

An Tir Book of Cut & Thrust Combat



2017 Edition

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Introduction

The goal of Cut and Thrust (C&T) Combat within the Kingdom of An Tir is to safely re-create Western European swordsmanship as applied to arms, commonly referenced by period Western Martial Arts Masters, such as side swords, backswords, and two handed swords. This document has a primary focus on safety for all participants of the cut and thrust discipline while providing a framework to practice and compete in the art of cut and thrust.

The An Tir Cut and Thrust Book of Combat defines the rules, expectations, and policies necessary for conducting and promoting cut and thrust combat within the Kingdom of An Tir. Rapier combat is governed by the An Tir Rapier Book of Combat.

Cut and thrust 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 cut and thrust 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 cut and thrust combat is the Earl Marshal, then the Kingdom Rapier Marshal, then the Kingdom Cut and Thrust Marshal, and then by delegation members of the Kingdom Cut and Thrust marshallate.

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

Resources for martial participants in An Tir:

- Authorization database -- <http://antirlists.org/AuthorizationSearch.aspx>
- 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 Cut and Thrust (C&T) 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 cut and thrust authorization to fight in tournaments.
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 tournament.
4. Should a situation arise that is not explicitly covered by Society or Kingdom cut and thrust 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 XI.)
4. An Tir has the following types of authorization for Cut and Thrust combat:
 - a) Senior marshals
 - b) Junior marshals
 - c) Single sword
 - d) Defensive secondary
 - e) Offensive secondary
 - f) 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 Cut and Thrust 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 cut and thrust 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, Kingdom Rapier Marshal, or Kingdom Cut and Thrust 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, Rapier, or Cut and Thrust 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 Cut and Thrust, Rapier, and Earl 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 cut and thrust is 16.
 - 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 cut and thrust 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 cut and thrust 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 - Authorizations". (An Tir form 53) The witnessing marshal must countersign the waiver.
- b) Only the Earl Marshal, Kingdom Rapier Marshal, Kingdom Cut and Thrust Marshal, the Principality Marshal, Regional 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, or must be in possession of a properly executed "Medical Authorization Form for Minors." (An Tir form 4) Said Medical Authorization Form must designate an adult present at the event as able 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 volunteers providing water or first aid who remain in fixed support points outside the tournament field or battle area. Volunteers 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 marshallate 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 Cut and Thrust 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. Intentionally grabbing, grappling or running into an opponent. 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 XIV 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 list field.
 - 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. Melee combat is not allowed in cut and thrust combat.
- C. Halting Cut and Thrust 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.
- D. Offensive and Defensive Actions
1. Attacks that are permitted for cut and thrust combat in An Tir are thrusts and cuts.
 - a) Attacks are invalid when it is an invalid blow, a death lunge, or a late attack.
 - b) A blow is invalid due to being flat, i.e. when it is struck with the flat of the blade.
 - c) A blow is invalid due to being glancing, i.e. when it is indirectly struck or skips off.
 - d) 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. The exception to this is when a blow strikes the mask of an opponent. Strikes to the face of the opponent's mask or helm cannot be called "cloth" regardless of whether they could have reached the face underneath the mask or helm.
 2. A draw/push cut must meet one of the following requirements, or it shall be considered to be as "short":
 - a) The edge has at least 6 inches (15.2 cm) of continuous contact with the opponent.
 - b) The edge has continuous contact equal to one quarter of the target's circumference.
 - c) The edge and the point are simultaneously drawn over the target.
 - d) Note: if a draw cut has a percussive element, then it is valid as a percussive cut.
 3. Percussive cuts must always be delivered with sufficient control so as not to injure the opponent while still delivering the necessary impact for a valid cut.
 - a) Any fighter consistently delivering percussive cuts without control during cut and thrust combat will first be given a warning for improper conduct, followed by the appropriate level of

