An Tir

Book Of Rapier Combat
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Introduction

The goal of rapier combat within An Tir is to recreate western European swordsmanship of the late Renaissance. These rules provide a framework for the safe and fun practice of these arts, while retaining as much of the historical flavor as possible.

The An Tir Book of Rapier Combat (rABC) defines the rules, expectations, and policies necessary for conducting and promoting "heavy" rapier combat within the Kingdom of An Tir. "Light" rapier, as defined in the Society of Creative Anachronism’s Rapier Marshal's Handbook, is not allowed within this Kingdom. Cut and Thrust combat is governed by the An Tir Book of Cut and Thrust.

Rapier combat in An Tir shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., the Society's rapier rules, An Tir's rapier rules, and such further directives as are established for and within the Kingdom of An Tir.

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, and then by delegation members of the Kingdom rapier marshallate.

In addition, these rules apply to all participants of rapier combat in the Kingdom of An Tir, whether combatant or marshal, and supersede any previous publication of the An Tir Book of Rapier Combat.

Resources for martial participants in An Tir:
- Combat manuals -- http://www.antir.sca.org/Pubs/index.php#combat.shelf
- Forms -- http://www.antir.sca.org/Pubs/forms/#marshal
- Officer contacts -- http://www.antir.sca.org/Offices/index.php?expand=Marshal#marshal
- Participants should also download a copy of the Society Rapier Marshal’s Handbook as it contains detailed instructions on how to test the materials used in armor and weapons, which are not duplicated in An Tir’s manual. http://www.sca.org/officers/marshal/combat/rapier/
I. Combat Authorization Requirements

A. General Information
   1. All combatants, prior to every combat or practice, shall ensure their equipment is safe and in good working order, and that it has been inspected by a rapier marshal as designated by the MIC. Even though a member of the Kingdom marshallate has inspected the armor and weapons used by a fighter, each fighter accepts full responsibility for the condition of their own equipment, and has the obligation to oneself, the marshal, and all opponents to see that their equipment meets all Society and Kingdom requirements.
   2. A fighter must provide written proof that they have a valid rapier authorization to fight in tournaments, melees, or wars.
   3. At any inter-kingdom event, guest combatants shall meet the SCA minimum standards for protective gear. However, weapon standards will be determined by the host kingdom for that event.
   4. Should a situation arise that is not explicitly covered by Society or Kingdom rapier combat rules, the marshals should NOT assume that the situation is forbidden or inappropriate. 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.

B. Authorizations
   1. All persons who wish to participate in SCA combat activities must authorize under the Society and An Tir authorization procedures. SCA combat activities are defined as armored combat, period fencing, combat archery, siege, and marshaling. Other martial activities clearly falling within the scope above are also considered combat-related activities
      a) Combat authorizations are not rights - they are privileges extended to the fighter by the Crown of An Tir.
      b) Fighters who abuse these privileges are subject to disciplinary action as described in the Marshal's section of this manual. Consistent patterns of abuse can lead to the suspension of a fighter's authorization.
   2. Through this manual An Tir establishes a procedure to authorize combatants for participation in SCA combat related activities. These procedures shall verify that the candidate is familiar with the following:
      a) Rules of the Lists of the SCA
      b) The Armor and Weapons Standards of the SCA
      c) The Conventions of Combat for the SCA
      d) An Tir Traditions of Combat
      e) An Tir's Armor and Weapons Standards
   3. In addition to the above requirements, candidates must demonstrate the ability to function on the field in a manner that is safe both to themselves and their opponents. (A detailed explanation of An Tir's combat authorization procedures is provided in section XII.)
   4. An Tir has the following types of authorization for rapier combat:
      a) Junior and Senior marshals
      b) Single Sword
      c) Sword and Defensive Secondary
      d) Sword and Offensive Secondary
      e) Two-Handed Sword
   5. Only a currently authorized Senior Marshal may perform an authorization. This marshal must witness the authorization, and then execute and submit the appropriate paperwork to ensure that the authorization is registered with the Kingdom Martial Authorization Officer.
   6. Authorizations shall be registered with, and kept on file by the Kingdom Martial Authorization Officer. This office shall be responsible for maintaining the registration of authorizations. This office shall provide the Kingdom Rapier Marshal with a list of all current authorization cards upon request.
   7. A fighter or marshal is not considered fully authorized until the An Tir “Four Year Authorization” card
(An Tir form 15) is submitted to the Kingdom Martial Authorization Officer for review, and this is recorded in the Authorization Database. (The "Recommendation for Marshal Promotion" must also be submitted if relevant. An Tir form 16.) This applies to first time authorizations, additional weapon forms, and renewals. If the participant does not receive a confirmation message or see their new information in the database within 2 months, then they need to follow up with the authorizing marshal and the Martial Authorization Officer to ensure the paperwork was received. If it cannot be located, then it will be necessary to complete new documents. Anytime a fighter changes their authorizations they need to check the database in a timely manner to ensure the information was entered correctly!

8. Society Corpora states that “Waivers, indemnities, or other required documents must be signed as appropriate before training for authorization, being authorized, or participating in SCA combat or related activities.” [Section IX. Society Combat, item A5.] An Tir enforces this in the following manner:

a) All authorizations for fighters and marshals must be done at an SCA event or official practice. (This includes an initial authorization, a renewal, new weapons forms, and marshal promotions.)

b) SCA members who can show a current signed blue membership card indicating they have a waiver on file with the Corporate office will:

   (1) Events: Show their card to gate staff and sign the gate sheet. (An Tir form 26)

   (2) Practices: Ideally they will follow the non-member procedure below so that only one record must be kept. However, they may also show their blue card to the supervising marshal and record their presence on the “Roster for Combat Practices”. (An Tir form 27)

c) Everyone else at both events and practices will need to sign the “Consent to Participate and Release Liability”, often referred to as the “non-member gate sheet”. (An Tir form 21)

9. Fighter and marshal authorizations may be issued for a period of up to, but not exceeding, four (4) years.

10. Signed authorization cards for SCA combat-related activities shall be kept on file for a period of seven (7) years for adults and 20 years for minors, starting after the expiration of those documents.

11. Authorizations shall not be issued to persons residing in other Kingdoms, unless those persons are defined as subjects of An Tir by specific royal treaty. Instead valid combat authorizations from other Kingdoms shall be accepted as proof of an individual’s competence to fight at an An Tir event.

12. If the individual is moving into An Tir from another Kingdom, they must either show their current authorization documents from their prior Kingdom, or undergo An Tir’s authorization process. They then must complete the An Tir “Four Year Authorization” card which will be signed by an An Tir marshal verifying the individual is familiar with our rules. New marshals must also submit a “Recommendation for Marshal Promotion” form verifying they are familiar with An Tir rules. This process should be completed as soon as possible for individuals moving into the Kingdom on a permanent basis.

13. Ownership of weapons and armor is not required for authorization. However, any equipment used must meet the requirements of these rules.

14. It is the fighter’s responsibility to make arrangements with a current senior rapier marshal to test for authorization. NOTE: Fighters authorizing at an event are allowed to compete in any tournaments which occur during the same event, after they have been approved.

15. The Kingdom Earl Marshal and Kingdom Rapier Marshal may revoke the authorization card of any fighter or marshal for just and stated cause. Principality or Regional Marshals may revoke the authorization card of any participant pending written notification and approval of the Kingdom Earl and Rapier Marshal.

16. Marshals in Charge (MICs) at an event may suspend the authorization of any fighter or marshal for the duration of the event, but they must notify their Principality or Regional Marshal, and the Kingdom Earl and Rapier Marshals in writing within one week of this action so it may be reviewed.

C. Minor Authorization

1. The minimum age for training and authorizing in Rapier is 14.

   a) All minors must check the ‘Minor’ Box on their authorization card until they reach the age of
majority in the state or province where they reside.

b) Minors engaging in rapier combat shall be marked with a single yellow diamond no larger than 1 inch (25.4 mm) but no smaller than 0.5 inch (12.7 mm) on the cuff of the glove of their dominant weapon hand.

2. Minors may train and authorize, provided these conditions are met:

   a) The parents (or court appointed legal guardians) of the minor shall witness rapier combat, acknowledge that they are aware of the risks inherent in this martial art, and have executed a "Minor's Consent to Participate and Hold Harmless Agreement for Combat Related Activities". (An Tir form 53) The witnessing marshal must countersign the waiver.

   b) Only the Earl Marshal, Kingdom Rapier Marshal, the Principality Marshal, Regional Rapier Marshal, or a designated deputy may authorize the minor for SCA combat-related activities.

3. At any event in which the minor is involved in SCA combat-related activities the minor must have either a parent or guardian present during combat, or must be in possession of a properly executed "Medical Authorization Form for Minors." (An Tir form 4) That document must designate that the adult who is present during the combat activity has the parent or guardian's permission to authorize medical treatment in the case of an emergency.

4. No person below the age of eighteen (18) may be warranted as a branch marshal, or the Marshal in Charge of an event. Residents of British Columbia must be nineteen (19) years old.
II. Rules of the List

The basic rules for SCA combat are contained in the Rules of the Lists. These rules cover all combat within the SCA, including but not limited to tournaments, non-tourney field activities such as wars, combat archery, and period fencing. The observance of honor and chivalry and the safety of the combatants are considered overriding elements. The following is intended to bring together the appropriate rules for conducting SCA combat activities.

A. The Rules of the Lists
Reprinted from section IX.B. of the Corpora of the SCA.

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

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

3. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.

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

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

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

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

8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier combat, used in the context of mutual sport, to be real weaponry.

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

B. Applications of the Rules of the Lists

1. Application of Rule 1:
   a) This recognition, however, does not excuse fighters from exercising control of their techniques.
   b) “Other participants” includes marshals and support personnel whose activities bring them close to fighting in a situation where boundaries are not clearly defined. Heralds, lists pages, and similar officers who leave the field entirely before combat begins are exempt from this requirement, as are water-bearers who remain in fixed support points outside the tournament field or battle area. Water-bearers who take part in mobile support groups within the overall boundaries of a battle area must receive a basic orientation in field safety.

2. Application of Rule 2:
   a) The Crown and/or marshalate of An Tir have established standards and procedures for
the authorization of fighters to participate in combat through this manual. These procedures shall adhere to the combat authorization procedures in the Society Marshal’s Handbook.

b) It is usual for current authorizations from other Kingdoms to be accepted, although exceptions may prove necessary in the case of specific individuals.

c) The Crown may not simply grant an authorization, unless the recipient has successfully completed the authorization process as delineated in Society and An Tir Law.

3. Application of Rule 3: In the absence of the Crown, the Marshal in Charge shall act as the representative of the Crown.

4. Application of Rule 4: Kingdoms may apply armor and weapons standards that are stricter than the Society standards, should they be deemed necessary, but may not reduce or waive any Society standard.

5. Application of Rule 5: If a fighter regards an opponent’s weapon or armor as unduly dangerous to self or opponent, he or she can request that a marshal on the field re-inspect the item. Either fighter has the option of appealing the decision to the Marshal in Charge, the Principality or Regional Marshal, the Kingdom Rapier Marshal, the Kingdom Earl Marshal, and ultimately to the Coronet (if applicable), and then the Crown.

6. Application of Rule 6: Engaging in any Society combat activity with the deliberate intent to inflict bodily harm to an opponent is strictly forbidden.

7. Application of Rule 7: No one is required to engage in SCA combat should he or she prefer not to do so.

8. Application of Rule 8: Since fighting with real weapons is forbidden at any Society event, threatening the use of such weapons is likewise expressly forbidden.

   a) At the discretion of the Sovereign and the Marshal in Charge, recognized experts may be permitted to present choreographed demonstrations with real weapons under strictly controlled conditions.

   b) No one may wear any real weapon onto the field while participating in combat or while being present during combat.

   c) Posing for still photographs with real weapons is permitted.

   d) Classes run under the auspices of the Historical Combat Arts and Sciences program are not impacted by this ruling.

