

Kingdom of Drachenwald Rules for Period Fencing



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Drachenwald rules for Period Fencing

Note: For reasons of accurate nomenclature, specifically that these rules cover combat with more weapon types than just rapiers, including scimitars and sideswords etc., I am using the term 'Period Fence' or 'Period Fencing' over 'Rapier Combat', throughout these rules.

INTRODUCTION

These rules define the fundamental standards for period fencing throughout Drachenwald. All fighters and marshals in Drachenwald are responsible for knowing these rules.

Rules are designed to promote safety for Period Fencing activity in Drachenwald. 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.

CONVENTIONS

1. GENERAL INFORMATION

A. Period Fencing shall be conducted in accordance with the Rules of the Lists and Conventions of Combat of the SCA Inc and the Drachenwald Rapier Marshals Handbook, these rules, and any additional rules that are established by Drachenwald.

B. All combatants, prior to every session of combat or practice, shall ensure their equipment is safe, in good working order and have the equipment inspected by a member of the Kingdom Marshallate authorised to inspect rapier gear.

C. At inter-kingdom events, for any given Kingdom's tourney, guest combatants shall meet the SCA minimum standards for protective gear, but shall comply with whatever weapons standards are being used by the host kingdom for that tourney.

D. Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with period Fencing is the Earl Marshal, then the Kingdom Rapier Marshal, then, by delegation, members of the Kingdom Rapier Marshallate.

E. There are three categories of period fencing, each requiring separate authorisation. All of these categories are permitted in Drachenwald. These categories are:

- Light fencing
- Heavy fencing
- Cut-and-thrust fencing (C&T)

Except where noted, all rules apply to all three forms of period fencing. One of the major differences in the three forms is the allowable blades, which are specified in Appendix 5.

2. BEHAVIOR ON THE FIELD

- A. All fighters shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to further disciplinary action.
- B. Disagreements with the marshals overseeing the field shall be resolved through the established mechanisms outlined in the Marshallate Procedures of the SCA, Inc.
- C. Each fighter shall maintain control over his or her temper and behaviour at all times. Likewise, each fighter shall maintain control over his or her body at all times.
- D. Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
- E. Upon hearing the call of "HOLD" all fighting shall cease immediately. The fighters shall freeze save for any last necessary defensive actions, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.
- F. Conduct obstructive to normal period fencing, such as consistent ignoring of blows, deliberate misuse of the rules (such as calling HOLD whenever pressed), or the like, is forbidden.

3. USE OF WEAPONS AND PARRYING DEVICES

A. Valid blows are as follows:

i. Thrust: thrusting with the point of the blade.

For Cut-and-thrust fencing, extra attention is recommended to thrusting with correct calibration, given the extra stiffness of some of the allowed blade types and possible initial unfamiliarity with the difference between cut and thrust range.

ii. Shot: by discharging a projectile so that the projectile hits the target in the way intended for that weapon type.

iii. Draw cut or Push cut: for light and heavy fencing blades only: sliding the edge of the blade by drawing or pushing for a continuous cut of at least 20cm.

iv Tip cut: for light and heavy blades only, placing the tip of the blade upon and then drawing it or pushing it across an opponent for a continuous cut of at least 20cm.

v. Percussive Cut: for Cut-and-thrust fencing only. Cut-and-thrust fencing is intended to allow a closer replication historical fencing practice, accordingly only cuts delivered with a percussive impact count as valid cuts.

Draw cuts, push cuts and tip cuts are not counted as valid blows in Cut-and-thrust fencing in Drachenwald. Exceptions are cuts to the throat and to a hand grasping the cutting blade. Non-percussive cuts, whether using edge or tip, may be also be called valid in other situations where the participants agree they would result in a disabling wound if inflicted with a sharp blade, e.g. where the blade is in contact with a vulnerable target and the skin would be stretched against the blade.

Study of historical manuals and contemporary experimentation indicates that non-percussive cuts would be insufficient to disable an opponent and do not occur in known records of period

technique. Such cuts are included in light and heavy blade fencing to simulate a 'real' cut, where the rules do not allow for percussive blows.