- Discipline/Sanction(s), as listed in the Marshalate section of this document.
- b) A thrust shall be considered valid even when the point slides after initial contact
 - c) An opponent's weapon or parrying device may be moved or deflected except by any action that endangers the safety of the combatants.
 - d) Combatants may perform a "check" against their opponent. The combatant shall display how they could have made a pommel strike, buckler strike, punch, or some other disabling, incapacitating, or stunning blow to the head or neck of the opponent. This is done by feigning such a strike and saying the word "check" when the blow would have landed. In order to be valid the check must be clear and uncontested. As always, the opponent will make the determination as to whether the blow would have been effective.
 - 1) The combatant may not intentionally make contact with their opponent. Incidental contact will not result in a sanction so long as the opponent does not feel that the force was dangerous.
4. Intentionally striking an opponent with anything except a blade or a properly constructed and approved offensive buckler is prohibited and will result in an appropriate level of Discipline/Sanction(s), as listed in the Marshal's Section of this document.
 5. 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 have had a valid blow delivered to it. Prolonged wrestling over a blade is not permitted, and the blade should be quickly released or a "hold" shall be called.
 - a) 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.
 6. While body-to-body contact between opponents is permitted, fighters may never grasp, strike, or wrestle another fighter. Combatants will be permitted to manipulate the opponent's limbs so long as:
 - a) The combatant does not grasp the opponent's limbs
 - b) The combatant does not attempt to perform any form of armbar, arm lock, or any other joint manipulation technique
 7. Combatants must maintain positive control of their weapons at all times. Positive control will be defined as the ability to halt an attack in motion. Strikes which the combatant cannot halt, such as swinging a two handed sword while holding the pommel, are prohibited.
 8. A combatant must have their hands in the same position on the weapon at the end of an attack as they had at the beginning of the attack. This prohibits attacks such as pool cuing.

E. Acknowledgement of Attacks

1. In judging blows, all fighters are presumed to be wearing common civil attire of the period, not armor.
2. *"In (cut and thrust) 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 2015, Section on Conventions: 4.C.]
3. A valid blow to a combatant shall be judged incapacitating, rendering the fighter incapable of further combat.
4. In the event of a simultaneous or double kill situation both combatants are deemed dead, however the winner may be determined as the combatant that landed the Greater Blow. It is possible that the blows are deemed equal and both fighters are dead.
 - a) For the purposes of this rule the priority of the strikes is listed below. A blow higher on the list is considered to be greater than a blow lower on the list. A combatant may always choose to declare a blow they received to be greater than the blow they delivered irrespective of this list.
 - 1) Head and Neck
 - 2) Torso, Armpit, and Groin
 - 3) Arms and Legs
 - 4) Check
5. 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 (as explained in III.D.6 above). Fleeting contact between opponents is allowed as long as no grappling, deliberate striking or other unsafe behavior occurs.
6. Tournaments may be held which modify the rules regarding blow calling. These non-standard blow calling rules must be made clear before the tournament begins. These non-standard blow calling rules will not be permissible if they increase the risk of injury to fighters, spectators, or equipment. The MIC of the event is responsible for ensuring that these non-standard rules are safe. Marshals running such

tournaments are strongly encouraged to consult with the Kingdom Cut and Thrust Marshal and/or the Regional Cut and Thrust Marshal while devising the modified rule set. Permissible non-standard blow calling rules include, but are not limited to, the following:

- a) Tournaments may be held where fighters who receive a strike to their arm or hand will not lose the fight but will instead lose use of the arm.
- b) A tournament where a fighter who is struck in the leg must fight from the ground is in violation of society rules and is an example of a prohibited system.
- c) Tournaments may be held where fighters gain points for blows delivered and/or lose points for blows received. These points may be awarded in any manner so long as it does not encourage dangerous behavior. Granting fighters greater points for blows to the head than to the hands and subtracting points for double kills are examples of permissible systems. Granting additional points for harder blows and having fighters fight until one side chooses to yield are examples of unsafe and therefore prohibited systems.
- d) 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. These armor conventions may invalidate certain types of blows (e.g. leather is proof against cuts, steel is proof against all blows) but they may not under any circumstances increase the gauging of blows. For example a tournament may not be held in which parts of the body covered in chain maille must be hit with sufficient force to have penetrated the chain maille.

IV. 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). All puncture resistant materials are considered to be abrasion resistant. 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 must be constructed in such a manner 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 when impacted.
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 cut and thrust 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.
 - a) Examples of rigid material are:
 - 1) 20 gauge stainless steel (0.8 mm)
 - 2) 18 gauge mild steel (1.0 mm)
 - 3) 16 gauge aluminum, copper, or brass (1.3 mm)