9. Application of Rule 9: The prohibition on thrown weapons refers to weapons thrown in combat or thrown in a hostile manner. It does not apply to “tossing” defined as a gentle, short-range method of transferring or removing a tournament weapon or item from the list field or area of combat. The use of bows and arrows, firearms, slings, javelins, throwing axes, throwing knives, or any other projectile weapon is forbidden within the tournament lists, or in any other situation where spectators cannot be separated from the potential line of fire by more than the effective range of the weapon. This prohibition does not apply to tournaments which take place exclusively between missile combatants.

III. Conventions of Combat

Although these are referred to as “conventions”, they are mandatory rules that fighters in An Tir must follow in regards to armor, weapons, and conduct on the field.

A. Behavior on the Field

1. During fighting, only the assigned field marshal(s), active fighters, the Sovereign (Crown/Coronet), and those invited by the Sovereign are permitted within the boundaries of the fighting field.

2. Improper conduct is not permitted. Some examples of improper conduct are:

   a) Deliberately misusing, manipulating, or violating the rules

   b) Improper calling of “hold” to escape a disadvantage, or moving to be in contact with the list ropes to force a hold call

   c) Consistently ignoring attacks

   d) Consistently letting invalid attacks stand
e) Striking without control or with intent to injure
f) Blind attacks
g) Taking deliberate advantage of an opponent’s chivalry or safety-consciousness

3. A fighter will be warned on the first instance of improper conduct. A second occurrence results in forfeiture of the bout. A pattern of improper conduct will result in disciplinary action as described in section XVI of this manual. (“Procedures for Grievances and Sanctions”)

4. A fighter must be aware of their opponent's position on the field and not force their opponent into any field hazards.

5. If a fighter loses their only offensive weapon, it is their opponent's choice whether the fighter may recover the lost weapon.

6. All fighters shall obey the commands of the marshals on the field, or shall be removed from the field and subject to disciplinary action. Disagreements between combatants or with the marshals overseeing the field shall be resolved through the established mechanisms outlined in Section XVI. (“Procedures for Grievances and Sanctions”)
   a) At the end of a combat, the supervising marshal shall ask whether the combatants are satisfied with the conduct of the bout.
   b) All issues shall be resolved on the field. Re-fights will not be allowed once the participants have left the eric.
   c) If the fighters cannot come to a mutually satisfactory solution, both fighters will receive a loss for the round, and the issue will be remanded to the MIC for later resolution.

7. A fighter shall not enter the lists or participate in any form of SCA combat related activity while impaired by alcohol or drugs. (This includes, but is not limited to: drugs prescribed by a licensed health care provider, over the counter medications, and illegal controlled substances.)

B. Melee Combat

1. In melees, combatants are engaged with all opponents immediately upon the call of "Lay On", and remain engaged until the scenario is completed or a hold is called.

2. Fighters may only attempt to physically engage an opponent when they are within the 180 degree arc in front of that individual.
   a) A fighter who approaches an opponent from behind shall not attempt to physically engage until they are within the individual's frontal arc.
   b) A fighter must never deliberately touch an opponent from behind, except with projectile shots or under the Death From Behind rules.

3. In Figure 1, all of the fighters are engaged.
   a) Fighters A and B may use any valid attack since they are within the field of contact engagement (FCE) of Fighter C.
   b) Fighters D and E are not within Fighter C’s FCE. Therefore, they may only use Death from Behind or a projectile shot against Fighter C

4. An attacking fighter is not required to have eye contact with an opponent before initiating an attack.

5. Death From Behind is allowed in rapier melees unless the rapier MIC explicitly stated in advance that it will be prohibited in the scenario(s).
   a) In Figure 1, the attacker (Fighter D or E) approaches Fighter C and is NOT in the opponent's field of contact engagement (FCE).
   b) The attacker (Fighter D) places the blade over the shoulder AND within their
opponent's vision. The blade is permitted to touch the shoulder of the attacked person (Fighter C). This is a deliberate exception to the above rule forbidding physical contact outside of an opponent's 180 degree arc.

c) Alternatively, if the attacker's (Fighter E) approach does not permit placement of the blade over the shoulder, then the blade shall be placed in front of their opponent's face.

d) The attacker calls out "Dead from Behind!"

e) Opponent C is deemed "killed" from the instant the blade passes their shoulder, and shall not attempt to spin, duck or dodge away.

f) If death from behind is not allowed in a given melee, deliberately ignoring an attacker by repeatedly maneuvering to face away (thereby preventing any attack), is a misuse of the rules and improper behavior.

6. Running in a melee scenario is not allowed.

C. Halting Rapier Combat

1. Upon hearing the call of "HOLD" all fighting shall immediately stop. The combatants shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.

2. Holds may be called by anyone for any reason. Marshals and fighters shall pay special attention for missing tips or broken blades, other faulty equipment, bare skin, and non-combatants entering the field.

3. Once a hold is called only the marshal on the field can lift it.

IV. Offensive and Defensive Actions

A. Attacks that are permitted for rapier combat in An Tir are thrusts, cuts, projectile shot from rubber band guns (RBG's), and Death From Behind

1. Attacks are invalid when it is an invalid blow, a death lunge, or a late attack.

2. A blow is invalid due to being flat, i.e. when it is struck with the flat of the blade.

3. A blow is invalid due to being short if the cut initially strikes with the edge of the blade, but has insufficient continuous contact as defined below.

4. A blow is invalid due to cloth, when it strikes the fighter’s clothing but would miss the fighter’s body, even if the attack would have continued unimpeded. An example of this is when the sword gets caught in a fighter’s sleeves, but does not contact the fighter's body.

B. A cut must meet one of the following requirements, or it shall be considered to be as “short”:

1. The edge has at least 6 inches (15.2 cm) of continuous contact with the opponent.

2. The edge has continuous contact equal to one quarter of the target’s circumference.

3. The edge and the point are simultaneously drawn over the target.

C. A properly thrown cut will contain some percussive element. That percussive element will not invalidate the cut, as long as there is sufficient draw afterwards. However, cuts that consist solely of a percussive element are not valid in rapier combat.

1. Any fighter consistently delivering cuts with only a percussive element during rapier combat will first be given a warning for improper conduct, followed by the appropriate level of discipline as explained in section XVI of this manual. ("Procedures for Grievances and Sanctions")

2. Percussive elements that land with excessive force will result in a warning for improper conduct, followed by the appropriate level of discipline.

D. A thrust shall be considered valid even when the point slides after initial contact

E. In melee scenarios, blows delivered by the shot from RBGs and blows delivered by blades are equivalent. A fighter must acknowledge being struck by a shot just as if a blade struck him.

F. An opponent's weapon or parrying device may be moved or deflected except by any action that endangers the safety of the combatants.
G. Striking an opponent with anything except a blade or shot is prohibited.

H. Fighters are allowed to grasp the blade of a weapon. Grasping shall be used only to immobilize the blade, not to bend, force, or wrest the weapon from the opponent's grip. If a blade that is grasped twists, turns, or slides in the grasping hand, that hand is deemed disabled. Prolonged wrestling over a blade is not permitted, and the blade should be quickly released or a "hold" shall be called.
   1. A hold will be called if the fighter grabs the blade near the tip of the sword to prevent the tip from being pulled off.

I. While body-to-body contact between opponents is permitted, fighters may never grasp, push, strike, or wrestle another fighter.

V. Acknowledgement of Attacks

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

B. "In rapier combat, blows will be counted as though they were struck with a real blade, extremely sharp on both the 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." [Society Rapier Marshal's Handbook, October 2013, Section on Conventions: 4.C.]

C. A valid blow to the following areas shall be judged incapacitating, rendering the fighter incapable of further combat:
   1. Head
   2. Neck
   3. Torso
   4. The femoral artery (also called "inner thigh") is in a triangular shaped area high on the inner thigh. The location can be determined by drawing a line from the hips to the groin. At a point 2/3 of the way towards the groin, draw another line to the edge of the thigh. The second line intersects the edge of the thigh one width of the fighter’s hand down from the groin. See the Appendix for a diagram.
   5. The brachial artery (also called "armpit") is located on the underside of the arm. The artery runs down the centerline of the arm for one width of the fighter’s hand. The location is the same area covered by the armpit protection. See the Appendix for a diagram.

D. A valid blow to the hand or arm will disable the arm.

E. A valid blow to the foot or leg will disable the leg.
   1. The fighter must then fight kneeling, sitting, or posting.
   2. Fighters who choose a kneeling position may move on their knees.

F. Parries may be performed with weapons, parrying devices, the gloved hand or any other part of the body. Though the hand may be used to parry an opponent's weapon or arm, it shall not be used to grasp or strike an opponent. Fleeting contact between opponents is allowed as long as no grappling, deliberate striking or other unsafe behavior occurs.

G. Tournaments may be held with specific parameters which define certain 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.
VI. Armor Standards

A. Definitions
1. Abrasion-resistant material: Fabrics which will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Examples include, but are not limited to:
   a) Broadcloth
   b) A single layer of heavy poplin cloth (35% cotton & 65% polyester, sometimes called “trigger” cloth)
   c) Sweat pants
   d) Opaque cotton, poly-cotton, or lycra/spandex mix tights
   e) Unacceptable materials include nylon pantyhose and cotton gauze shirts.
2. Puncture-resistant material: Any fabric or combination of fabrics that will predictably withstand puncture (as outlined by the drop test process). Examples include, but are not limited to:
   a) Four-ounce (2 mm) leather
   b) Four layers of heavy poplin cloth
   c) Ballistic nylon rated to at least 550 Newtons
   d) Commercial fencing clothing rated to at least 550 Newtons
   e) The above materials need only be tested at the marshal’s discretion. All other materials must be tested the first time new gear is used, or if no marshal on the field can confirm a given piece of gear has been tested.
   f) Chain mail is allowed, but each piece that is constructed must be tested to ensure that it will pass the punch test. The holes in the mail must not allow the punch tester pin (5/32” or 4 mm) to pass through, and the rings must be joined in a manner so that they are not likely to split open.
3. These items are not acceptable as puncture-resistant materials:
   a) Kevlar is not an acceptable material, as it degrades rapidly.
   b) UnderArmour, Spandex, and very stretchy materials are NOT suitable as rapier armor, and should not be included as part of the fabrics tested with a drop tester to determine puncture resistance. However, fighters are free to wear them beneath their puncture resistant material.
4. Rigid Material: A puncture-resistant material that will not significantly flex, spread apart, or deform under 12 kilograms of pressure repeatedly applied by a standard mask tester to any single point. Examples of rigid material are:
   a) 22 gauge stainless steel (0.8 mm)
   b) 20 gauge mild steel (1.0 mm)
   c) 16 gauge aluminum, copper, or brass (1.3 mm)
   d) One layer of hardened heavy leather [Minimum of 8 ounce weight (3.18 mm), and preferably 10-12 ounces. (5 or 6 mm)]
5. Special attention should be paid to one’s appearance and to maintaining the atmosphere of a medieval event. Thus all authorized combatants and authorized marshals shall avoid, disguise or cover conspicuous modern materials and modern sports gear unless these are necessary for medical reasons. Corporate logos or other modern references on garments should also be removed or covered.

B. Armor Requirements
1. Head and Neck
   a) 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. Other types of rapier helms are also acceptable if they are built to the same standard.
   b) The face must be covered by either 12 kg 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). The perforated metal shall also meet the definition of a rigid material.
   c) 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.
d) Both modern fencing masks and rapier helms, when inspected, shall comply with the rigid material standard and provisions on facial coverage; and shall show no evidence of impending failure. (E.g., rust which weakens the metal involved, broken weld points, dents or other defects which spread open the mesh, 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 Marshal may elect to designate certain deputies to administer such testing.

e) Throat protection shall consist of rigid material covering the entire throat, and shall be backed by either puncture resistant material (as a hood), one quarter inch (\(\frac{1}{4}\)) (6mm) of open-cell foam, or their equivalents. The cervical vertebrae shall also be protected by rigid material. (This can be done by any combination of gorget, helm, and/or hood insert.)

