

# Ealdormere Rules for Rapier Combat

Text in Red highlights differences between this and version 3.7 of the rules based on Society changes in Feb 2006.

Text in Blue highlights other changes made since version 3.7 but previously approved by Privy Council.

Text in Pink indicates the out of kingdom epee authorization section which has been reworded but remains the same in intent.

Text in Green indicates the change for a non-rigid parry authorization from requiring use of both buckler and baton to allowing the candidate to choose an object to use.

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# Ealdormere Rules for Rapier Combat

## **INTRODUCTION**

The following rules are based on the “CORPORATE RULES FOR RAPIER COMBAT IN THE SOCIETY FOR CREATIVE ANACHRONISM, INCORPORATED”, as passed by the Board of Directors in November 1999. Significant functional differences between the Kingdom of Ealdormere rules and the Corporate Rules are made note of at the end of these rules. Simple differences of semantics and grammar are not noted.

Rules are designed to promote safe rapier 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.

# CONVENTIONS

## 1.0 GENERAL INFORMATION

- A. Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., and these rules.
  - B. All combatants, prior to every combat or practice, shall ensure their equipment is safe, in good working order and has been inspected by a member of the Kingdom Marshallate authorized to inspect rapier gear.
  - C. At interkingdom events, for any given Kingdom's tourney, guest combatants shall meet SCA 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 Rapier Combat is the Earl Marshal, then the Kingdom Rapier Marshal, then, by delegation, members of the Kingdom Rapier Marshallate.
  - E. There are three categories of rapier combat, each requiring separate authorization. Each Kingdom can decide which categories of rapier combat they will permit in their rules. These categories are:
    - Light rapier
    - Heavy rapier
    - Cut and thrust rapier
- Except where noted, all rules apply to all three forms of rapier combat. One of the major differences in the three forms is the allowable blades, which are specified in Appendix 5.
- F. The Kingdom Rapier Marshal may suspend any Kingdom level rule for purposes of demonstration.

## **2.0 BEHAVIOUR 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.
- 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 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.
- F. 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.

### **3.0 USE OF WEAPONS AND PARRYING DEVICES**

- A. **Valid** Blows are struck by: thrusting with the point of the blade (thrust); sliding the edge of the blade by drawing (draw cut); sliding the edge of the blade by pushing (push cut); or placing the tip of the blade upon and then drawing it across an opponent (tip cut). (See Note 1) **Cut and thrust rapier also includes the use of percussive cuts as a valid blow. 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.**
- B. Chopping or hacking blows are **not permitted in heavy rapier combat**. Fast circular movements (such as moulinets) may be used **to place a blade for allowable cuts in all three categories of rapier combat**.
- 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.

## 4.0 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 rapier combat, 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. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh.
- 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 inner hand width down the 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 will disable the hand and the arm. The arm may be allowed to hang limp, but may not be used to actively parry a blow. (Note 2)
- F. A **valid** blow to the foot or leg will disable the leg. **In heavy rapier** the fighter must then fight from a sitting position. The fighter may not rise up, fall forward or intentionally move from this position except for reasons of safety or courtesy. (Note 3) **In cut and thrust rapier, valid blows to the leg or foot are considered incapacitating.**
- G. 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, it shall not be used to grasp or strike an opponent. **Fleeting contact between opponents is allowed, as long as no grabbling, deliberate striking, or other unsafe behaviour occurs.**
- H. Fighters may choose to grasp blades, rather than parry. 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 temporarily 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 release of the blade.**
- I. 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 rapier blade (i.e. small holes in bell guards, small openings in cage or swept hilts, 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 rapier combat they are allowed for. This list is kept in Appendix 5 of the Corporate Rapier Rules on the SCA's official website ([www.sca.org](http://www.sca.org)) with each Kingdom listed specifically. Ealdormere does not allow foils, double-wide epees, fiberglass blades, or rattan blades. Check Appendix 5 for additional restrictions and which specific blades ARE allowed.
    - i. Light rapier blades may only be used for the purpose of practicing for out-of-kingdom events. These blades may not be used at any event or demo in Ealdormere.
  - B. All blades are subject to the following:
    - i. Any rapier or dagger blade in a given rapier class may be used against any other blade in that same class, but NOT against blades of the other 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. As some blades are allowed in more than one type of rapier combat, care must be taken by the fighters to agree on which category of rapier combat applies to each bout.
    - 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. 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 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 (9mm) diameter, and must contain a rigid metal barrier between the blade and the tip to prevent wear-through.
      - 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. (Black rubber on steel is not sufficient contrast.)
    - vi. Any blade with kinks, sharp bends, or cracks shall not be used. Blades that develop these defects cannot be repaired and must be retired. Light rapier blades or flexi-daggers 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.
  - viii. Orthopedic (or "Pistol") grips will not be used unless the fighter has approval for medical reasons, supported by documentation from their health care provider.
5. PARRYING DEVICES: (Note 6)
- A. Solid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering.
  - 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. A mail glove is considered a standard rigid parry device. While worn on the hand, it will be considered protection against cuts, but not against thrusts. (Note 10)
6. PROJECTILE WEAPONS: (Note 7)
- Mock-gunnery gear (such as rubber-band guns) may be used in rapier melee combat, at the discretion of the marshal in charge.
- 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.