- 4) One layer of hardened heavy leather [Minimum of 10 ounce weight (5 mm)]
- 5) 12 kg fencing mesh
- b) Any materials which shatter when breaking, rather than bend, will not be considered to meet the definition of rigid material.
5. Padding: A material which absorbs the energy from a blow preventing some of that energy from being transferred to the combatant. This can be done through felted wool, foam, multiple layers of fabric, and any other material which absorbs energy. Padding shall be equivalent to or greater than 1/4" (6 mm) of open-cell foam or 1/8" (3 mm) of closed cell foam.
6. Reinforced Padding: Padding (defined above) which is covered by sturdy material such as heavy leather, metal scales, chain mail. The combination of both the reinforcement and the padding must be able to resist blows at the same level as rigid materials.
7. 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 top and sides of the head must be covered by rigid material to below the jaw line and behind the ears. The top and sides of a commercially available fencing mask is not sufficient to comply with this requirement.
- b) The face must be covered by either 12 kg mesh (e.g, a standard fencing mask), perforated metal, or other rigid material that does not have any opening which is greater than 1/8" (3 mm) in any dimension. Any perforated metal used for the face must not have holes larger than 1/8" (3 mm) in diameter. Perforated steel with 1/8" (3 mm) holes and 3/16" (5 mm) spacing is known to meet this standard. Any perforated metal with different dimensions must be as strong or stronger than the listed rigid materials.
- c) Masks and helms must be secured to the fighter so that they cannot be easily removed, dislodged, or experience major shifting during combat. The combination of snug fit and the spring-tongue in a conventional fencing mask is NOT sufficient by itself to secure the mask to the fighter. A spring tongue, snug fit, and a strap across the back of the head, however, is sufficient.
- d) Both modern fencing masks and cut and thrust 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 Cut and Thrust Marshal may elect to designate certain deputies to administer such testing.
- e) The back of the head must also be covered by rigid material, as noted above, sufficient to protect against percussive cuts. The back of the helm may have holes so long as these holes will not permit the edge of a blade to enter the helmet. The entire back of the head must be covered in puncture resistant material.
- f) Throat protection shall consist of rigid material covering the entire throat, and shall be backed by either puncture resistant material (as a hood), padding, 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.)
- g) All masks and helmets must be constructed so that they are not in danger of impacting the wearer during use. This must be accomplished through the use of a minimum of 1/4" (6 mm) closed cell padding, a suspension system capable of withstanding cut and thrust combat, or any equivalent system. If a suspension system is used and the helmet is capable of impacting the head, it must have a minimum of 1/4" (6 mm) open cell foam in the areas of likely contact.
- h) All masks and helmets shall have no major internal projections. Minor projections necessary for structural integrity must be padded or suspended so as to prevent them coming in contact with the wearer's head. All metal, both inside and outside, must be free of sharp edges.
- i) Unmodified, commercially available fencing masks will not be considered sufficient head protection. In order to pass inspection the mask must contain at least 1/4" open cell foam or equivalent on the inside of the mask (the padding in a commercially available

fencing mask is considered to be equivalent). Additionally, the mask must, at a minimum, have a layer of reinforced padding (see IV.6.) covering the top, sides, and back of the mask. This reinforcement must cover up to the ridge line surrounding the face and must reach down to the jaw line. If rigid protection is used as opposed to reinforced padding it must also contain at least 1/4" open cell foam or equivalent between the rigid reinforcement and the shell of the mask. The back of the head protection must bridge to the sides of the fencing mask. Individual masks which have been modified to have enhanced rigid protection on the sides, top, and back of the mask and sufficient padding may be approved provided that they meet the minimum requirements for cut and thrust helms.

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 shall wear puncture resistant groin protection.

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) Small holes, such as those found between the fingers of a glove, shall be allowed so long as they cannot admit a sword blade and do not compromise the integrity of the material.
- d) The wrist, back of the fingers, thumb and the back of the hand must be covered by rigid material or reinforced padding. The weapon or parrying device may provide some of the protection. Gloves which only consist of padding or create openings in the protection when used, are not acceptable forms of hand protection. Examples of unacceptable hand protection includes lacrosse gloves and revival sparring gloves.
- e) If the hand and wrist is at least 4" (10.2 cm) away from any edge of the shield then the shield will be considered rigid protection for the hand.
- f) Rigid protection or reinforced padding is required to cover all three points of the elbows and knees.
- g) Feet shall be protected by boots, shoes, or sandals, comprised of at least abrasion-resistant material.
- h) Abrasion-resistant material is required on legs, arms (save as noted above for armpits), and on any area not otherwise mentioned in these rules.

4. Optional Armor

- a) Combatants may wear more than the minimum armor so long as they can fight in a safe manner and call all legal blows that land on them.
- b) Padding for the collar bones, forearms, and ribs are recommended but not required.
- c) 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.
- d) While the use of CEN 1 (American style 3 weapon masks) fencing masks are allowed, it is recommended that fighters use CEN 2 (European/FIE 3 weapon fencing masks) at a minimum.

