

Rapier Authorization Checklist

Kingdom of Caïd

(9/00)

- ___ 1) **Pass written test.** In particular, make sure:
- They understand separation between rapier vs. heavy/lights marshaling structure.
 - They understand the difference between the blade types (schlager vs. epee, etc.), and the different rules (swept/open hilts and tip cuts for *schlager only*).
- ___ 2) **Pass Armor and Weapon inspection.** In particular,
- Have them describe what puncture resistant ("penetration-resistant") material is, and where it is required. Have them describe armor requirements for entire body, especially head, armpit, groin.
 - Do a standard armour/weapon inspection.
 - 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,
- Have them point out Killing Zones (torso, head, neck, groin, draw cuts to main arteries).
 - Have them point out Wounding/Disabling Zones (arms, legs, hands, feet).
 - Do they understand that *any forward pressure* from the tip is a good blow? Even if it skips across the body/mask?
 - Have them explain draw/push cuts: what are "edges" and what the required length is (5").
 - SGL Only - Do they know what areas are valid for tip cuts and the minimum length?
 - Do they understand what "excessive force" of blows is? Understand that it is unexcusable, even if the other fighter is not taking blows? (They should talk to the MIC-Marshall In Charge.)
- ___ 4) **Spar with an experienced fighter at full speed.** Include several minutes of each of the following:
- Calibrate at speed, as if throwing a real attack. *Include thrusts, draw/push and tip (SGL) cuts.*
 - Have test subject defend while fighter attacks. *(Check blow calling)*
 - Have test subject attack while fighter defends. *(Check blow strength. Include draw cuts.)*
 - Have both test subject and fighter spar in normal combat. *(Yell "Hold!" at random intervals.)*
 - Have test subject (fighter optional) spar with off-hand in normal combat.
 - Have both test subject and fighter spar with secondaries.
 - Have fighter on knees while test subject attacks. *(Check for corkscrewing.)*
 - Have test subject on knees while fighter attacks. *(Check that test subject stays on ground. No lunging/leaping from knees, walking on knees.)*
 - Have fighter press attack test subject. *(Check that they don't panic.)*
 - 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.)*
 - Have experienced fighter attack "unsafely" to gauge test subject's reaction. *(Check that test subject does not panic, swing blade wildly, punch fighter, etc.)*

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

With Secondaries: Look for:

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

SEE NOTES ON REVERSE SIDE

Notes

1) For Sections 4a-4f, the fighter should deliver (receive) at a minimum 6 blows per section in order to accurately judge the strength of their blows and ability to call blows. 8-12 blows per section recommended.

1a) For Sections 4g-4h (on knees), the fighter should deliver/receive at a minimum 3 blows per section.

1b) For Sections 4i-4k (press, fall back, and 'unsafe' attacks unsafely), do at least once. Repeat as often as needed to satisfy you that they are safe.

2) People who are so new (or timid) 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.

3) 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.

3a) Off hand: please make sure they are safe using their off-hand to fight with. Same reason as above.

4) Armor inspection: if the fighter does not know or understand the armor requirements, they fail (even if the armor they are wearing passes).