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

2. Torso, Armpits and Groin
   a) The entire torso must be covered with puncture-resistant material. This includes the chest, back, abdomen, groin, and sides up to and including the armpits.
   b) 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/underarm, to one-third of the distance to the fighter's elbow.
   c) 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 are encouraged to wear a layer of padding or other puncture resistant groin protection.
   d) Female fighters are encouraged to wear breast protection which covers the front and sides of the breasts. Common forms of protection are padding or rigid breast protectors.

3. Arms and Legs
   a) There shall be no bare skin visible on the fighter. There also shall be sufficient overlap between separate pieces of protective clothing so that the minimum protection for that body area will be preserved regardless of the fighter's stance or movements.
   b) Hands shall be protected by gloves made of abrasion resistant material. These must overlap any sleeve openings as explained above.
   c) Feet shall be protected by boots, shoes, or sandals, comprised of at least abrasion-resistant material.
   d) Abrasion-resistant material is required on legs, arms (save as noted above for armpits), and on any area not otherwise mentioned in these rules.

VII. Weapons Standards

A. General
   1. All equipment must be able to safely withstand combat stresses.
   2. Sharp points, sharp edges or sharp corners are not allowed anywhere on any equipment.
   3. Equipment that is likely to break a blade or damage other equipment is prohibited.

B. Blades
   1. The only blades permitted are those on the An Tir Approved Blade List. The current list is posted on the An Tir Library Combat shelf at http://www.antir.sca.org/Pubs/index.php#combat.shelf. In addition, all blades must conform to the criteria laid out in the 2013 Society Rapier Marshal's Handbook. (Weapons & Parrying Devices item 2B, and Appendix item 1B):
      a) Blades must be made of steel.
      b) Blades must be no longer than 48 inches (1.22 meters) as measured from the tip to the top of the blade (i.e. where the tang and forte meet).
      c) Blades must be reasonably flexible, which is defined as:
         (1) Blades between 18 inches (45.7 cm) and 48 inches (1.22 m) must deflect at least 1 inch (25 mm)
when a 6 oz (170 grams) weight is hung 1 inch (25 mm) from the end of the tip.

(2) Blades 18 inches (45.7 cm) or shorter must deflect a ½ inch (13 mm) under a 6 oz (170 grams) weight placed 1 inch (25 mm) from the end of the tip.

(3) Rigid steel “parrying-only” daggers such as those made from cut down rapier length blades will not be allowed.

3. 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) 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 a rapier 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 below.

4. All blade ends must have a rigid cap firmly attached to the tip end.
   a) Tips will have a blunt striking surface, presenting a cross-section of at least 3/8 inch (10 mm) diameter.
   b) 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. The tape shall not cover the tip of the striking surface.

5. Any blade with kinks, sharp bends, “S” curves, or cracks shall not be used. Steel blades that develop these defects cannot be repaired and must be retired.

6. The overall length of a weapon must not exceed 55 inches (1.4 meters).

7. Weapons may use a hand guard such as a cup hilt, swept hilt or quillons and knuckle bow. The ends of quillons must be blunt, and they cannot be wider than 12 inches (30.5 cm) at their widest point.

8. Handles shall not be longer than 10 inches (25.4 cm) from the quillons to the end of the pommel for single handed swords.

9. Two-handed weapons
   a) These are defined as weapons with a grip length greater than 10 inches (25.4 cm) as measured from the quillons to the extreme end of the pommel. The handle must not be longer than one-third the length of the blade.
   b) All two handed weapons shall have a forward grip of not less than 10 inches as measured from the guard. This area must be clearly defined by either a change in color or covering material, or by a clear shaping of the contour of the grip.
   c) At all times during combat the fighter shall keep at least one hand fully within the marked forward portion of the grip, except for brief moments when the fighter is changing which hand is on the forward grip.

10. An Tir will not allow the use of rapier spears.

11. Orthopedic (or “pistol”) grips will not be used unless the fighter has approval for medical reasons, supported by documentation from their healthcare provider.

C. Parrying Devices

1. Solid parrying devices shall be made of sturdy, lightweight materials which are resistant to breakage and splintering.

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

3. Devices that predictably cause entangling of an opponent or their equipment, either by design or by repeated mishap, are not allowed. This does not exclude the use of curved quillons on swords or daggers.

4. A shield can be no larger than a maximum silhouette area of 530 square inches (3419 square cm). This is equivalent to a circle which is 26 inches (66 cm) in diameter.
a) A shield may have any shape as long as the area of that shape does not exceed the
maximum silhouette area.
b) Wooden shields must be at least 1/4 inch (6 mm) thick.
c) The edges of a wooden shield must be covered to prevent splinters. The other surfaces of the
shield must be kept free of splinters, cracks, or other damage.
d) Metal shields must have rolled edges, or have the edge covered in materials which achieve an
equivalent effect.
e) Plastic shields must be covered to hide their obvious modern construction.

5. Batons made from plastic tubing or plastic pipe must have a rigid cover on the end facing the
opponent. Some examples of acceptable end covers are plastic caps glued onto the ends or wooden
plugs glued into the ends. Wood batons are also allowed, but not metal pipes.

D. Rubber Band Gun
1. WARNING: RBG’s are projectile weapons that are capable of causing serious injury. At all times, handle
them as if they are loaded.
2. Rubber Band Guns are the only approved missile weapon for rapier melee combat. They may be fired
only in melee scenarios, and only at the discretion of the MIC.
a) RBG can have multiple shots before reloading.
b) An RBG can include Di Vinci Guns and other period cannon type designs, as long as the shot fired is
equivalent to what is fired from a hand-held gun.
3. Surgical tubing bands are the only material allowed as ammunition for rubber band guns. The two ends
of the tubing should be connected with zip ties.
a) The tubing must not contain any metal parts other than the metal “tab” which is used in the locking
section of some types of zip ties.
b) Additional material cannot be used to add weight to the shot (such as sand).
4. An RBG must not be loaded until ready for use in a scenario. Once loaded, the RBG must either be
pointed up in the air or down at the ground until the start of the scenario.
a) A fighter must not point or shoot a loaded RBG towards unarmored persons.
b) Marshals must wear eye protection when RBGs are in use during a scenario.
5. As shot is intended to simulate bullets, parrying it is considered to be improper conduct.
6. Unloaded rubber band guns may be used as a baton in tournament combat.
7. Fighters must be authorized in single sword in order to use a rubber band gun in a melee.
MARSHALS SECTION

As marshals we are first and foremost servants of our King and Queen, and on Their behalf, servants of the fighters and spectators of An Tir. The primary duty of the marshals is to assist the participants to have a safe and enjoyable experience in SCA combat. To carry out these responsibilities, we must see that these rules are enforced in a way that preserves safety, while making sure combat can be enjoyed by both the participants and spectators.

There are three near-equal priorities in marshaling; safety, fair witness, and showmanship. Overemphasizing any one at the expense of the others will tend to make the fighting less enjoyable for everyone. (Although, if you must go overboard on one, pick safety.) The overriding rule shall be, “How can you get the highest number of combatants on the field safely?” That is your goal as a marshal.

VIII. Procedures for the Authorization of Marshals

A. An Tir actively encourages the contributions of non-fighting marshals. No prior experience as a combatant is required to become a junior or senior marshal.
B. All authorized junior and senior marshals shall be members of the Society for Creative Anachronism Inc. The advantage of being an authorized marshal is that you are an official of the Corporation, which gives you certain legal protection from lawsuits (if any) arising from your actions as a marshal.
C. Marshal authorizations must occur at an official SCA event or practice in order to insure the appropriate waivers have been completed. This includes initial authorizations, renewals, and Marshal promotions. (See section “1. Combat Authorizations”, item B.8, for the exact requirements.)
D. Junior Marshal Qualifications:
   1. The individual must be at least 16 years old.
   2. The candidate has read the rules in this manual, and states they are able and willing to implement them.
   3. The candidate can demonstrate the skills to conduct a basic armor and weapons inspection.
   4. The candidate can demonstrate the basic skills required to assist in managing fighters on an eric and/or war field.
   5. The individual expresses a desire to learn more about these topics while volunteering to help the rapier community.
E. Senior Marshal Qualifications:
   1. The individual must be a legal adult in the state or province where they reside.
   2. The candidate must have a good working knowledge of, and be willing to enforce, the Rules of the Lists, the Society Conventions of Combat, and the An Tir rules and traditions.
   3. The candidate must have a good working knowledge of the Society minimum armor and weapons standards, and the An Tir armor and weapons standards.
   4. The candidate must demonstrate the ability to conduct an inspection of ALL armor and weapons used in rapier combat.
   5. The candidate must demonstrate the ability to safely and effectively control SCA martial activities, whether this is single combat, team combat, general melee, or part of a war environment.
   6. The individual must be willing and able to constructively convey their knowledge of marshaling facts and techniques to others wishing to improve their own skills.
   7. The individual has recently reviewed this manual’s sections on authorizing combatants and being the Marshal in Charge of an event, and is prepared to take on those responsibilities.
F. Paperwork -- In An Tir, the Earl Marshal has designated all senior marshals as able to conduct an authorization of a new marshal. These individuals must witness the authorization and execute the appropriate paperwork to ensure that the authorization is registered in the Kingdom database by the Martial Authorization Officer in order for it to be official.
   1. A “Four Year Authorization” card is required with every initial marshal authorization, promotion, and renewal. (An Tir form 15.) The top portion of this document is submitted to the Martial Authorization Officer. The bottom section is the marshal’s official authorization card which they can show to an MIC or other volunteers at subsequent events.
2. To initially authorize a new junior or senior marshal, two currently authorized senior marshals must verify that the individual possesses the skills and knowledge described above through their statements on the "Recommendation for Marshal Promotion". (An Tir form 16.) For new senior rapier combat marshals, these recommendations must be reviewed and approved by one of the following officers: Kingdom Earl Marshal, Kingdom Rapier Marshal, the Principality Earl or Rapier Marshals, or the Regional Rapier Marshals.

3. Junior and senior marshals may renew an existing authorization by completing a new "Four Year Authorization" form signed by a currently authorized senior marshal. However, if a marshal allows their authorization to lapse for more than one year, then they must repeat the promotion process to prove their skills are still current.
IX. Guidelines for Marshalling on the Field

During tournaments and wars, all marshals shall carry onto the field of combat a marshaling pole that is spirally marked yellow and black at each end for at least 1.5 feet (45.72 cm). The spiral mark is to indicate to the fighter that the pole belongs to the marshal. The length of pole should allow the marshal to comfortably direct the fighting without exposing the marshal to being struck by the weapons. No marshal shall carry any pole on the field that has sharp or jagged edges (i.e. walking staffs, tree limbs, etc.).

A. Marshaling Tournament Combat

1. As noted earlier, marshaling has three parts of nearly equal importance: safety, fair witness, and showmanship. Excessive concern for any of these, to the neglect of the other two, will make fighting less enjoyable for all concerned. While these concerns apply to all marshaling, they are most detailed and balanced in single combat.

2. At minimum, there should be one marshal for each single combat bout. Two will be able to see more of the fight. Three or more will get in each other’s way and block the view from the sidelines without providing noticeably better marshaling.

3. In order to effectively observe combat you need as clear a view as possible. You need to strike a balance between getting close to the fight to see better and staying back out of range of the blows. Just what the appropriate distance is for you will depend on your level of experience with fighting. (E.g., how well you can judge what the range of the weapons is and whether you are in or near it.) In general, for single combat, 20 yards (18.3 m) is too far and 2 yards (1.83 m) is too close. Try to keep moving so that the combatants are roughly centered between you and the other marshals for the fight.

