beforehand. If a melee scenario allows DFB:
- 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.
 - Reaching around the neck is forbidden.
 - 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.
- D. No full-speed or full-strength "suicide charges".
- E. 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

- An 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 a Senior (heavy) or Lights Marshal 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.

Rapier Marshals and Provost Marshals are referred to as Warranted Marshals. The warrants for Marshals fall into the following categories with the listed powers and restrictions.

A. Rapier Marshal-in-Training:

- 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 subject to instruction and correction by any warranted Rapier or Provost Marshal.
- Rapier Marshals-in-Training are to be warranted by a Rapier or Provost Marshal-in-Charge of an event. A copy of the warrant shall be sent to the Earl Marshal for inclusion in the Fighter Authorization List.
- Rapier Marshals-in-Training have the following responsibilities and privileges:
 1. Assists warranted Rapier Marshals with armor inspections.
 2. Assists warranted Rapier Marshals on the field during combat.
 3. Can act as Marshal-of-the-Field under the supervision of a warranted Rapier or Provost Marshal.
 4. Can function as a Marshal on a challenge field.
 5. Calls 'Holds' for safety reasons.

5.1.A (cont'd)

- Requirements to become a Warranted Rapier Marshal:
 1. Marshal 8 events as assistant Rapier Marshal on the field. To qualify as having marshaled an event, the RMiT must have marshaled at least 3 the rounds of the tourney, 2 the scenarios of a war or melee, or equivalent.
 2. Marshal 4 events as Marshal-of-the-Field under supervision (see above).
 3. Assist in armor inspections for 8 events.
 4. Have the recommendation of 2 warranted Rapier Marshals or Provost Marshals.
 5. Attend a Collegium class on Rapier Marshalling (or its equivalent).
 6. Pass a written Rapier Marshalling test.
 7. Have shown a consistent attitude for safety.
 8. Demonstrate a knowledge of Rapier/Fencing history and must recognize realistic and period techniques.

Note: Exception to these requirements require the approval of the Earl Marshal.

B. Warranted Rapier Marshal

- Rapier Marshals have the following responsibilities and privileges for Rapier combat:
 1. Can be Marshal of the Field.
 2. Assists the Marshal-in-Charge as required.
 3. May function as Marshal-in-Charge of an event.
 4. Inspects and approves standard armor and weapons.
 5. May approve non-standard parrying devices at events as Marshal in Charge.
 6. Trains Marshals-in-Training.
 7. 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.
 8. All decisions are appealed to the Kingdom Rapier Marshal, the Earl Marshal, or the Crown.

C. Provost Marshals

- A Rapier Marshal can become a Provost Marshal when appointed by the Kingdom Rapier Marshal with the approval of the Earl Marshal.
- Provost Marshals have the responsibilities and privileges of a Marshal in addition to the following:
 1. Must be an authorized Rapier fighter.
 2. May authorize Rapier fighters (A Provost Marshal must be authorized in schlager before they may authorize any fighter in schlager).
 3. 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.
 4. Trains local Rapier Marshals.
 5. All decisions are appealed to the Kingdom Rapier Marshal, the Earl Marshal, or the Crown.

D. Regional Provost Marshals

- A Provost Marshal may become a Regional Provost Marshal when appointed by the Kingdom Rapier Marshal, with the approval of the Earl Marshal.
- The number of Regional Provost Marshals and the areas of responsibility will be determined by the Kingdom Rapier Marshal.
- Regional Provost Marshals serve a one-year term, which can be renewed at the discretion of the Kingdom Rapier Marshal.
- Regional Provost Marshals have the responsibilities and privileges of a Provost Marshal in addition to the following:
 1. Must be a Provost Marshal.
 2. Must submit a written report to the Kingdom Rapier Marshal by the 15th of each quarter-ending month (i.e. March 15, June 15, September 15, December 15).
 3. Responsible for training, informing and supervising Provost Marshals in their area.
 4. All decisions are appealed to the Kingdom Rapier Marshal, the Earl Marshal, or the Crown.

5.1 (cont'd)

E. Deputy Earl Marshal of Fence ("Kingdom Rapier Marshal")

- The Deputy Earl Marshal of Fence has the following responsibilities and privileges:
 1. Appointed by the Earl Marshal.
 2. Must be a Provost Marshal.
 3. Must report quarterly to the Earl Marshal and the Society Rapier Marshal.
 4. Can approve unusual weapons or equipment, and set-up experimental program guidelines.