V. 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> .

2. In addition, all blades must conform to the criteria laid out in the 2015 Society Rapier Marshal's Handbook. (Weapons & Parrying Devices item 2B on blade traits, and Appendix item 1B on blade flexibility testing.):
 - 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 ½ 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) Cut and thrust 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 cut and thrust blade 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. The exception being the Hanwei Federschwert Sword, which is acceptable with the manufacturer supplied rubber blunt reinforced with tape or glue.
 - c) Tips must be made of rubber, leather, plastic, or some similar material which will prevent the tip from piercing through. While metal may be incorporated into the tip, the outer most layer may not be composed of metal.
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. 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.
7. All weapons shall fall into one of four categories based on the blade and grip length. The blade shall be measured from the base of the tang to the tip and the grip shall be measured from base of the tang to the pommel.
 - a) Dagger: A dagger is any weapon which has a blade of 18" (45.5 cm) or less and a grip of 10" (25.5 cm) or less.
 - b) Single Handed Sword: A single handed sword is any weapon which has a blade between 18" (45.5 cm) and 48" (122 cm) and a handle of 10" (25.5 cm) or less.
 - c) Two Handed Sword: A two handed sword is any weapon which has a blade between 30" (76 cm) and 48" (122 cm) and a handle of greater than 10" (25.5 cm). The handle of a two handed sword may not be more than ½ the length of the blade and the total weapon may not be more than 60" (152.5 cm).
 - d) Polearm: A polearm is weapon that has a handle that is more than ½ the length of the blade and greater than 10" (25.5 cm), or a total weapon length in excess of 60" (152.5 cm)
8. An Tir does not allow the use of polearms in cut and thrust combat.
9. Orthopedic (or "pistol") grips may 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 prohibition also includes use of curved quillions on swords or daggers that predictably cause entanglement. Entangling shall be defined as entrapment of the blade so that it cannot be removed without calling a hold.
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. Offensive Bucklers

1. The inclusion of offensive bucklers is to encourage the use of period buckler techniques. Offensive bucklers will be considered non-standard secondaries and include any weapons used to strike an opponent. They may include small shields, bottles, mugs and other items.
2. Offensive bucklers shall be considered offensive secondaries for the purpose of authorization. As a non-standard secondary a combatant is not required to show proficiency with offensive bucklers in order to be authorized. A combatant who wishes to use an offensive buckler must show proficiency with that specific item, but this does not require a full authorization bout.
3. Offensive bucklers shall be made of soft or flexible materials such as cloth, tape, foam, latex, rubber, leather, golf tubes, or PEX pipe.
4. These devices must be approved on a case by case basis by the Regional or Principality Cut and Thrust Marshal, or the Kingdom Cut and Thrust Marshal.
 - a) How these items will be used; the techniques and methods of combat, must be discussed at the time of the approval, and will have an effect on whether or not it is approved. The marshal approving the buckler shall determine if the combatant can safely use the weapon in the manner desired. The marshal should also ensure that the item will not break due to the stresses of combat.
 - b) The combatants may strike their opponents with the offensive bucklers. These strikes shall be delivered with reasonable force and control. Strikes with offensive bucklers shall be treated as a check except for the fact that they must contact the body.
5. Fighters wishing to use these secondaries must so inform each opponent.
6. An opponent may decline to face non-standard devices without forfeiting a bout.
7. All offensive bucklers shall be constructed in a manner so that any sturdy materials, such as pex pipe and golf tubes, shall be covered in padding so that they cannot contact the opponent.

MARSHAL'S 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.

VI. 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 "I. 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 list field.
 - 5. The individual expresses a desire to learn more about these topics while volunteering to help the cut and thrust 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 cut and thrust combat.
 - 5. The candidate must demonstrate the ability to safely and effectively control all types of SCA martial activities.
 - 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 cut & thrust combat marshals, these recommendations must be reviewed and approved by one of the following officers: the Regional Cut & Thrust or Rapier Marshal; the Principality Cut & Thrust, Rapier or Earl Marshal; the Kingdom Cut & Thrust or Rapier Marshal; or the Kingdom Earl Marshal.

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.

VII. Guidelines for Marshalling on the Field

It is recommended that during tournaments and wars, all marshals 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. A individual who is marshaling a bout must be a junior or senior cut and thrust marshal. An individual who is not a marshal may assist in marshalling a tournament so long as a senior cut and thrust marshal is marshaling the bout with them.
4. 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.
5. 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.
6. 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.
7. 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.
8. 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 cut and thrust activities must be a currently authorized senior cut and thrust 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 cut and thrust 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 cut and thrust 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.
- 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 format 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 cut and thrust 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 list field pavilions are erected so that everyone can adjust as needed before the lists 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 Cut and Thrust 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 list field, 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 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 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 a list field

themselves. 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.