4. Safety

   a) Check that the field can be safely fought upon, preferably before the site is reserved for the event. Can someone in armor, with restricted vision, cross it safely? (I.e., without injury? Simply tripping is an inherent hazard of combat in rough terrain.) Are there large holes, soft spots, or rocks? Hazards that cannot be removed from the field should be clearly marked if possible, and the fighters advised of their presence. Once the fight starts, try to keep it away from these areas. If the problems are serious and cannot be worked around, move the fighting somewhere else.

   b) As the fighters come onto the field, take a quick look to see if they have their full armor, especially neck armor and gloves as those are the likeliest to be removed and forgotten. This should not take any time at all: It is neither a full inspection nor an attempt to catch someone trying to play silly games with the rules; just a quick double-check to help someone who may have been distracted by the excitement of the day.

   c) Once the fight has started, watch particularly for lost tips, broken armor, lost tempers, injuries, and unauthorized people, pets, or objects on the field. (Outsiders, especially small children and pets, do not always realize that they are supposed to stay off of the field during combat.) If there is a problem, shout “Hold!” several times if necessary.

   d) If the first cry of “Hold!” does not cause the fighters to stop, get in between the fighters (or between the fighters and whoever has wandered onto the field) and block the weapons with your staff until the fighting stops. Keep yelling “Hold!” while you do so that eventually they notice. That is one reason why marshals routinely carry staffs on the field.

5. Fair Witness

   a) You are expected to be an impartial witness to exactly what happens during a fight. Ideally, you should be able to describe the last 3-4 blows on your side of the fight: Where they started, their angle of approach, how they were blocked or where they landed. Do not be afraid to say, “I don’t know” if you were looking at one part of the fight when something (allegedly) happened in another part.

   b) Do not try to impose your view unless you see what appear to be major and repeated problems. Leave the blow counting to the participants unless you see clear reason to intervene. Usually they have a much clearer perspective than the marshals do.

   c) If the fighters do ask you what happened, try to respond tactfully. Prefacing your statements with “It looked to me like...”, “It appeared...”, or “to the crowd it looked like...” is preferable to a dogmatic assertion of what happened. Similarly, it is preferable to ask “Was that dent in your mask before?”
rather than saying, “That blow put a 6-inch dent in the side of your mask.” The latter may be 100% accurate, but it is unnecessarily antagonistic.

d) At the apparent conclusion of fighting, the marshal must ask the fighters if they are satisfied with the conduct of the fighting. If there is a dispute, it is resolved as described in these rules. If all parties are satisfied, the victory is confirmed by pointing to the winner(s) and announcing the victory.

6. Showmanship
   a) Keep an eye on the audience. SCA combat is a spectator sport, just as medieval tournaments were. Your part of the show is to keep things moving and avoid blocking the view from the sidelines except when unavoidable. This means fast pre-fight checks and announcements, a minimum of holds and discussions during the fight, and a strenuous effort to stay out of the way and keep moving. (If it’s cold, wear several layers of clothing and move even more. One person in a cloak can interfere with the view of many.)
   b) Typical Tourney Bout: The herald will announce the pairings of the fighters to the populace, and then call the first pair to the field. After conducting the salutes, the herald will leave the field, and then the marshals will ask each fighter if they are ready. After a positive reply, the marshals will back up, and the lead marshal will call “lay on” as the signal for fighting to begin. (If there are no heralds available, the lead marshal will do the announcements.)
   c) Let the dead man call his blow: The fighters decide the outcome of the bout, and indicate this to the lead marshal, who indicates it to the herald, who announces the results to the public and relays it to the lists volunteers. While sometimes it appears obvious who the winner is, do not fall into the trap of declaring this before the combatants have clearly decided the outcome.

7. Marshal Intervention -- There are occasions where the marshal must stop the fighting in order to correct a problem. A marshal should intervene under the following circumstances:
   a) It appears that blows are consistently being ignored.
   b) The fighting gets sloppier as the bout progresses.
   c) An unsafe condition exists.
   d) It appears that tempers are flaring or going to flare.
   e) There are other times when intervention may be necessary. The marshal needs to use their judgment and respond accordingly. Please be aware that intervention is not used to call blows. Use it to make fighters aware of a situation and help them to work out a solution.

B. Acting as the Marshal in Charge (MIC)

Adequate preparation is essential for successful martial activities. The MIC is responsible for organizing this for a particular event, but they will need a team of volunteers to help on-site.

1. The MIC for any rapier activities must be a currently authorized senior rapier marshal and a SCA member at the time of the event. However, it’s not required they be the Branch Marshal or even a resident of the hosting branch.

2. An MIC may be responsible for only a single tournament or for all rapier combat activities during the event. This should be clarified with the Event Steward. Large events can benefit from having a Martial Activities Coordinator as described below.

3. Due to the logistical responsibilities and possible need to provide fair witness, no marshal should participate as both a fighter and the MIC in the same competition. If an MIC chooses to fight, they must delegate all of their responsibilities and authority for the duration of the competition to another marshal who meets the same standards as the primary MIC. This rule can be waived in tournaments where there are less than 20 fighters and no other senior marshal is available.

4. Pre-event preparation:
   a) Where precisely will rapier combat activities occur on the event site? Check for safety issues as explained above.
   b) Is there sufficient space for the necessary number of fields? These must be a minimum of 25 feet per side, and 30-40 feet is preferred. Melee and war scenarios require even more space as described in section X.
   c) Coordinate times for lists to open & close, armor inspection, and combat activities to fit with the
rest of the event. Build in some margin for the unexpected.

d) Select the tournament or melee formats based on local tradition, preference of the branch
champion or sponsoring nobles, or the MIC’s own desires. Simple formats which allow the
maximum amount of fighting are preferable. Arrange for this information to be included in
pre-event advertising.

e) Estimate the number of marshals needed and make an effort to recruit a portion of these in
advance.

f) Coordinate with the Herald in Charge and Lists Minister regarding the format so they can plan
their own logistics.

g) Arrange for water to be provided by the event team, or widely broadcast that fighters must bring
their own.

h) What supplies need to be acquired from storage, borrowed, or purchased in order to set up the
combat area? How will these be transported to and from site?

i) Which martial activity results will be announced in court? By whom? How will this information get
onto the agenda? Who acquires and hands out the prizes (if any)?

5. Setting up at the event:

a) The MIC’s job is to keep martial activities running on schedule and with a minimum of waiting time
by giving participants clear instructions about what should happen next.

b) Carefully walk the area designated for rapier combat to see if any problems have developed due
to heavy rain, a new gopher colony, etc. If these are serious and cannot be worked around,
arrange to move the fighting somewhere else.

c) Re-confirm the plan for martial activities with the lists, heralds, water-bearing volunteers, and
sponsoring nobles. Adjust as necessary.

d) Verify that martial activity information is on the agenda for the heralds’ town cry.

e) Set up the fighting area. If possible, do this before eric pavilions are erected so that everyone can
adjust as needed before the erics are locked into a fixed area.

f) The MIC should be available to answer questions on the field for approximately 30 minutes before
armor inspection begins, until 30 minutes after combat ends. If the MIC must leave for more than
a few minutes, they should clearly designate a deputy to handle matters.

g) Arrange for verification that every fighter has a valid authorization card. (Also a current SCA
membership if required for that tournament.) Marshals should also show a valid authorization or
be paired with someone who is current. The local Lists Minister will often handle these tasks at
tournaments if asked.

h) Arrange for armor and weapon inspections. Junior marshals should do these under the
supervision of a senior marshal. Should the fighter disagree with the senior marshal’s decision
about any items, they can appeal the matter to the MIC whose decision should be final at that
event. However, the fighter may appeal the question (in order) to the Regional or Principality
Marshal, the Kingdom Rapier Marshal, the Kingdom Earl Marshal, the Principality Coronet (if
applicable), and ultimately to the Crown.

i) Arrange for a sufficient number marshals for the combat activities. If volunteers are in short
supply, inform the fighters that they do not get to start until this is resolved.

(1) It is permitted for a Marshal in Charge to draft anyone he or she feels is competent to serve
as a temporary field marshal during an event, whether those individuals are currently
authorized marshals or not. These individuals should only be used to augment the marshal
team, and not to wholly replace it.

(2) The MIC and assisting marshals will meet prior to armor inspection to discuss the combat
format and specific duties. In tournaments, the MIC will appoint one senior marshal per eric,
and then divide the other volunteers so there are two per field, and the remainder can spell
the primary group or supervise pick-up fights. For other combat formats, the MIC will explain
the positions each individual should cover.

6. During the fighting:

a) The MIC will call the fighters and marshals together to explain the tournament or melee format
and any special rules which apply. (E.g. handling double kills or death from behind.)
b) Once the marshals are in their assigned places, the fighters should take their melee positions, or the herald call the tournament pairs to the field. Actual fighting begins after the MIC is satisfied that the fighters and support staff are ready.

c) For tournaments, the MIC should circulate between the fields rather than working an eric themselves. During melees, the MIC moves with the flow of the fighting. Throughout combat it is important that the MIC continue to consult with all of the field support personnel to insure things run smoothly.

7. After the fighting:

a) Once combat ends, the MIC confers with the other marshals to find out their recommendations for a chivalry prize or other recognitions; and about any disputes, injuries, or other incidents.

b) Depending on the event, the results may be announced and applicable prizes distributed immediately after the fighting ends; but more often this occurs later in court.

c) Work with the event team to pack up the martial equipment and return it to the storage location.

d) Complete the Marshal in Charge report per the section on “Marshal Responsibilities, Chain of Command, and Reporting”. If required the MIC also completes an incident report as explained in the section on “Combat Injury Procedures” and “Procedures for Grievances and Sanctions”.

C. Additional tasks for the Martial Activities Coordinator

At events with a large number of participants engaged in multiple martial activities, it can be beneficial for an Event Steward to select a knowledgeable individual to coordinate those rather than the Steward doing so directly. The Coordinator’s duties may include:

1. Selecting qualified MIC’s to manage each of the martial activities occurring at that event.

2. Coordinating the shared use of timeslots and fighting spaces in a manner which fulfills the event’s vision.

3. Arranging for the acquisition of necessary equipment, and the set-up and take-down of these materials.

4. Arranging for the acquisition of suitable prizes and/or the announcement of tournament results in court.

5. Being available throughout the weekend to answer questions and resolve problems.

6. Insuring that the necessary post event reports are completed.

X. Procedures for Marshalling Melee Scenarios

A. Before the Scenarios

1. The general rules under which the war will be conducted, compromises between conflicting Kingdoms’ standards, and the scenario limits for each planned battle shall be negotiated and agreed to in writing in advance by the authorized representatives of all belligerent groups involved. The rules and scenario limits shall be published in the appropriate newsletters. For inter-Kingdom wars, notices shall be published by the groups involved according to the SCA publication policy. These announcements should take place at least thirty days prior to the event. In addition, copies of all of the rules and agreements shall be available on-site, as a handout for people who do not receive (or did not read) the newsletters. Armor and weapons standards shall default to the established Society minimum standards unless otherwise specified in the event rules and scenario limits.

2. Each side in a battle shall provide a reasonable number of trained and experienced marshals to both surround the fighting (to keep an eye on the boundaries), and keep most of the fights under general surveillance (for detached required armor, broken weapons, etc.). If not enough marshals are available, the sides should arrange for a draft from their armies.

3. All marshals should be separately briefed prior to the meeting for the participants. (They should also attend the group briefing.) Emphasis at this briefing should be on enforcing the rules and scenario limits for each battle, and on preventing accidents that could arise from hazards related to the scenario limits and to the actual terrain. There should be an understanding amongst the marshals regarding the rules and scenario specifics, and any possible safety issues that may arise. At inter-Kingdom events the
differences between the attending Kingdoms should be discussed, and compromises and clarity in the rules and scenarios regarding those differences should be worked out.

4. All participants shall be gathered to hear the rules and the scenario limits explained to them. The marshals should answer their questions. If the scenario limits vary radically from battle to battle, this procedure should be repeated before each battle.

5. Equipment inspection must take place before combat starts, with particular emphasis on any modifications that have been made in the process of making compromises between conflicting Kingdom standards.