Percussive cuts must always be delivered with sufficient control so as not to injure the opponent while still delivering the necessary impact for a valid cut. The percussion need not be heavy impact, so long as it is noticeable and carried out in the manner of a valid cut. An injury is defined as something that causes the person to be unable to continue fighting, even briefly.

vi. Simulated Face Strike: In Cut-and-thrust fencing, simulated strikes may be made to an opponents mask by fist, pommel or other suitable hard object. Such strikes must not involve actual physical impact. They may be indicated using gesture and verbal indications (e.g. waving the pommel in front of the opponent's face and saying 'rap! rap! rap!').

B. Chopping or hacking blows are not permitted in light or heavy - blade fencing. Fast circular movements (such as moulinets) may be used to place a blade for allowable cuts in light and heavy blade fencing.

C. Parrying devices may be used to move, deflect, or immobilize an opponent's weapon or parrying device, so long as such use does not endanger the safety of the combatants.

D. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.

4. ACKNOWLEDGEMENT OF BLOWS

A. In judging blows, all fighters are presumed to be wearing common civil attire of the period, not armour.

B. Tourneys may be held which define areas of the body as if armoured, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat.

C. In period fencing, blows will be counted as though they were struck with a real blade, extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a good blow (note: in Light and Heavy Fencing, draw, push and tip cuts are considered to meet this standard). Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh. Any thrust that causes the tip of the blade to begin to exert pressure against a fighter through fabric or against the mask/helm/gorget - not incidental grazing, but at the onset of a push - will be considered a good blow.

D. A valid blow to the:

- head,
- neck,
- torso,
- inner groin (to the fighter's hand width down the inner limb), or
- armpit (to the fighter's hand width down the inner limb)

shall be judged incapacitating, rendering the fighter incapable of further combat.

E. A valid blow to the arm will disable the arm. A valid blow to the hand shall render the hand useless. If incapacitated, the hand must be closed into a fist, the arm above the incapacitated hand may be used to parry.

F. A valid blow to the foot or leg will disable the leg.

i. For light and heavy blades, the fighter must then fight sitting down or kneeling with the knees fully bent. Rising up from the knees is not permitted, for reasons of realism. Standing on one leg or hopping is not permitted, nor is throwing one's body forward out of balance from a kneeling position or any action that causes the fighter to lose control of his or her body.

ii. For Cut-and-thrust rapier, valid blows to the leg or foot are considered incapacitating, rendering the fighter incapable of further combat.

G. Parries may be performed with weapons, parrying devices, the gloved hand or any other part of the body. The gloved hand may be used to parry. On a bladed weapon only the blade may be parried by the hand. The hand shall not be used to push, grasp or strike an opponent, nor to parry his arm. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking or other unsafe behaviour occurs.

It is permitted to grab or push on a parry device, however, as with blade-grasping, Prolonged wrestling over a parrying device is sufficient grounds for calling a 'hold' and forcing a release of the blade. A period greater than about 5 seconds may be considered as 'prolonged for this purpose.

H.

i. In Cut-and-thrust fencing, fighters may choose to grasp their opponent's blade, rather than parry it.

ii. In heavy blade fencing, blade grasping is allowed as an optional rule, as long as both fencers agree beforehand and inform the marshal.

iii. Blade grasping is not allowed in light blade fencing.

If the blade that is grasped moves or twists in the grasping hand, that hand is deemed disabled. Grasping techniques shall be used only to immobilize a blade, not to bend it or wrest it from the opponent's grip. Prolonged wrestling over a grasped blade is sufficient grounds for calling a 'hold' and forcing a release of the blade. A period greater than about 5 seconds may be considered as 'prolonged for this purpose.

I. Should a limb or soft parry device come into contact with the body and a good thrust land, that part of the body will also be considered to have received a good thrust.

J. 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" himself, etc.), the blow shall count. If the blow is thrown after the hold, killing blow, or other event, it shall not count.

WEAPONS AND PARRYING DEVICES

1. Sharp points, edges or corners are not allowed anywhere on any equipment.

2. All equipment must be able to safely withstand combat stresses.

3. Equipment that is likely to break a blade or damage other equipment is prohibited.

A. Light rapier does not permit any equipment that has small rigid openings large enough to

admit a properly tipped light rapier blade (i.e. small holes in bell guards, small openings in a cage or swept hilt, any design which has acute angles where a blade could easily be wedged and bent). Knuckle bows are deemed safe for use with light rapier blades.