## 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.
  - 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 aluminum, 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.
    - 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 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.
    - v. The rest of the head and neck must be covered by at least puncture resistant material.
    - vi. Additional throat protection is also 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. (Note 9)

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.
- 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.

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.

## MARSHALLING CONCERNS IN RAPIER COMBAT

1. AUTHORIZATIONS: Competence in other SCA combat styles does not automatically mean competence in rapier. Separate warrants and authorizations in rapier combat are required.
2. BROKEN BLADES: Marshals and fighters shall pay special attention for missing tips or broken blades.
3. 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.
4. BLADE GRASPING: Blade grasping is allowed in heavy rapier and cut and thrust rapier. When a blade has been grasped by an opponent, "HOLD" shall be called if wrestling about the blade occurs.
5. 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 recurring. **This applies to all forms of rapier combat.**
6. MELEE: Melee combats present special challenges to all involved. Society norms are as 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: 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. Note: If death from behind is not allowed in a given melee, 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 be considered misuse of the rules and obstructive behaviour.
    - ii. **Daggers may also be used, 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 rapier may not be used in melee.**
7. MINORS: The minimum age for training and authorization in rapier combat is 14. When fighters under the age of 18 undertake training and authorization, the Kingdom Rapier Marshal (or his 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 a statement explicitly acknowledging the above. **When the minor is ready to start practicing cut and thrust rapier, the minor's parent or legal guardian will again observe cut and thrust rapier combat and have the differences between heavy rapier and cut and thrust explained.** (See RULES FOR MINORS IN RAPIER COMBAT further in this document.)
8. UNFORESEEN SITUATIONS: Should a situation arise not explicitly covered by these rapier combat 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.

## EXPIRY DATES AND PERIODIC TESTING

1. All authorization cards will be valid for a period not to exceed two years. An authorization card without a date stamped on it is invalid. Cards can be renewed any time before their expiry date, but after they expire the holder will have to re-authorize, in all forms, to get another valid card.
2. Before a new expiry date is applied to a card, all penetration resistant materials and modern fencing masks used by the rapier combatant must be tested.
  - a. If the rapier combatant does not have their own equipment, the equipment they most commonly use will be tested. If they don't have equipment they commonly use, this step can be skipped.
  - b. Equipment must be tested, but it does not have to pass to get a new expiry date stamped on the card.
  - c. Any protective gear may be formally tested at any time there is a concern that the gear may have lost protective ability due to age, wear and tear, or other factors.
3. Before a new authorization card is issued, or an existing authorization card given a new expiry date, the Rapier Minister of the Lists will ensure that there is a valid waiver on file. If the rapier combatant is a minor, there must be a valid minor waiver on file, when the minor becomes an adult they must submit an adult waiver.

## AUTHORIZATIONS

(See Note 11)

1. The following rapier authorizations will exist in Ealdormere:
  - Single rapier (being the use of a single rapier).
  - Rigid parry device (being the use of a single rapier in conjunction with a buckler and/or baton).
  - Non-rigid parry device (being the use of a single rapier in conjunction with a cloak, hat or other non-rigid parry device).
  - Dagger (being the use of a single rapier in conjunction with a dagger, or the use of two daggers, or a single dagger).
  - Case (being the use of two rapiers).
  - Out of kingdom epee
  - [Cut and thrust rapier \(being the use of rapier with percussive cuts\).](#)
2. [Authorizations may be done at practices or events.](#)
3. The first form a combatant will authorize in is single rapier. All other authorizations may be attempted in the order desired by the combatant.
4. [Once a combatant has authorized in cut and thrust rapier, he/she may use percussive cuts in conjunction with any other authorization they have \(i.e., cut and thrust with non-rigid parry device\).](#)
5. [Out of kingdom epee authorizations exist to allow Ealdormerian fencers to participate in a greater variety of tournaments when they are visiting other kingdoms. Epees will only be used in Ealdormere to practice for an event out of kingdom, they will never be used in a tournament in Ealdormere. Once a combatant has authorized in out of kingdom epee, he/she may use epee in conjunction with any other authorization they have \(i.e., epee and dagger\).](#)
6. An authorization will be run by at least two marshals. [For all primary authorizations at least one and preferably both marshals will be unfamiliar with the candidate. For advanced authorizations, at least one of the marshals will be unfamiliar with the candidate.](#)
  - i. [An unfamiliar marshal is one the authorization candidate does not practice with, in the form being attempted, more than once every two months](#)
  - ii. [As well, the unfamiliar marshal does not live in the same region or municipality as the authorization candidate.](#)
7. The following procedure shall be used for a single rapier authorization:

The candidate will fence against an experienced and authorized fencer, who may be one of the two marshals running the authorization. The two will fence and acknowledge all valid blows, calling these out loudly so that the marshals can verify the candidate's ability to detect and accurately judge the blows. Non-valid blows which might have appeared good should also be acknowledged verbally. The candidate shall show good control at all times whether being pressed or on the attack, demonstrate ability in both defence and offence, and the ability to respond properly to a hold. The candidate shall also show the ability to use the rapier in the following circumstances:

  - i. with both fencers standing,
  - ii. with the candidate fighting with the off hand,
  - iii. with the candidate fighting from the ground while the authorized fencer is standing,
  - iv. with both fencers fighting from the ground,
  - v. with the candidate standing while the authorized fencer is fighting from the ground.

The marshals and authorized fencer shall discuss the candidate's progress at several points during the authorization. If they agree that the candidate has shown sufficient skill and control to be able to participate safely in fencing tournaments, then the candidate shall be considered authorized. A high degree of skill is not required for authorization but due to the nature of the weapons involved a moderate degree of skill is expected and required. It is the duty of the candidate to submit the necessary paperwork to the appropriate people to receive an authorization card. At this point the

- candidate shall be allowed to participate in all rapier combat activities in the Ealdormere, using only the weapon forms in which they are authorized.
8. Authorization in rigid parry, non-rigid parry, dagger, and case of rapier shall be modeled on the single authorization procedure above, and modified as appropriate.
    - i. A combatant wishing to authorize in non-rigid parry may choose any object which meets the non-rigid parry specifications to use in their off-hand.
    - ii. The marshals running the authorization must be authorized in the form being attempted.
    - iii. No reporting of secondary authorizations is necessary, they shall be reported when the fencer renews their authorization card.
  9. Authorization in cut and thrust rapier will also be modeled on the single authorization procedure above, with the following modifications and requirements:
    - i. There will be no fighting from the ground, since any valid blow to the legs ends a bout.
    - ii. The marshals running the authorization must be authorized in cut and thrust rapier and approved by the Kingdom Rapier Marshal to do cut and thrust authorizations.
    - iii. The authorization will begin with the following calibration drill: the experienced fencer will provide the palms of their hands as a target at various locations while moving around the authorization space. The candidate will make percussive cuts at the hands while maintaining good distance. Occasionally the experienced fencer will close his/her hand before the blade impacts and the candidate will stop their attack before it touches the hand.
    - iv. The candidate will demonstrate valid cuts to both sides of the head, at least one arm, both legs, and the torso.
    - v. The candidate will demonstrate valid thrusts to various parts of the body.
    - vi. The candidate will demonstrate valid cuts to at least two target areas using their off-hand.
    - vii. All cuts must be of acceptable calibration, even one percussive cut that is excessive will cause the candidate to fail.
  10. Authorization in out of kingdom epee will also be modeled on the single rapier authorization procedure above, with the following modifications and requirements:
    - i. The authorization will take place at an event outside of Ealdormere.
    - ii. The candidate will arrange for an Ealdormerian marshal to run the authorization.
    - iii. The candidate and the Ealdormerian marshal will obtain the assistance of a marshal from a kingdom which uses epees regularly.
    - iv. The Ealdormerian marshal does not have to be authorized in out of kingdom epee to participate in this authorization, however, the marshal from another kingdom must be authorized in light rapier according to his/her home kingdom's standards.
    - v. Jointly, the Ealdormerian marshal and the candidate will arrange for an appropriate epee-authorized opponent. This may be the epee authorized marshal.
    - vi. The epee marshal will inspect the candidate's weapons.
    - vii. The Ealdormerian marshal will run the authorization, with advice and consultation from the epee marshal.
    - viii. The candidate must meet both marshals' criteria for calibration before authorizing.
    - ix. Only when both marshals are fully satisfied that the candidate is safe will the authorization be given.