6. Before the combat commences, make sure the marshals and the fighters are ready. This is often done by checking with the team captains, and/or by calling for “swords up if you’re ready”. Do not start the combat if there are people on the field that are not yet prepared. Fighters who need more time to get ready should leave the field to finish doing so.

B. During the Melee -- For Fighters

1. When “Hold!” is called, all fighting shall cease.
   a) Fighters shall drop to one knee (if possible) where they stand.
   b) Conversations relating to the conduct of the battle are not permitted between combatants.
   c) Changes of position/location are not permitted unless ordered by a marshal. Fighters are not to use this time to go resurrect.
   d) If movement away from a boundary or a hazard is necessary, the fighters shall maintain their relative positions and distances.
   e) To end a hold, the Marshal in Charge will call “All rise!” (Or “Rise if you’re able” or some other equivalent statement). When the combatants have resumed their guard, (“swords up if you’re ready!”), the Marshal in Charge will call “Lay on!” to signal the resumption of the fight.

2. “Hold!” will normally be called only for broken weapons, broken armor, lost tempers, injuries, safety concerns, outsiders wandering onto the field, fighters about to wander off it, or to enforce the rules and scenario limits.

3. “Hold!” should not be called for dropped weapons, fighters who have slipped and fallen (unless they are in danger of injury), or the near approach of a fighter to a boundary where there are neither spectators nor any natural hazards, such as cliffs.

4. Marshals may use alternative means to signal “Hold” or “Lay on,” such as whistles or air horns; as long as all fighters and marshals know and understand the alternative system.

5. If a fighter crosses a boundary, the marshal may notify them politely and promptly that they are routed and out of the battle. If a fighter routs another and follows him out of bounds, they are both out of the battle. Alternately, if the scenario allows, they can be shepherded back onto the field after they have been made aware of the boundary. Marshals should use common sense and the rules of the scenario as their guide.

6. Marshals have the preemptory authority to remove from combat and from the field any combatant who violates the rules or scenario limits or who performs any unsafe or dishonorable act. Such removal may be discussed during the battle only if the marshal permits it. The marshal’s ruling may be appealed to the Marshal in Charge.

7. During scenarios which involve RBGs, there should be one or more clearly designated areas out of range where fighters may go to safely remove their mask and take a break.

C. During the Melee -- For Marshals

1. A supervising marshal (Marshal in Charge) shall be chosen for each war. Or even for each battle if the Marshal in Charge for the war is fighting in the battles or otherwise prevented from being present.
   a) The Marshal in Charge shall be responsible for the activities of the marshals in his charge.
   b) If possible, the Marshal in Charge should not be a member of one of the groups on the field.
   c) The Marshal in Charge for a particular battle may not participate in that battle as a combatant.

2. A buffer zone needs to be provided between the edges of the battlefield and the spectators at all times. [An Tir recommends a minimum of 10 yards (9.14 m).] This needs to be increased when RBGs are included. The Marshal in Charge must ensure that it is a safe distance, taking into account the type of scenario, to minimize the chances of direct or deflected shots traveling into the spectators. Physical barriers may eliminate the need for a buffer zone or lessen the distance needed.

3. Marshals have the authority to regulate the movement of non-combatants on and near the field and to
control the location of spectators.
4. Marshals should station themselves around the edges of the fight. This allows them to control the borders while keeping as much of the fighting as possible in view. It also prevents fighters from running into them from behind. As always, keep moving and stay close enough to spot safety problems.
5. When marshaling a melee, the witness function is necessarily relegated to a very low priority. (It is not unimportant, but it is impossible for a handful of marshals to be accurate witnesses to the details of a couple of dozen separate combats.)
6. When rubber band guns are present on the field all marshals, heralds, etc. on the field must wear protective shatterproof eyewear, such as safety glasses meeting the ANSI Z 87.1 standard or better. Marshals should take care not to get between missile combatants and their targets, as the combatants may not recognize a marshal with everything else taking place.
7. In very large melees, it may be desirable to have some marshals in the middle of the field, in addition to those around the edge. These marshals should be armored, and have a tabard and helm which clearly indicate that they are a non-combatant. If you are mid-field, be careful that you do not get so interested in the fight in front of you that you back into or forget to watch another bout moving around behind you.

XI. Fighter Practice

A. Practices announced in an official SCA publication, such as a branch newsletter or website, are considered to be official events. As such, the rules in this manual apply.
B. Practices held outside of SCA events:
   1. Participants must follow the rules about waivers as stated in "Combat Authorization Requirements" item B.8.
   2. A currently authorized senior rapier marshal must be present to supervise these practices. That individual is responsible for insuring that fighters are inspected and that waiver requirements are followed. [Further information is below in the sections on "Equipment Inspection Guidelines" (item A); and "Marshal Responsibilities, Chain of Command, and Reporting" (item F).]
C. Practice at Events
   1. Arrangements must be made with the event MIC and/or the Event Steward before holding a practice during an event.
   2. The MIC will designate the time and place for the practice. The MIC will also arrange the announcement of the practice in the event copy or by the heralds.
   3. It is the responsibility of the person arranging the practice to provide an adequate number of marshals. The MIC will designate the most experienced of these marshals to oversee the practice. If marshals are not available, the MIC will cancel the practice.
   4. Practices which occur when the fighting field is otherwise open for pick-up bouts do not need prior arrangement. However there do need to be marshals watching over the combat.
D. Practice Tournaments
   1. A Practice Tournament is a training tool marshals can use to teach proper list behavior to new fighters. As such, the marshal will demonstrate such things as:
      a) How to arm and stand ready.
      b) How to make the proper salutes / acknowledgements.
      c) Correct blow acknowledgement.
      d) How to call back an invalid attack.
      e) How to respectfully and effectively interact with, marshals, heralds, and lists volunteers. (Individuals who also have a chance to improve their skills in this format.)
   2. Marshals should intervene anytime the fighters appear confused and not quite sure what to do. Be prepared to explain why they should do things a certain way. Since this is not true tournament fighting, emphasis is placed on learning and not on the flow of fighting.
   3. Practice tourneys should happen periodically at branch practices. All of the other rules related to those gatherings still apply (waivers, inspections, etc).
XII. Combat Injury Procedures

A. It should always be remembered that when an injury occurs on the field, the primary concern is getting to and assisting the injured party. Secondary to this objective, but no less important, is the safety of persons entering the field to help and the well-being of anyone already on the field. (For example, fighters standing around in armor in the sun could be subject to heat problems.)

B. Combat-related injuries of any kind must be reported to the KRM within 48 hours of the incident.

C. All injuries which involve a period of unconsciousness or medical attention, meaning the injured person had to see a physician, need to be reported to the Kingdom Rapier Marshal by phone or email within 24 hours of the incident. An official Incident Report form needs to be sent within 48 hours, and include a copy to the Regional or Principality Marshal. The individual making the call and written report needs to include all available details in both reports. (“Accident / Incident Investigation Report”, form # 20.) The KRM must notify the the KEM and Society Marshal of Fence immediately

   1. Any applicable follow-up information must be reported as it becomes available.

D. In the event of an emergency, the marshals shall cooperate with any authorized persons responding to the emergency and keep the area clear of would-be spectators.

E. In the event of any suspected injury on the field, the marshal shall halt all fighting in the area and determine the proper course of action. The hold may be a local hold as long as the safety of the injured person can be maintained. The overall situation should be assessed, and as the injured party is tended to, every effort shall be made to release as much of the field as possible so that combat may proceed.

F. If the injured person is conscious, they may be asked if they would like assistance. No conscious person will be forced to accept treatment without his or her consent. No non-combatant shall enter the combat area until summoned by a marshal.

G. A marshal shall call for assistance if they suspect that a participant is experiencing more than momentary distress. It is an extremely serious matter to delay the application of first aid when it is needed, and marshals who ignore injuries may be subject to revocation of their authorization to supervise combat-related activities.

H. No one may remove an injured fighter from the field without the consent of the event Marshal in Charge or an appointed deputy.

I. Any immediate and significant problems associated with an injury on the field shall be reported to the Kingdom Rapier Marshal.
XIII. Combat Authorization Procedures

This section describes how An Tir marshals should conduct authorizations for new rapier combatants. The process requires two individuals in addition to the new fighter: One currently authorized fighter with substantial experience to physically test the candidate’s skills; and one currently authorized senior marshal to question the new fighter about the rules, and to observe their skills in safely conducting themselves on the field.

A. Fighter authorizations must occur at an official SCA event or practice in order to insure the appropriate waivers have been completed. This includes initial authorizations, renewals, and new weapon forms. (See section “I. Combat Authorizations”, item B.8, for the exact requirements.)

B. Marshals are encouraged to perform authorizations at practices. Marshals should not conduct authorization tests at events unless (a) it is previously arranged by the fighter, or (b) the fighter does not have any warranted marshals in their own area. If an authorization is performed at an event, do not rush in order to “get the fighter out there.”

C. The candidate must present themselves on the field in armor for inspection. The armor must be inspected on their body and must pass the current armor requirements for combat. This inspection shall be complete and exacting, and any deficiencies must be fully corrected before the person may authorize. The same with the candidate’s weapons. Ownership of weapons and armor is not required for authorization. However, any equipment used must meet the requirements of these rules.

D. Authorization Forms

1. Note: Fighters must authorize in Single Sword before attempting any of the other weapon forms. However, those additional authorizations can be done the same day.

2. Single Sword: Fighters must show that they are safe using single sword in both their dominant and non-dominant hand, and that they can parry with their off-hand. In addition they must demonstrate the ability to properly acknowledge a valid attack, adequately call blows, and call back invalid blows. Fighters with this authorization should also be familiar with how to operate rubber band guns, and the rules around those. Fighters must also show that they are familiar with the rules related to engagements and death from behind in melee combat.

3. Sword and Offensive Secondary: This authorization covers using a dagger in the fighter’s off-hand or using a sword in each hand (referred to as “case”).

4. Sword and Defensive Secondary: This authorization requires the fighter to show they are safe using a buckler, cloak, and baton in their off-hand.

5. Two Handed Swords: This authorization covers wielding a single sword with two hands.

E. The marshal should question the candidate about the basic rules of our sport. The marshal must ask enough questions to ensure that the fighter understands the rules. A word-for-word answer in not necessary. However, the fighter’s answer must demonstrate understanding of a given rule. (It can be helpful to periodically hold a “rapier rules 101” session at practice to teach these items to new fighters, and remind existing participants.)

1. When asked specific questions can they explain some of the concepts in the Rules of the Lists, the Society Conventions of Combat, and the An Tir Traditions?

2. Does the fighter know the basic armor requirements, and the required specifications of the weapon(s) they are using?

3. Does the fighter know the legal target areas on the body? Do they know how to react if they lose an arm or leg?

4. Does the fighter know what the commands “hold” and “lay on” mean?

F. The fighter must demonstrate that they can use the weapon safely:

1. The Weapons Safety Test assesses a fighter’s ability to safely use the weapon combination(s) they are authorizing for. The assessment must be thorough. A quick 15 minutes of fighting is not enough time for a fighter to demonstrate safe use of various weapon combinations. The length of time to qualify a fighter will vary, but be prepared to spend 30 to 60 minutes for the test.

2. Have the fighter demonstrate the permitted attacks. Ensure that the fighter knows how to perform each attack.

3. For the first few minutes of the bout for authorization, the prospective and experienced combatants
shall fight at 1/2 to 3/4 speed and verbally acknowledge all blows landed. During this phase of the
authorization, the marshal and experienced fighter should get an impression of the candidate’s style,
technique, ability to call blows, and ability to defend themselves. If this portion of the authorization is
not satisfactorily completed, the authorization procedure shall be stopped. The candidate shall be told
of the problems observed and instructed on how to correct these.