4. BLADES:

A. Blades will be specified as to which type of - period fencing they are allowed for. This list is kept in Appendix 5. Some blades may be allowed in more than one type of - period fencing so care must be taken by the fighters as to agree on which set of rules (i.e. which category of - period fencing) apply to each bout.

B. All are subject to the following:

- i. Any rapier or dagger blade in a given blade class may be used against any other blade in that same class, but NOT against blades of the other class. Remember that some blades are allowed in more than one category and so can face a wider range of other blades. Blades must follow all restrictions for a category to be used in it.
- ii. Only blades listed in Appendix 5 – Blade Types and Conventions are permitted for use. Fighters or marshals desiring an exception must apply to the Deputy Society Marshal for Rapier Combat and will be considered on a case-by-case basis.
- iii. 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:
 - a. The tang of the weapon may be altered.
 - b. Heavy rapier and Cut-and-thrust rapier blades may be shortened so long as they maintain acceptable flexibility.
 - c. The tips of heavier-type blades must be flattened (perpendicular to the long axis of the blade); the corners shall be rounded off, so that no surface presents a sharp angle.
 - d. A nut or other blunt metal object designed to spread impact may be welded to the tip of heavy rapier and Cut-and-thrust rapier blades so long as care is taken to prevent damage to the temper of the blade. The blunt object will still need some form of coverage, per 4.B.v. below.
- iv. All steel blades must be reasonably flexible. Rigid steel "parrying-only" daggers such as those made from cut down blades will not be allowed.
- v. All blade ends must be capped with rubber, plastic, or leather.
 - a. Tips will have a blunt striking surface, presenting a cross-section of at least 3/8 inch (9 mm) diameter.
 - b. Tips must be firmly taped or glued in place. The tip must be of a colour contrasting with the blade so that the tip's absence is readily apparent. If tape is used, it must contrast with both blade and tip.

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

vii. Weapons may use a hand guard such as a cup hilt, swept hilt or quillons and knucklebow. The ends of quillons must be blunt. In all cases, quillons must not be longer than 12 inches (30.5 cm) overall.

viii. Orthopaedic (or "Pistol") grips will not be used unless the fighter has approval for medical reasons, supported by documentation from their health care provider. At a minimum, fighters wishing to use these hilts shall provide a letter to their local marshal, from a health care provider, discussing the conditions which would make use of such a grip advisable. Such exemptions must be reported in the marshallate reports.

5. PARRYING DEVICES:

A. Solid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering. Note: The maximum distance across of bucklers will be 20 inches (51 cm) except where scenario rules state otherwise.

B. Soft, non-rigid devices such as cloaks may be made of cloth, foam, leather and similar materials. They may be weighted with soft material such as rope or rolled cloth; they shall not be weighted with any rigid material, nor with materials which are heavy enough to turn the device into a flail or impact weapon.

C. Devices that predictably cause entangling of an opponent or their equipment, either by design or by repeated mishap, are not allowed.

D. Offensive bucklers will be considered non-standard devices. These devices must be approved on a case by case basis, in accordance with rules established by each kingdom's Rapier Marshallate. An opponent may decline to face non-standard devices without forfeiting a bout. Offensive bucklers shall be made of soft flexible materials such as cloth, tape, foam and golf tubes.

6. PROJECTILE 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, bows and/or mock-gunnery gear (such as rubber-band guns) may be used in rapier melee combat if the Marshal in Charge agrees before the melee, appropriate authorisations are possessed, and the equipment meets the requirements listed in the Rapier Missile Combat rules.

C. Throwing weapons shall be made of soft flexible materials such as cloth, tape, foam and golf tubes and must be approved by the Marshal in Charge on a case by case basis.

PROTECTIVE GEAR

1. 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.

B. Puncture-resistant material: any fabric or combination of fabrics that will predictably withstand puncture. Examples include, but are not limited to:

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

Kevlar is not an acceptable material, as it degrades rapidly. 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. (Refer to Appendix 1 on Testing Standards.)

C. Rigid Material: puncture-resistant 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 aluminium, copper, or brass (1.6 mm)
- one layer of hardened heavy leather (8 ounce, 4 mm)

2. The following are the Society norms for protective gear. Kingdoms enacting more stringent standards shall weigh the benefits of more rigorous penetration coverage against the risks of heat illness, exhaustion, and stroke due to heavier or more confining gear.