5.2 AUTHORIZATION PROCEDURES

- Competence in other SCA combat styles does not automatically mean competence in rapier. Separate warrants and authorizations in rapier combat are required.
- 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.
- TO AUTHORIZE, one must:
 - Be at least 14 years old. (For under 18 years of age, see section 1.2)
 - Read and be familiar with these rules.
 - Have some nominal training in SCA rapier combat and conventions.
 - Own (or obtain beforehand) equipment necessary to participate in Caidian Rapier.
 - Sign a combat waiver or present a current Blue Membership Card.
 - Complete and Pass an Authorization Procedure officiated by a warranted Provost Marshal and one other Warranted Rapier Marshal. This procedure will have four parts (See Appendix #3):
 1. Pass written test: The combatant must first take and pass the written 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 light weapons forms. Do not proceed with the combat portion of the authorization if the test is not passed.
 2. Pass armor and weapons inspection. If the equipment is substandard, do not proceed with the authorization.
 3. Have the combatant indicate the appropriate response to thrusts and cuts to various parts of the body as pointed out by the Marshal.
 4. Directed Combat with an authorized fighter(s) to demonstrate safe use of the equipment and practical application of the rules.
- A candidate who fails the test will be given additional training 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.
- There are two (2) rapier combat authorizations:
 1. Rapier (RP): Fencing-type blades (epee, foil, double-wide epee/musketeer). The fighter must perform the authorization bout with at least one secondary to demonstrate safety.
 2. Schlager (SGL): Heavier-type blades (schlager, DelTin). The fighter must perform the authorization bout with at least one defensive secondary (buckler, baton, etc) and at least one offensive secondary (rapier and dagger, or case). The fighter must demonstrate proficiency with these offhand weapon combinations.
- A fighter is authorized in dagger if they hold an authorization in either Rapier or Schlager or both.
- A fighter may authorize in either form first.
- If the fighter is adequately qualified, the Provost Marshal shall initial the appropriate sections on an existing or temporary Authorization Card. The authorization form should be returned to the fighter to send in to the Earl Marshal. 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 fighter is already authorized in one form of rapier combat, the Provost Marshal shall fill out an "Additional Weapons Form," and send it to the Earl Marshal. Do not append a Rapier Combat authorization to a normal Additional Weapons form. All additional (rapier) authorizations can be noted on the Authorization Card.
- 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

- 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.

- 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.
- Acceptable field tests shall deliver a consistent force. Tests known to be acceptable are noted in Appendix 1.

5.3 (cont'd)

- 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.
- 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.
- 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

- If no Rapier Marshal is present, a Period Fencing event may not be held.
- All rapier tournament combats require at least one Rapier Marshal, and one Rapier Marshal-in-Training (two marshals minimum), and at least one additional Marshal-in-Training or Rapier Marshal per four combatants participating on the field at one time. i.e. 2 combatants = 2 marshals, 4 combatants = 3 marshals, 8 combatants = 4 marshals, etc.
- 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.
- As with all combat in Caid, the Marshal also 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.
- 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.
- 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.
- Any fighter that leaves the field, by definition, declares that he/she is satisfied with the combat. The Rapier Combat Marshal shall attempt to resolve any problems with the combat before the field is cleared.
- 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.
- 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.
- 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.
- BLADE GRASPING: If a heavier-type bladed rapier has been grasped by an opponent, "HOLD" shall be called if wrestling about the blade occurs.
- 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.
- 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.

RAPIER COMBAT APPENDICES

APPENDIX 1: TESTING STANDARDS FOR CAID RAPIER COMBAT

I. FABRIC TESTING FOR PROTECTIVE GEAR:

Tests known to be acceptable include:

- A. For new garments, cloth or garment manufacturer's commercial certification that a fabric is rated to 550N. (Documentation must be available at the time of inspection.)
- B. Use of 550N garment punch test devices, manufactured by sources acceptable to the Deputy Society Marshal for Rapier Combat and the Kingdom Rapier Marshal. Such a device shall be used in accordance with its instructions.
- C. Use of a drop test device, certified by the Kingdom Rapier Marshal (or an appointed representative), which consistently delivers a force, on dropping, of 4 joules. An example is a dull, flat 5/32" (4 mm) metal rod mounted on a 1.4 kg weight and dropped down a guide tube from 30cm (1 foot) onto the fabric sample. The sample must be held firm over a 4" diameter can or frame by rubber band or clamp when the drop test is applied.

An acceptable field test, if none of the above methods is available, is the use of the 4-punch test. Use 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 hardpacked 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 each of these tests, if the material in question has been completely penetrated, or penetrated in more than one layer (or more than 25% if not 4 layers), it fails. If only the top layer has been damaged, then it passes.

II. BLADE FLEXIBILITY TESTING

If doubt exists about a weapon's flexibility, one 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 flexes visibly (more than 1/4 inch <6 mm>), the blade is sufficiently flexible.

APPENDIX 2: PROCEDURES FOR EXPERIMENTATION IN RAPIER COMBAT

All experimentation with new weapons or techniques will be approved, supervised and monitored by the Kingdom Rapier Marshal (or an appointed representative) after permission for testing has been granted by the Earl Marshal. Additionally, experimentation will be subject to procedures specified within the SCA Corporate Rapier Combat Rules.