4. If the first portion of the bout has progressed satisfactorily, then the combatants will be told to fight in
tournament style combat, calling blows until one is defeated. The supervising marshal may ask that
the candidate only attack at one point, to only defend at another, to fight from their knees and against
a kneeling opponent. It can also be helpful to privately ask the experienced fighter to press the
candidate at some point without accepting any blows to see how they react. During this phase, the
marshal and experienced fighter should observe the candidate’s control, reaction to blows, and ability
to cope with pressure through a variety of different stimuli such as:
   a) Being pressed
   b) Their opponent falling down
   c) Receiving an invalid blow
   d) Having an opponent ignore a blow
   e) “Hold!” being called
   f) Any other unusual situations that might occur on the field.
g) The goal is to see if the fighter remains in control during these situations. Do not attempt to make the
   fighter fail, but do not make it too easy.

5. If this is the fighter’s first authorization, they should be able to demonstrate an understanding of the “field
   of contact engagement” for melees, how to safely die on the field, and how to correctly execute and
   respond to a death from behind.

G. The fighter must demonstrate that they can call blows appropriately.
   1. The SCA standard for blow calling is as follows:
      a) “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.
         Kingdoms shall not alter this standard.” [Society Rapier Marshal’s Handbook, October 2013,
         Section on Conventions: 4.C.]
      b) Application of this standard is straightforward – if a blow is felt AND was delivered using a valid
         attack, then it had sufficient force to penetrate the skin. Therefore, the blow must be called as good.
         Blows to rigid areas, such as masks and gorgets, are judged the same way, even though they
         might not be felt. See Acknowledgement of Attacks (Section V) for the details on blow calling.

H. The marshal and the experienced fighter shall confer to decide if the new fighter exhibits adequate
   performance in the minimum criteria for authorization listed below:
   1. Does the candidate know and apply the Rules of the Lists and the Conventions of Combat?
   2. Does the candidate exhibit safe behavior on the field, for both themselves and others?
   3. How does the candidate react to pressure? Does he or she fight back appropriately, or become
      disoriented, withdrawn, or angry?
   4. Can the candidate defend him or herself? Can they demonstrate some offensive capability?
   5. Is the candidate able to feel and judge blows, both those received and those thrown?
   6. Note: The standard is not “does this fighter have good skills”? Rather, “do they have the basic
      skills to be safe on the field with others”?

I. If the marshal and the currently authorized fighter agree that the candidate meets these requirements,
   the marshal will notify the candidate that they are now authorized. The new fighter and marshal will
   properly complete the An Tir “Four Year Authorization”. (An Tir form 15.) The bottom part should be
   removed. This is the fighter’s official authorization card which they will show to marshals or lists
   volunteers at subsequent events. However, the top part of the form must be sent to the Kingdom
   Martial Authorization Officer to be recorded in the Authorization Database before the authorization will
   be official.
XIV. Equipment Inspection Guidelines

This section explains how to inspect weapons and armor described in sections VI and VII of this manual. The fact that one of the requirements is not mentioned in this checklist does not mean that you should not notice if it has not been met. Armor and weapons must be tested whenever there is a question about their compliance with the terms in this manual. When testing armor or weapons, use only those techniques outlined in the Society Rapier Marshal’s Handbook.

A. Types of Inspections

There are two types of inspections: practice and pre-tournament. The difference between the two is the level of scrutiny. If an item fails inspection, the marshal returns it to the owner and explains why it failed.

1. At Practice
   a) Inspections at practice should be more rigorous and serve as a tool to get a fighter accustomed to inspecting their own armor and weapons. The marshal and the fighter perform the inspection together. The marshal explains each step and explains why it is necessary.
   b) Practices are also the best place to test any new armor or weapons. This ensures that the fighter knows the new equipment meets the minimum standards before taking it onto the field.

2. Before the Tournament
   a) At each event, the Marshal in Charge must arrange for the inspection of all armor and weapons to be used in combat. This in no way relieves the individual combatants of their responsibility for following the equipment standards. However, the marshal’s inspection provides a second pair of experienced eyes as any fighter can occasionally forget some piece of armor, and equipment that was perfectly serviceable at the beginning of the previous event could have broken since.
   b) In most cases, only a visual examination of weapons and armor is needed. However, if significant concerns are noted, testing can be done.
   c) Marshals need to remember that just because it is possible to fight does not mean that it is pleasant or desirable for the participants to stand around in armor. If the weather is hot, try to find some shade in which to hold the inspections. or at least for the fighters to stand in while waiting to be inspected. Similar reasoning applies when it is particularly cold or raining.

3. Marshals should develop the habit of always doing their inspections in the same order each time to avoid missing something.

B. Weapon Inspections

1. Weapons are inspected to ensure that they comply with the requirements outlined below.

2. For bladed weapons, the inspection criteria are:
   a) Proper flexibility or bend force.
   b) No sharp edges, burrs, or other projections. (Blade edges may be rough as long as there are no sharp projections.)
   c) No excessive curves in the blade. (A slight curve in one direction, a “c”, is fine. Extreme curves, or curves in multiple directions like a “s”, are not.)
   d) A firmly attached rigid cap in a contrasting color.
   e) Handle, pommel, and quillons have the right dimensions, are securely attached, and have no sharp points.

3. For rubber band guns (RBGs), the inspection criteria are:
   a) Shot must be made of surgical tubing, and not have any parts made of metal or other dense materials that might cause injury. (NOTE: A small metal tab in the lock of the zip tie used to connect the two ends of the tubing is fine.)
   b) Shot must not have additional materials to add weight (such as sand).
   c) No sharp edges or sharp projections on the gun.
   d) The RBG barrel must be too narrow to permit entry of a sword’s rigid cap.

4. For parrying devices, the inspection criteria are:
   a) Durable construction – no splintering, cracks, or other signs of damage.
   b) No sharp edges or sharp projections.
c) Bucklers must be be of the proper size and thickness of materials. Plastic shields must have a covering which disguises their material. Edges must be covered (wood or plastic) or rolled over (metal or plastic) to avoid damage to participants and their weapons.

d) Handles are firmly attached.

e) No metal or other rigid materials as weights in cloaks.

f) Batons cannot be made of metal and their ends must be properly covered.

C. Armor Inspections
1. Masks should be checked for rust, fatigue and wear. Masks should be tested with a mask tester if there is sign of significant wear.
   a) If there is a drape on the mask to provide puncture resistance to the back of the head, make sure the drape will stay in place during basic movements of the head.
   b) Check to see if the mask is properly fitted to the fighter. The mask should not move when the head is shaken.

2. Torso should be checked to make sure that it is covered with puncture-resistant material.
   a) The fighter should be asked if their garment has passed the drop test.
   b) Garments that are obviously worn should be tested according to the society drop test rules.
   c) Commercial garments rated to at least 550 Newtons do not require testing. However, if a commercial garment appears worn or substandard, the garment must be tested before it can be used.

3. Arms
   a) Make sure the arms will stay sufficiently covered when the fighter extends their arm. Make sure the shirt won’t ride up exposing the forearm.
   b) Small tears/loose seams in the webbing between the fingers of a fighter’s gloves is ok.
   c) Large tears in the gloves are not.
   d) Make sure there are no tears in the shirt sleeves that expose skin.

4. Legs
   a) Make sure the legs will stay sufficiently covered when the fighter lunges. If they are using socks, make sure they will stay up when the fighter moves.
   b) Make sure that there is no skin showing on the legs.
   c) Fighters in skirts/kilts should be asked if they have sufficient leg coverings.
XV. Marshal Responsibilities, Chain of Command, and Reporting

A. All Marshals are to use the forms provided on the Kingdom website: [www.antir.sca.org/Pubs/forms/#marshal](http://www.antir.sca.org/Pubs/forms/#marshal)

B. Reporting quarters
   1. First: January – March
   2. Second: April – June
   3. Third: July – September
   4. Fourth: October – December
C. Incident Reports
1. An Incident Report is required when
   a) A combat-related injury occurs for which a fighter required first aid.
   b) A disciplinary action is taken.
   c) A dispute occurs between fighters.
   d) A significant equipment failure occurs (for example, broken blades or armor failures).
   e) Other unusual events may be reported at the marshal's discretion.
   f) Combat related injuries of any kind must be reported per the instructions in section XII on Combat Related Injuries.
2. Incident reports on matters other than injuries must filed with the KRM within one week of the incident. Any applicable follow up information should be reported as it becomes available.
   a) Failure to report incidents could be grounds for revocation of a marshal's authorization.
   b) The KRM will forward incident reports to the KEM promptly upon review.

D. If you are an authorized marshal:
1. Complete the required paperwork as explained in section VIII on the “Procedures for the Authorization of Marshals” in order to establish and maintain your authorization.
2. At the request of the Marshal in Charge at an event you worked, complete a report on what you personally observed of any incident during or related to combat.
3. Unless a marshal is currently authorized, they shall not give final approval of the suitability of weapons or armor, be involved in the authorization of combat participants, or be solely responsible for supervising combatants.
4. Junior marshals may inspect armor and weapons, supervise fighters on the field, and act as a Branch Marshal.
5. Senior marshals will answer more complex armor and weapon questions, generally act as the field head during tournaments, and instruct less experienced marshals. Only currently authorized senior marshals may be the Marshal in Charge of an event, or sign the paperwork to authorize new fighters or marshals.

E. If you are the Marshal in Charge of an event:
1. You must be a currently authorized Senior Marshal.
2. You must complete the Marshal in Charge Report for the event, including any incidents in which someone was injured, or a fighter or marshal had to be disciplined.
3. Event reports must be sent within 30 days to:
   a) The Principality or Regional Marshal
   b) The Branch Marshal of the group hosting the event if this is someone other than yourself
   c) The Event Steward
   d) (Do NOT send these reports to the Kingdom Rapier Marshal or the Marshal of the Society.)
4. Injury reports must be done in accordance with section XII. “Combat Injury Procedures.”
5. You must complete any other reports that the Kingdom Rapier or Earl Marshal requires.

F. If you are warranted as the marshal officer for your branch:
1. You must be a currently authorized junior marshal, and you are encouraged to seek senior status.
2. You must properly complete a "Change of Officer" form when you initially take office. The original remains in your branch files. A copy must be sent to the Regional or Principality Rapier Combat Marshal, and to the Martial Authorization Officer.
3. You must complete the Branch Marshal Quarterly Report (form 17) on the state of fighting in your branch, and send this to the appropriate Principality or Regional Marshal, and to your Branch Seneschal. If you are in a Barony with subsidiary branches (e.g., cantons or strongholds), you must summarize their reports as well. This document is due on or before the 1st of May, August, November, and February for quarters one through four respectively.
4. If you are a senior marshal you may act as the rapier MIC for events your branch hosts. You may also
5. Branch Marshals must insure there is an authorized marshal at each official SCA practice in their area, and that all participating fighters and marshals meet the waiver requirements at those sessions. Ideally this will be done by everyone signing the Event Roster Waiver. It is also acceptable for an individual to show their signed blue SCA membership card and document their presence on the Combat Practice Roster, but this is discouraged as it’s more difficult to track participation at practices when two systems are used. The Branch Marshal must send the original documentation to the An Tir Waiver Secretary each quarter.

   a) Waivers are posted in the Event Steward and Marshal sections of the An Tir forms website:
      1) Event Waiver, Roster for adults (#21)
      2) Combat Practice Roster for Members (#27, adults only)
      3) Minor Waiver for Combat Activities (#53, aka Minor’s Consent to Participate & Hold Harmless Agreement for Combat Related Activities)
      4) Waiver Submission Cover form (#24)

   b) Contact information for the An Tir Waiver Secretary
      http://www.antir.sca.org/Offices/index.php#seneschal

6. You must complete any other reports that the Kingdom Rapier or Earl Marshal requires.

G. If you are warranted as the Principality or Regional Rapier Marshal Officer:

   1. You must be an authorized senior rapier marshal for a minimum of two years prior to taking the office. (The Kingdom Rapier Marshal may waive the time limit.)
   2. You must be acceptable to the KRM and to Coronet (if applicable).
   3. You must properly complete a “Change of Officer” form when you initially take office. Principality Rapier Marshals send the original to the Principality Earl Marshal, while Regional Deputies send it to the Kingdom Rapier Marshal. Both should send a copy to the Martial Authorization Officer.
   4. Principality and Regional Rapier Marshals have a responsibility to communicate information from the leadership to marshals in their area, and work with them to encourage the development of rapier combat activities. Principality and Regional Marshals are also a vital source of information to the leadership about what is happening throughout An Tir’s rapier combat community.
   5. You must write a quarterly report on the state of fighting in your Principality or Region, which includes a summary of the reports you received from all branches under your purview. These reports must be sent to the Kingdom Rapier Marshal and the Principality Earl Marshal (if applicable). This report is due on or before the 15th of May, August, November and February for quarters one through four respectively.
   6. Answer correspondence from the marshals of your Region or Principality.
   7. You must complete any other reports that the Kingdom Rapier or Earl Marshal requires.