A. HEAD AND NECK:

i. The front and top of the head must be covered by rigid material to below the jaw line and behind the ears. Standard 12 kg fencing masks are known to meet this standard. If built to this standard, fencing helms are also acceptable.

ii. 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.

iii. 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. For example, the internal elastic strap securing the mask to the back of the head which is common to many fencing masks would generally be sufficient.

iv. 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 include spread open mesh, broken weld points, etc). If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard commercial 12kg mask punch. Marshals doing the testing shall be trained in the use of the punch. The Kingdom Rapier Marshals may elect to designate certain deputies to administer such testing.

v. The rest of the head and neck must be covered by at least puncture resistant material.

vi. For heavy rapier and Cut-and-thrust rapier, additional throat protection is required; it shall consist of rigid material, as noted above, covering the entire throat, and shall be backed by either puncture resistant material (as a hood), one quarter inch (1/4") (6 mm) of open-cell foam, or their equivalents. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.

vii. For Cut-and-thrust rapier, the back of the head must also be covered by rigid material, as noted above, sufficient to protect against percussive cuts.

B. TORSO AND OTHER KILLING ZONES

i. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material. 'Female fencers are reminded that their breasts are in a prime target area and are strongly encouraged to wear additional padding or protection. Rigid chest protection is recommended, though not required.'

ii. Acceptable minimum armpit coverage is provided by a triangle extending from the armpit seam, covering the lower half of the sleeve at the seam, and extending down the inner/under arm, one-third the distance to the fighter's elbow.

iii. 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.

iv. Cut-and-thrust participants are encouraged to wear additional rigid or padded material for torso protection, especially to cover the collar bone e.g. a padded doublet or similar garment.

C. ARMS AND LEGS

i. Hands shall be protected by gloves, made of abrasion resistant material, that overlap any sleeve openings as below. Feet shall be protected by boots, shoes, or sandals, comprised of at least abrasion-resistant material.

ii. Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.

iii. No skin shall be bared. There shall be sufficient overlap between separate pieces of protective clothing, regardless of the fighter's stance or movements, that the minimum protection for that body area be preserved.

iv. For Cut-and-thrust rapier, elbows must be further protected by a minimum of an athletic pad or equivalent materials. Weapon-bearing hands and wrists must be protected by a swept hilt, gauntlet or other construction of rigid or sufficiently padded material, sufficient to protect the hand and wrist bones from percussive cuts.

Knee pads, shin guards, ankle protection or sturdy boots and forearm protectors are recommended.

MARSHALLING CONCERNS IN PERIOD FENCING

1. Marshals:

i. Fencing Marshals are not subordinate to Knight Marshals, they are a separate entity.

ii. Marshals shall be specifically trained and warranted for period fencing. Local Marshals and Marshals at Large shall be warranted by the Regional Marshal, Regional Marshals shall be warranted by the Kingdom Marshal of Fence, who is in turn appointed by the Crown.

iii. Marshals shall be thoroughly versed in the Drachenwald Fencing Rules, and shall enforce those rules.

iv. Marshals shall obey the guidelines as they are pointed out in the Drachenwald Marshal's Handbook and the Drachenwald Rapier Marshals Handbook.

An additional warrant is required to marshal Cut-and-thrust fencing. Only such marshals may organise and take overall charge of Cut-and-thrust activities that go beyond training practice at events. Cut-and-thrust combat may be marshalled on the field by a marshal who is authorised in Cut-and-thrust, they do not need to be a warranted Cut-and-thrust marshal (therefore even if there is only a single warranted C&T marshal at an event, he or she can still participate in a tournament while another marshal authorised in C&T marshals the bout). Only a Cut-and-thrust marshal may authorise new Cut-and-thrust fencers. Applicants for this warrant should contact the Kingdom Deputy Rapier Marshal for Cut-and-thrust, who will issue these.

It is expected that marshals must become familiar with the rules and practice of all allowed types of fencing. It is intended that after the initial implementation period of C&T, all marshals will become sufficiently familiar with C&T fencing to safely oversee it. Therefore the requirement for separate warrants in C&T marshalling is considered to be temporary and is subject to review by the Kingdom Marshal of Fence and the Kingdom Deputy for Cut-and-thrust fencing annually from the date of publication of these rules, and at other times as may be determined appropriate by them.