If tested at an official event or practice, the Kingdom Rapier Marshal (or an appointed representative) must be present. In addition, 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.

APPENDIX 3: AUTHORIZATION PROCEDURES

This procedure is to be administered by a Provost Marshal on a combatant wishing to be authorized. It may serve as a guideline or checklist during authorization procedures. All requirements must be passed to the satisfaction of the Provost Marshal.

APPENDIX 3 (cont'd)

- 1) **Pass written test.** In particular, make sure:
 - a) They understand separation between the rapier vs. heavy/lights marshalling structure.
 - b) They understand the difference between the blade types (schlager vs. epee, etc.), and their respective rules (schlager only: swept/open hilts, tip cuts, blade grasping by consent).
- 2) **Pass Armor and Weapon inspection.** In particular,
 - a) Have them describe what puncture-resistant ("impenetrable") material is, and where it is required. Have them describe armor requirements for entire body, especially head, armpit, and groin.
 - b) Perform a standard armor/weapon inspection.
 - c) Check that armor does not interfere with blow calling (such as excessively bulky or loose fitting clothing/tabards/sleeves).
- 3) **Indicates appropriate response to thrusts and cuts.** In particular,
 - a) Have them point out Killing Zones (torso, head, neck, groin, draw cuts to main arteries).
 - b) Have them point out Wounding/Disabling Zones (arms, legs, hands, feet).
 - c) Do they understand that any forward pressure from the tip is a good blow? Even if it skips across the body/mask?
 - d) Have them explain draw/push cuts: what are "edges" and what the required length is (5")
 - e) Do they understand what "excessive force" of blows is? Do they understand that it is inexcusable, even if the other fighter is not taking blows? (They should report any problems to the Marshal-in-Charge.)
- 4) **Spar with an experienced fighter at full speed.** Include several minutes of each of the following:
 - a) Calibrate at speed, as if throwing a real attack. Include thrusts, draw/push and tip (SGL) cuts.
 - b) Have test subject defend while fighter attacks. (Check blow calling)
 - c) Have test subject attack while fighter defends. (Check blow strength. Include draw cuts.)
 - d) Have both test subject and fighter spar in normal combat. (Yell "Hold!" at random intervals.)
 - e) Have test subject spar with off-hand in normal combat.
 - f) Have both test subject and fighter spar with secondaries.
 - g) Have fighter on knees while test subject attacks. (Check for corkscrewing.)
 - h) Have test subject on knees while fighter attacks. (Check that test subject stays on ground. No lunging/leaping from knees, walking on knees.)
 - i) Have fighter press attack test subject. (Check that they don't panic.)
 - j) Have fighter "fall back" and stop suddenly so test subject must break off their attack suddenly. (Check that they have control-- pull their attack, break wrist, etc.)
 - k) Have experienced fighter attack "unsafely" to gauge test subject's reaction. (Check that test subject does not panic, swing blade wildly, punch fighter, etc.)

For all bouts, look for:

- Acknowledges "Hold!"
- Calls/acknowledges touches
- Proper blow strength
- Does not hack or slash
- Does not slap or whip blades when trying to attack/defend
- Safe when pressed
- Good control of distance (to opponent, eric edge)
- Does not grab with off-hand
- Proper use of draw/push cuts
- Maintains temper

For bouts with Secondaries, look for:

- No defensive-only equipment used against opponent's body
- Adequate control of both hands

APPENDIX 3 - General Notes (cont'd)

General Notes:

- 1) For Sections 4a-4f, the fighter should deliver (and receive) at a minimum 6 blows per section to accurately judge the strength of their blows and their ability to call blows. 8-12 blows per section is recommended.
- 2) For Sections 4g-4h (on knees), the fighter should deliver/receive at a minimum 3 blows per section.
- 3) For Sections 4i-4k (pressing, falling back, and 'unsafe' attacks), do at least once. Repeat as often as needed to satisfy that they are safe.
- 4) People who are timid (or new) as to be unable to strike blows on their opponent during authorization, even when the other fighter leaves obvious openings and/or slows their speed considerably, should be failed. If the fighter cannot strike a significant number of blows to be judged, then they do not have enough control of distance/speed to be safe.
- 5) Secondary weapons: Include a secondary weapon in the authorization bouts, even if they just hold it (if they are not used to fighting with a secondary). Since our primary authorization includes all forms, we need to make sure they are safe with something in both hands. Not good or competent, just safe.
- 6) Off hand: Make sure they are safe using their off-hand to fight with. Same reason as above.
- 7) Armor inspection: If the fighter does not know or understand the armor requirements, they fail. Even if the armor they are wearing passes.