H. If you are warranted as the Kingdom Rapier Marshal (KRM):

   1. You must be an authorized senior rapier marshal for a minimum of three years prior to taking the office. (The Kingdom Earl Marshal may waive the time limit.)
   2. You must be acceptable to the Crown and the Earl Marshal.
   3. You must properly complete a “Change of Officer” form when you initially take office, and send this to the Kingdom Earl Marshal and the Martial Authorization Officer.
   4. You have primary responsibility for overseeing rapier combat activities throughout An Tir. Per Kingdom Law this includes encouraging the development of period rapier combat; and maintaining and enforcing the rules related to equipment and safe behaviors for those activities. The KRM will also communicate with branch marshals about rules changes, the status of rapier combat activities in An Tir, and any challenges faced by fighters or marshals. The KRM works closely with the Kingdom deputies from other combat disciplines to create consistency in administrative rules, and to coordinate on other topics as appropriate.
   5. You are responsible, in cooperation with the KEM, for limiting, suspending, or revoking the warrants or authorization of any marshal or fighter for just cause.
   6. You must complete quarterly reports to the Kingdom Earl Marshal and the Society Rapier Marshal on the
state of rapier combat activities in the Kingdom. This includes summarizing the reports that you get from all of the branches in An Tir. This report is due on or before the 1st of June, September, December and March for quarters one through four respectively.

7. You must complete any other reports that the Kingdom Earl Marshal requires.
8. Answer correspondence from the marshals of An Tir.
9. You must review the An Tir Book of Rapier Combat every two years, to verify that it matches with the Society’s standards and agreed upon An Tir practices. This document should be signed by the KEM, Kingdom Seneschal, and the Monarchs.

I. If you are warranted as the Kingdom Earl Marshal (KEM):
   1. You must be an authorized senior marshal in one or more combat disciplines for a minimum of three years, and agree to serve as Earl Marshal. (The Crown may waive the time limit.)
   2. Per Kingdom Law the KEM’s duties include:
      a) Representing the Crown in the Crown's absence in order to supervise fighting on a field of honor.
      b) Interpreting and maintaining the martial standards and regulations of the Kingdom.
      c) Facilitating the education of the populace with the aim of encouraging authentic, safe, fair, and chivalric combat activities to the greatest extent possible.
   3. It is strongly recommended that the KEM not simultaneously hold any of the other Kingdom marshal officer roles, including that of Kingdom Armored Marshal. This will allow the KEM to devote more equitable attention to all of An Tir’s martial activities.
   4. You must complete quarterly reports to An Tir’s Monarchs, the Royal Heirs (if applicable), the Kingdom Seneschal, and the Society Earl Marshal, regarding the state of fighting in An Tir. This shall be done on or before the 15th of June, September, December and March for quarters one through four respectively.
   5. If disciplinary action that extends beyond the bounds of a single event is taken against a fighter in your Kingdom (e.g., authorizations suspended or revoked or a Court of Chivalry), you must make a brief account to the Society Earl Marshal of what was done, to whom, and why. (If more information is needed, for example because of an appeal of the action, the Society Earl Marshal will let you know.)
   6. Either individual warrants must be provided for each member of the marshallate in your kingdom, or a roster must be maintained as explained by the Kingdom Seneschal. This task may be delegated to the Kingdom Martial Authorization Officer.
   7. Answer correspondence from the marshals of An Tir.
XVI. Procedures for Grievances and Sanctions

A. **On the field:** Disputes are settled before the fighters leave the field of combat. Once the fighters leave, the outcome of a fight or melee stands. If possible, fighters should work things out between themselves. The marshal steps in if asked, if it becomes apparent that the fighters cannot reach a resolution on their own, or there are significant observations on the part of the marshal which have not been addressed. The lead marshal uses the following process as a guide:

1. Call the fighters and any assisting marshals together on the field.
2. Ask the aggrieved fighter explain the reason for their dissatisfaction. For example, “I thought I landed a good blow to their leg. It was a solid thrust near the middle of the thigh.”
3. Ask the other fighter to explain their perception of the situation. For example, “I felt a tug on the cloth, but didn’t actually feel a hit on my leg, so I didn’t acknowledge the blow.”
4. Have the assisting marshals provide their observations.
5. The lead marshal adds their own observations.
6. Ask the fighters and then if necessary the marshals how to best resolve the dispute (for example, re-fight the bout or scenario).
7. In all cases, it is important to quickly reach a resolution that is acceptable to all parties.
8. Be sure to involve the MIC if the dispute occurs during a melee scenario or involves a reportable incident.

B. **Complaints**

1. Any person may file a complaint. The complaint must be in writing and contain the following information:
   a) Modern and SCA names of the person making the complaint.
   b) Modern and SCA names of any witnesses.
   c) Contact information for the complainant and witnesses.
   d) Details of the incident – the “when, what, where, how, and who.” (Individuals may wish to use the Accident / Incident Investigation Report, but can also write up their concerns in another format.)
2. The complaint is sent to the Principality or Regional Marshal, with a courtesy copy to the KRM so they can watch for trends or in case further action is needed.

C. **Grievances and Disputes:** Usually the combatants are more than willing to correct any problems or breaches of the rules pointed out by a marshal. This is the desired solution: get the problem fixed. However, occasionally a marshal must take action. In the unhappy event that you find it necessary, here is how you shall proceed, in order of preference:

1. Point out the violation (missing armor, grappling during combat, etc.) and ask the fighter to correct it.
2. In the case of missing or inadequate required armor, do not allow the combatant onto the field until it has been fixed.
3. In the case of violation of the rules during combat, ask the combatant to leave the field, and do not allow combat to resume until they have cooled off. This particularly includes removing from the field anyone who has lost his or her temper.
4. If you need support, call on (in order):
   a) Any other marshals who are present (especially the Marshal in Charge)
   b) The local Seneschal
   c) The Regional or Principality Marshal
   d) The Kingdom Rapier Marshal
   e) The Kingdom Earl Marshal
   f) The Principality or Kingdom Seneschal
   g) The Coronet or Crown
5. If the violation cannot be stopped, convince the Marshal in Charge and the local Seneschal to end the event. (See Society Corpora, “II. Events, E. Duty to Enforce Requirements” for an explanation of how to
6. In any case where voluntary correction is NOT made after the problem has been pointed out, a detailed written report shall be made to the Kingdom Earl Marshal as soon as possible after the event. A copy should also be sent to the Regional Rapier Marshal or the Principality Rapier & Earl Marshals, as applicable; and to the Kingdom Rapier Marshal. (“Accident / Incident Investigation Report”, form 20.)

7. Even in cases where the fighter has made corrections voluntarily, a report should be sent to the same individuals as above if a pattern of problems, even minor ones, are recurring with the same fighter.

D. Sanctions

1. Procedures outlined in Kingdom law or Kingdom marshal policies shall be adhered to when sanctioning any person. In addition to the sanctions explained in this manual, An Tir has a grievance procedure, and also explanations of a Court of Inquiry and Court of Chivalry in Kingdom Law. (Article VIII. “Conduct”)

2. When applying sanctions the marshal officer should speak with the individual directly, and objectively explain what is happening, the reasons behind the action, and what conditions must be met in order for the action to be lifted.

3. Options for sanctions are below. These steps do not need to be taken in order. Depending on the situation a higher step may be applied without an earlier one taking place.

   a) A verbal warning may be administered by any marshal. If the matter is of more than momentary concern, then it should be documented in the MIC’s event report.
      (1) Used for single incident actions of improper conduct in a tournament, not calling back invalid blows, not taking a valid blow, or improper application of the rules.

   b) The event MIC or higher marshal officer may suspend the fighter or marshal for a specific tournament or for the duration of the event. This action must be documented via an "Accident / Incident Investigation Report" and sent to the individuals in C.6.
      (1) Used for failure to correct behavior after a verbal warning, multiple instances of improper conduct during a tournament, or biased marshalling.

   c) The fighter or marshal may be given a formal written warning to correct their undesirable behavior. This may only be done by the Principality Rapier Marshal or more senior officer.
      (1) Use for fighters or marshal who have had repeated verbal warnings.

   d) Limitations may be placed on an individual’s martial activities such as revoking their authorization to use a certain weapon, or allowing an individual to fight but not marshal or vice versa.

   e) The fighter or marshal’s authorization may be suspended for a specific period of time, or until they complete certain steps to demonstrate that they can function safely and respectfully on the field.
      (1) Used when there is a consistent pattern of improper conduct spanning several events or tournaments, especially if the individual has not made changes despite prior discussions of their behavior...

   f) An individual’s fighter and/or marshal authorization may be permanently revoked.
      (1) Used when a fighter deliberately causes an injury, fails to abide by a temporary suspension, or has had repeated temporary suspensions.

   g) Recommending to the Crown to banish the individual from participation in events.

   h) Recommending to the Board to banish the individual from the Society and its activities.

4. Actions [3D through 3H] will only be taken by the Kingdom Rapier Marshal, Kingdom Earl Marshal, or the Crown after reviewing the information presented by the participants to the situation, and any applicable witnesses. The Society Marshal will also be informed if any of these actions are taken.

5. If an authorization has been revoked, it is acceptable to inform the Earls Marshal of any neighboring Kingdoms to which the currently unauthorized fighter might travel. Once long-term sanctions have been applied, a report shall be made to the Marshal of the Society.

6. An authorization from any Kingdom may be suspended or revoked in another Kingdom, should it prove necessary and appropriate. Such suspension or revocation means that the fighter may not fight anywhere in the Society until and unless the issue is resolved. Accordingly, the Earl Marshal of the Kingdom issuing the suspension shall inform the Society Earl Marshal and the Earls Marshal of the neighboring kingdoms.

7. Furthermore, if the fighter is subsequently re-authorized, the neighboring Earls Marshal shall again be
notified.

E. Appeals

1. Any official action can be appealed to the next higher level in the chain of command of the marshalate.
   a) Marshal In Charge
   b) Branch marshal, if a senior marshal
   c) Principality or Regional Deputy
   d) Kingdom Rapier Marshal
   e) Kingdom Earl Marshal
   f) Coronet or Crown of An Tir
   g) Society Rapier Marshal
   h) Society Earl Marshal
   i) Society Board of Directors
2. Verbal warnings can be appealed at the event, usually to the MIC. Discuss the situation with the MIC and the marshal who issued the warning.
3. Suspension for a tournament/event can be appealed at the event to the MIC or branch marshal by discussing the situation with those individuals and the marshal who issued the action. After the event, the sanctioned individual can write a statement explaining the situation to the Regional or Principality Deputy, with a courtesy copy sent to the marshal who issued the sanction.
4. Temporary and permanent suspensions can be appealed by a written statement to the Kingdom Earl Marshal, with a courtesy copy sent to the KRM.
5. To appeal some type of sanction decision, a person must provide evidence to support why they believe they did not commit the action, or should not be subject to those consequences. Simply saying “Did not!”, however eloquently, will not initiate an appeal.
6. Theoretically, an appeal can flow all the way to the Board of Directors, which reinforces the importance of collecting and acting on facts, rather than on hearsay or rumors.
XVII. Glossary

The definitions that follow apply throughout the An Tir Book of Rapier Combat, unless specifically stated otherwise. They are intended to clarify usage and establish a common frame of reference for the various materials, actions, and personnel found in An Tir rapier combat.