2. Authorisations: Competence in other SCA combat styles does not automatically mean competence in fencing. Separate warrants and authorisations in period fencing are required.

Fencing authorisations shall be performed by an observing marshal, and a marshal facing the person attempting to be authorised. The marshal fencing against the candidate must be authorised in the weapon form being authorised.

For a Cut-and-thrust authorisation, one of the authorising marshals must be a warranted Cut-and-thrust marshal.

A re-authorisation is required to update a previous sidesword authorisation to a Cut-and-thrust authorisation. This can only be carried out by a C&T marshal. It need not be as formal as a new authorisation, it must include full-speed free play. The C&T marshal may fence with the candidate on his own, if both are mutually agreeable. The re-authorisation must include a verbal test on the Cut-and-thrust rules, as they have changed from those of the kingdom sidesword program.

If the candidate is not satisfied with the result of an informal re-authorisation they may request a formal authorisation procedure for C&T, with no prejudice to the result (i.e. the new authorisation test overrides the conclusions of a previous informal re-authorisation procedure).

3. Equipment Inspection: Prior to the start of a list, the Marshal shall inspect all equipment (Armour, Weapons and Parry-devices) of all fencers participating in the list. This is a service for the fencers, to make sure that they may be fencing under the safest conditions possible. This does not alter the fact that each fencer is fully responsible for the safety of his equipment and behaviour.

4. Marshalling a Bout: All tournament bouts shall have at least one fencing marshal present. An additional marshal or marshal-in-training is strongly recommended. The marshal of a bout has the final word on a fencer's conduct on the field.

i. Prior to beginning or resuming combat, the marshal shall request and receive verbal confirmation that all are ready before fighting commences.

ii. At the conclusion of each combat bout, the marshal will ask if all the combatants are satisfied with the outcome before summoning the herald onto the field. If a fencer disputes the outcome, he must settle the grievance before leaving the field. Departing the field will be considered acceptance of the results.

iii. During the bout Marshals shall pay special attention to the following situations:

(a) Marshals and fighters shall pay special attention for missing tips or broken blades.

(b) EXCESSIVE IMPACT: Combat in the Society poses risks to the participant. This recognition, however, does not excuse fighters from exercising control in their techniques. If a fighter throws blows which forces 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 prevent the problem from recurring.

(c) 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.

(d) BLADE GRASPING: Blade grasping is allowed in Cut-and-thrust fencing, and optionally in heavy blade fencing. When a blade has been grasped by an opponent, "HOLD" shall be called if wrestling for control of the blade occurs.

iv. The means to enforce the rules:

(a) Marshals may issue a caution for such behaviour as: excessive slapping or chopping with blade in light or heavy blade fencing, hitting with excessive force or not calling blows.

(b) Marshals may issue a reprimand for such behaviour as continuing to slap, chop outside of Cut-and-thrust fencing, hitting too hard, not calling blows following a Caution, not obeying the marshal, or losing temper on the field. Reprimands shall be formally reported to the Marshal in Charge, who will in turn report them up the marshallate chain. Fighters may continue to fight a bout after the first reprimand.

c If a reprimand proves insufficient, a fighter may be removed from the bout. A report will be issued to the Marshal in Charge, who shall report this action up the reporting chain.

d If even this proves insufficient, or in cases of severe breaches of the Rapier Rules, Policies of the Earl Marshal or the standards of safe and honourable combat, the fighter may be removed from the field for the remainder of the day or event.

e More details, including details of other penalties such as probation, suspension or removal of authorisations may be found in the Rapier Marshals Handbook.

5. MELEE: Melee combats present special challenges to all involved. Society norms are as specified below:

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

B. Fighters may strike any opponent with any legal blow if they are within the 180 degree arc of the opponent's front. A fighter who approaches an opponent from behind shall not deliver a blow until he is within that frontal arc. A fighter may never deliberately strike an opponent from behind.