## RULES FOR MINORS IN RAPIER COMBAT

(See Note 8)

In Ealdormere, minors (14 to 17) may authorize with these additional requirements:

1. No person below the age of fourteen (14) may be authorized in rapier combat.
2. No person below the age of 18 may be warranted as a Marshal or Constable.
3. Before a minor can begin training in heavy rapier, the parents or guardians of the minor must witness SCA rapier combat, discuss with a witnessing Marshal how it relates to the participation of their child, and execute a “Minor’s Waiver and Informed Consent to Participate in SCA Combat-Related Activities”. The witnessing Marshal must countersign the waiver. **Before a minor can begin training in cut and thrust rapier the parents or guardians of the minor must witness cut and thrust rapier and have the differences between cut and thrust and heavy rapier explained to them.**
4. The Kingdom Rapier Marshal, or a designated Deputy approved by the Earl Marshal, must be the one to authorize the minor for single rapier in SCA rapier combat. **Before this authorization occurs the Kingdom Rapier Marshal must speak with the minor’s parent or legal guardian (by telephone is acceptable) and review the risks of participating in rapier combat.** Secondary authorizations may be done by any qualified marshal.
5. At any event (including practices and training sessions) which the minor is involved in SCA rapier combat, the minor must either have a parent or guardian present, or must be in procession of a properly executed “Medical Authorization Form for Minors”. Said Medical Authorization Form must designate an adult present at the event as able to authorize medical treatment in the case of an emergency.

## NOTES

1. The Corporation allows Kingdoms to determine the validity of tip cuts. In Ealdormere, tip cuts are accepted at the discretion of the combatant receiving the blow.
2. The Corporation allows Kingdoms to determine whether a blow to the hand disables only the hand, or both hand and arm. In Ealdormere, a blow to the hand disables the entire arm.
3. The Corporation allows a fighter who has received a blow to the leg to fight sitting, kneeling or standing on one leg. In Ealdormere, a fighter who has received a blow to the leg must fight from the ground, and may not rise up or move.
4. ~~deleted for v4, now similar to Corporate wording~~
5. This new section allows for use of epees at private practice only, for the purposed of training for interkingdom or out of kingdom events.
6. Sections on offensive bucklers have been removed.
7. Section on combat archery has been removed.
8. Additional of section on rules for minors.
9. As epees are not the standard weapon in Ealdormere, throat protection is mandatory, not optional.
10. Addition of section on mail gloves.
11. Addition of section on authorization procedures.

## REVISION HISTORY

Version	Date	Person	Reason
1.0	??/??/????	Cerdic Weyfare	Creation
2.0	30/06/1998	Cerdic Weyfare	Changes for Submission
2.1	01/10/1998	Lars Eriksson	Convert to word format, proofreading
2.2	15/04/1999	Lars Eriksson	Some corrections.
2.3	10/06/1999	Lars Eriksson	Clarified attacks from behind.
2.4	05/08/1999	Lars Eriksson	Standard blade length defined, curve allowed in schlager blade.
	August 1999	Magnus Rasmussen	Inclusion of Del Tin and diamond cross section schlagers.
3.0	1 July 2000	Alistair Kirk	Draft rewrite to bring in line with new Corporate Rules.
3.1	23 July 2000	Alistair Kirk	Final rewrite for the Earl Marshal and the Crown.
3.2	02 December 2000	Alistair Kirk	Addition of Conventions 1. E. Suspension of Kingdom Rules.
3.3	03 March 2001	Alistair Kirk	Rewrite of Out-of-Kingdom epee authorization.
3.4	29 June 2001	Alistair Kirk	Addition of rules for minors.
3.5	30 June 2001	Alistair Kirk	Addition of all steel daggers and heavy rapier blades.
	05 July 2001		v3.5 Approved by Earl Marshal
3.6	19 February 2003	Wilhelm von Pottruff	New wording to tips, grasping and authorizations.
3.7	29 March 2004	Wilhelm von Pottruff	Added rule concerning minors in melees in order to comply with new Society ruling.
4.0	27 February 2006	Eyrny Ormarrsdottir	Add Cut & Thrust option as described in new Society Rules. Add hand to body parry option. Restriction on minors in melee removed. Requirement to authorize non-rigid parry using both buckler and baton removed. Out of Kingdom epee section re-worded.