“Arm and Stand Ready”: A command from a herald or marshal to the participants who will be fighting within the next few minutes. Those individuals should put on all of the required armor, select the appropriate weapons, and move to the designated field so that they are prepared to enter the field and fight when called to “take the field”.

Attack: A blow (q.v.) or Death From Behind (q.v.); an attempted blow.

Authorization (for a fighter): A procedure which determines that a potential fighter has adequate knowledge of the rules, adequate safety with weapons and adequate ability to call blows. Also that they have met any further requirements for authorization to ensure that he or she does not constitute an exceptional safety hazard to themselves or others. Details of the procedure used vary from Kingdom to Kingdom and may include further requirements.

Authorized marshal: An individual who has demonstrated the knowledge and practical skills to inspect armor and weapons, and to safely manage fighters on a tournament or war field. An Tir recognizes junior marshals who have some basic abilities, and senior marshals who have demonstrated considerable competence in their field. Only senior marshals may act as the Marshal in Charge at an event, or authorize new fighters and marshals. To be an authorized marshal, an individual must maintain a current “Four Year Authorization” card and SCA membership. New marshals are made through the “Recommendation for Marshal Promotion” process.

Blind Attack: An attack made when a fighter is unable to see their intended opponent. This type of attack is usually a reaction to an opponent approaching from behind during a melee, or attacking an opponent around an obstacle.

Blow: The impact caused by a blade or shot.

Blow Calling: The ability to recognize and properly acknowledge a blow.

Branch Marshal: The lead warranted marshal officer of a Principality, Barony, Shire, Canton, etc. This individual is responsible for overseeing all combat activities in that branch with the help of other marshals. They are also responsible for insuring quarterly reports are completed and sent to their superior marshal officer and Branch Seneschal; as well as completing and submitting practice waivers. Historically called “Knight Marshal” or “Master of Stables”, the preferred term in An Tir is now “Branch Marshal”.

Case Fighting: Fighting with a rapier in each hand.

Cloth: A blow which only strikes the fighter’s clothing (or other attire) and would miss their body, even if the attack would have continued unimpeded. Shots that are stopped by clothing that would have connected without the clothing present are still valid.

Cut: A blow completed by the relative motion of the blade’s edge upon the target. The motion may be caused by the target moving along the blade, the blade moving along the target, or some combination of both. The cutting motion must be toward the hilt, toward the point, or a “draw” at the extreme end of the edge over the target.

Death from Behind: A specialized attack sometimes allowed during melee combat where the attacker "kills"
an opponent from behind without attempting to strike. Death from Behind is a minimal contact, or no contact, form of attack.

**Death Lunge**: An attack made by a kneeling fighter who lunges and throws their weight in front of their knees, causing them to fall forward. A Death Lunge is also called a "dead man's lunge". Death lunges are not legal.

**Eric, List Field, Tourney Field**: The defined area for fighting, or the fighting field, usually with a roped-off boundary.

**Fair Witness**: Provide an objective and impartial account of events as they appeared to have occurred. This account is used as evidence to resolve disputes or apply sanctions.

**Field of Contact Engagement (FCE)**: A 180° field in front of a fighter as defined by an imaginary line drawn through both shoulders of the fighter. The FCE has no size limit.

**Flat**: Any blow that is delivered with the flat of the blade.

**Hold**: A command used to immediately stop all fighting on a field.

**Incident**: A reportable event. Incidents typically involve safety issues, improper conduct, equipment failures, or combat related injuries.

**Kingdom Earl Marshal (KEM)**: The warranted chief marshal officer of a Kingdom. Sometimes only referred to as the Earl Marshal. This is an administrative position in charge of overseeing all of the different martial activities in the Kingdom with the assistance of various deputies.

**Kingdom Rapier Marshal (KRM)**: The warranted chief marshal officer of a Kingdom who has primary responsibility for overseeing rapier combat activities. In An Tir the KRM also supervises the Kingdom Deputy for Cut & Thrust combat, although the details of that sport are covered by a different manual.

**Late Attack**: An attack delivered by a fighter AFTER they have received a valid blow that would have ended the fight (death, or an attack that disables the weapon arm). If a fighter begins their attack PRIOR to receiving a valid blow, and cannot halt their motion before striking their opponent the attack is not considered late.

**“Light” (Light Blow)**: A term used ONLY in armored combat to describe a blow that strikes with insufficient force. This term DOES NOT apply to An Tir rapier combat.

**Localized Hold (“Bubble Hold”)**: A hold that stops all fighting in a portion of the fighting field. Localized holds are typically used during melee combat.

**Martial Authorization Officer**: The individual in An Tir responsible for collecting fighter and marshal authorization paperwork from all disciplines, and verifying the individuals have met the administrative requirements for that status per the relevant manual. This officer enters the information from the cards in the Authorization Database, and maintains the physical copies for the required record retention period. The Martial Authorization Officer makes lists of fighters and marshals available to qualified officers as needed to run tournaments or reports; and compiles the roster of Martial Officers for the Crown to sign twice a year.

**Marshal**: Someone who is monitoring the conduct of combat on the tournament or melee field. Marshals who are acting independently to conduct armor and weapon inspections and supervising fighters must be currently authorized at the junior or senior level. However, the MIC of an event may ask other individuals to assist if they are deemed competent or are being closely supervised as trainees. — When there is more than one marshal on a field, the more senior is usually designated as the "lead marshal", and the other
marshal(s) take direction from that person. The lead marshal is the one who calls “lay on”, indicates the
winner to the herald after the fighters have clearly concluded the bout, guides the discussion about any
disagreements between combatants, etc.

**Marshal in Charge (MIC):** A currently authorized senior marshal who is responsible for running a single
tournament, or all martial activities in a given discipline at an event. The MIC is responsible for arranging for
the fighting area, setting up and taking down the necessary equipment, determining the tournament format or
war scenarios, overseeing armor and weapon inspection, and supervising the actual martial activities, with
the assistance of the volunteers they have located. The MIC must submit a report after the event.

**Melee Combat:** Any fighting scenario with more than one combatant on each side. Examples of melees
include tavern brawls, team tourneys, wars, and ship battles.

**Percussive Cut:** A forceful blow delivered by the edge of a sword, irrespective of cutting movement. Cuts
that have solely a percussive element are not allowed in An Tir rapier combat; but only between separately
authorized cut and thrust participants.

**Posting:** Standing both feet no more than shoulder width apart, and without moving either foot while
fighting. (The word may also be used in the fashion of: “I will post instead of kneeling.”)

**Practice Tourney:** A tournament designed to teach proper list behavior to new or inexperienced fighters. A
practice tourney follows the same rules for normal tournaments, except that a fighter is not required to be
currently authorized to participate. These tourneys are held at practices and must be supervised by a branch
or senior marshal.

**Principality Earl Marshal (PEM):** The warranted chief marshal officer of a Principality. Sometimes only
referred to as the Earl Marshal. This individual is assisted by various deputies in charge of specific martial
activities. If there is not a specific Principality officer for rapier combat, then branches report directly to the
PEM.

**Rapier Authorization:** Permission to fight with rapier weapons in a tournament or melee at SCA events.

**Regional Rapier Marshal:** Due to the number of branches in An Tir outside of the Principalities, An Tir has
divided these between the Central Region (west of the Cascade Mountains) and the Inlands Region (east
side). The Central and Inlands Regional Rapier Marshal officers disseminate information, collect reports,
authorize minors and senior marshals, and solve problems in their catchment area in a manner similar to a
Principality officer. (In the rapier community this position and the equivalent in the Principalities was
previously called the Area Deputy’.)

**Rostered:** A currently authorized marshal who has been appointed to a specific position (e.g. Branch
Marshal), and whose information is recorded on a list with other individuals in a similar position. The roster
must include the legal and Society names, address, phone number, and the appointment and expiration
dates for each officer. It must be signed by the appropriate royalty and the responsible superior officer, and
be updated regularly. The roster must contain a statement that it is the current roster of (office) for the
(kingdom, principality) of the Society as of (date).

**Rubber Band Gun (RBG):** A type of missile weapon that uses surgical tubing bands as ammunition.

**Short:** Any "cut" that initially strikes with the edge of the blade, but has insufficient continuous contact to
injure or kill the opponent.

**Shot:** A blow delivered by the round of a rubber band gun. Or referring to the surgical tubing which makes
up the ammunition for a RBG.
Simultaneous Kill ("Double Kill"): A situation where both fighters land valid "killing" blows. For a simultaneous kill to occur, both blows must happen at the same time. OR it may occur if fighter A is already in mid-motion with their blow and is unable to halt this despite being struck by fighter B, and fighter A’s blow continues on to kill fighter B.

Single Combat: Fighting where a single combatant faces a single opponent on the field.

Tactical Rules and Parameters (TRPs): Temporary changes to the standard rapier rules for a particular tournament or melee scenario. TRPs may specify a different type of blow acknowledgement, the objective of a melee scenario, the use of RBGs, or other situations left to the MIC’s discretion. TRPs must not contradict any of the rules specified in the An Tir Book of Rapier Combat, or otherwise increase the safety risks to participants or spectators.

Thrust: A blow that directs pressure down the long axis of the blade and through the point.

Tip Cut: In the Kingdom of An Tir, this is defined as a cut that draws the point (tip) of the blade across the target.

Two Handed Rapier Combat: This is defined as any style where a weapon with a handle longer than 10 inches is used with two hands on the sword at the same time. At all times during combat the fighter shall keep at least one hand fully within the marked forward portion of the grip, except for brief moments when the fighter is changing which hand is on the forward grip.

Warranted Marshal: A currently authorized marshal who has been appointed to a specific position (e.g. Branch, Regional, or Principality Marshal) by an individual "Job Acceptance / Change of Officer" form, or subsequently by an “Extension of Warrant” form, signed by the appropriate Royalty and the responsible superior officer.

Weapons Safety: The ability to attack and defend in a coordinated fashion without presenting a hazard to one's self or one’s opponent. A fighter who demonstrates proper weapons safety has control of their attacks and defensive responses, their movement on the field, the force of their blows, and their temper.
Armor Requirements and Attack Effects

Front View

Head and Face
Armor Required - 12kg mesh or 18ga perforated steel
Default Effect of a Blow - "Death"

Neck
Armor Required - RM
Default Effect of a Blow - "Death"

Torso, Armpits, and Groin
Armor Required - PM
Default Effect of a Blow - "Death"
Male fighters must wear rigid genital protection in addition to PM groin protection

Arms and Legs
Armor Required - AM
Default Effect of a Blow - "Disablement"
Rear View

Back of the Neck
Armor Required: RM
Default Effect of a Blow: "Death"

Back of the Head
Armor Required: PM
Default Effect of a Blow: "Death"

Arms and Hands
Armor Required: AM
Default Effect of a Blow: "Disablement"
History of the An Tir Book of Rapier Combat

Prior to 1997 the history is unknown

1997 edition by His Lordship Edward Bolden & Sir Hathawulf Spearbreaker
(Rapier was included with other martial disciplines in the An Tir Book of Combat.)

2000 edition by Master Albert Faulke of Sandford
(First independent rapier manual in An Tir.)

2002 edition by Master Guidobaldo d'Aquilla

2003 edition by Master Hans Durrmast von der Wanderlust
(Separate manuals for fighters and marshals)

2004 edition by Don Diarmuid de Rosas
(Separate manuals for fighters and marshals)

2006 edition by Don Diarmuid de Rosas
(This included the first rules for cut & thrust combat.)

2007 edition by Don Ramon Diaz de la Vega
(This included rules for cut & thrust combat.)

2009 edition by Don Luther Magnus
(Cut and thrust has now become a separate manual.)

2016 edition by Viscount Luciano Foscari