C. Killing from behind is allowed if it has been announced beforehand. The Society norm for "death from behind" in melees shall be followed: If a melee scenario allows killing from behind, a fighter does so by laying the rapier blade over the opponent's shoulder, to at least a third of the blade, while calling "Dead, my lord" (or other short, courteous phrases) in a loud, clear voice. Reaching around the neck is forbidden. The opponent will be deemed "killed" from the instant the blade touches his shoulder and shall not attempt to spin, duck or dodge

away.

i. If death from behind is not allowed in a given melee, a fighter who deliberately ignores an attacker behind them, or repeatedly manoeuvres to keep their back to an attacker (thereby preventing any attack on them) may be considered for misuse of the rules and obstructive behaviour.

ii. Daggers may also be used to kill from behind but care must be taken not to punch or strike the fighter with the guard or quillons of the dagger when so used.

D. In special scenario melees (e.g., bridge or town battles), additional restrictions may be imposed by the marshals as needed.

E. Cut-and-thrust fencing may not be used in melees.

7. PERIODIC TESTING OF PROTECTIVE GEAR: Kingdoms shall require all gear to have been 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. Refer to Appendix 1 on Testing Standards.

8. UNFORESEEN SITUATIONS: Should a situation arise not explicitly covered by Corporate or Kingdom - period fencing rules, the marshals should NOT assume that the situation is forbidden or inappropriate. Again: However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants.

QUALIFICATIONS FOR AUTHORISATION:

A. Waivers: All fencers must have a valid waiver to be allowed to fence or authorise at events held under SCA, Inc. jurisdiction. At events organised by SCA, Inc. affiliates the responsible organisation may impose similar requirements as necessary.

B. MINORS: The minimum age for participating in fencing, including training and authorisation, is 18, except in those countries where younger participation is permitted. The minimum age shall never be younger than 14, and details of current alternate ages are listed in appendix 6. Under SCA, Inc. jurisdiction the permission to lower the minimum age is granted after legal opinion to that effect has been submitted to the Kingdom Earl Marshal; under the jurisdiction of an SCA, Inc. affiliate that organisation has the responsibility for determining the legal issues involved and for informing the Kingdom Earl Marshal.

When fighters under the age of legal majority undertake training and authorisation, the Kingdom Rapier Marshal or his designated representatives shall ensure that the minor's parent or legal guardian has observed fencing, is aware of the risks of injury inherent in this martial art, and has signed a statement explicitly acknowledging the above.

C. The fencer will be familiar with the rules and armour requirements for fencing in Drachenwald.

D. The fencer, in the view of the marshal, poses no significant threat of injury either to themselves or their opponent.

E. The fencer can define and demonstrate some defensive capabilities (a minimum of 2 types of parries).

G. A fencer who authorises in one blade type may also use with that blade type all weapon forms authorised with other blade types, and vice-versa. An exception is using two swords (Also known as 'case'). Due to weight differences, fighters must authorise separately with a case of heavy and light blades.

H. Weapons Forms (note: these abbreviations will be used on the authorisation card).

1. Light fencing blades (F/E)- the fencer may use a single light fencing sword with all weapons forms in which they are authorised with any blade types (except SR2) .

2. Heavy fencing blades (Slgr) - This shows a fencer may use a single heavy fencing sword with all weapons forms in which they are authorised with any blade type (except R2).

3 Cut and-thrust blades (C&T) – the fencer may use a single Cut-and-thrust fencing sword with all weapons forms in which they are authorised with any blade types (except R2) .

4. Two light fencing swords (R2) -This form will consist of two light fencing swords.

5. Two heavy fencing swords (SR2) - This form consists of two heavy fencing swords.

6. Fencing sword and Rigid Parrying Device (Rr)-This form shall consist of one fencing sword and one rigid parrying device such as a buckler, scabbard, or mug, etc.

7. Fencing sword and dagger (Rd) - This form shall consist of a fencing sword and a dagger. It also allows use of a dagger on it's own or in a pair.

8. Fencing sword and Non-rigid Parrying device (Rnr) -This form shall consist of a fencing sword and a non-rigid parrying device such as a cloak or hat.

Appendices can be found in one or more separate documents. They are:

Appendix 1 - Testing Standards For SCA

Appendix 2 - Procedures For Experimentation In Period Fencing

Appendix 3 - Procedures For Creation Of A Drop Tester

Appendix 4 - Procedures For Use Of A Drop Tester

Appendix 5 - Blade Types And Conventions

Appendix 6 - Variations in Age to Fence in Drachenwald

Appendix 7 – Terms and Definitions

Updated 8th June 2007