VIII. Procedures for Marshalling Melee Scenarios

There are no melee scenarios allowed in cut and thrust combat

IX. 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. Branch Practices
 1. Participants must follow the rules about waivers as stated in "Combat Authorization Requirements" item B.8.
 2. A currently authorized C 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" (XII); and "Marshal Responsibilities, Chain of Command, and Reporting" (XIII).]
- 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 tournaments should happen periodically at branch practices. All of the other rules related to those gatherings still apply (waivers, inspections, etc).

X. 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 Kingdom Cut and Thrust Marshal 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 Cut and Thrust 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. ("Incident Report", form # 20.) The Kingdom Cut and Thrust Marshal (KCTM) must notify the Kingdom Rapier Marshal (KRM), the Kingdom Earl Marshal (KEM) and Society Marshal of Fence immediately
 1. Any applicable follow-up information must be reported as it becomes available.
 2. The Kingdom Cut & Thrust and Rapier Marshals also must be notified of any head injury as those incidents must be reported to the Society Rapier Marshal as of October 2016. These reports must include a statement of the condition of the fencing mask or helm that the combatant was wearing, and whether this met the Society and Kingdom standards at the time of the injury. If possible, photos of the mask or helm should be included with the report.
- 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 Cut and Thrust Marshal.

XI. Combat Authorization Procedures

This section describes how An Tir marshals should conduct authorizations for new cut and thrust 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. Cut and Thrust Authorization: Fighters must demonstrate the ability to properly acknowledge a valid attack, adequately call blows, and call back invalid blows. The fighter must demonstrate the ability to fight while not endangering themselves or others.
 2. Single Sword: Fighters must demonstrate the ability to identify single handed swords, to safely deliver blows with single handed swords, to deliver a safe "check" with a single handed sword, and to inspect a single handed sword to ensure that it is safe.
 3. Offensive Secondary: This authorization covers daggers, case of swords, and offensive bucklers. Fighters must demonstrate the ability to identify a dagger (as opposed to a sword) to actively utilize the secondary in combat, to deliver blows with both a dagger and a case of swords in a safe manner, to deliver a safe "check" with a single handed sword, and to inspect an offensive secondary to ensure that it is safe. Fighters are not required to demonstrate the ability to safely use an offensive buckler.
 4. Defensive Secondary: This authorization covers baton, cloak, and buckler. Fighters must demonstrate the ability to identify the different types of defensive secondaries, their basic construction rules (e.g. no rigid materials in cloaks), actively and safely utilize the secondary in combat, to deliver a safe "check", explain the actions that may not be performed with a defensive secondary, and to inspect a defensive secondary to ensure that it is safe.
 5. Two Handed Sword: This authorization covers two handed swords. In order to utilize a two handed sword in one hand with a secondary the combatant must be authorized in both two handed and in the secondary. The fighter must demonstrate an ability to define the difference between a single handed and two handed sword, safely deliver blows with a two handed sword, to inspect a two handed sword to ensure that it is safe, to deliver a safe "check" with a two handed sword, and to identify the actions which cannot be performed with a two handed sword.
- 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 is not necessary. However, the fighter's answer must demonstrate understanding of a given rule. (It can be helpful to periodically hold a "Cut and Thrust 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 or to only defend at another. 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. Since percussive blows have the capacity to deliver extreme amounts of force it is especially important that you ensure that the combatant delivers blows that are not of excessive force.
- G. The fighter must demonstrate that they can call blows appropriately. The SCA standard for blow calling is as follows:
1. *"In (cut & thrust) 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 2015, Section on Conventions: 4.C.]
 2. 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 III.E.) 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.

XII. Equipment Inspection Guidelines

This section explains how to inspect weapons and armor described in sections IV and V 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.

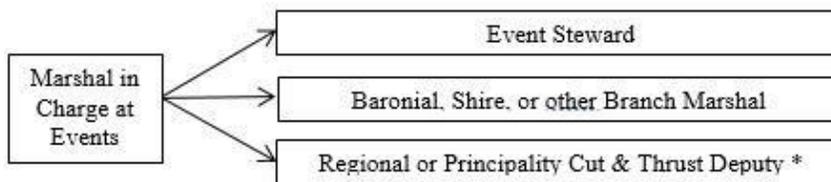
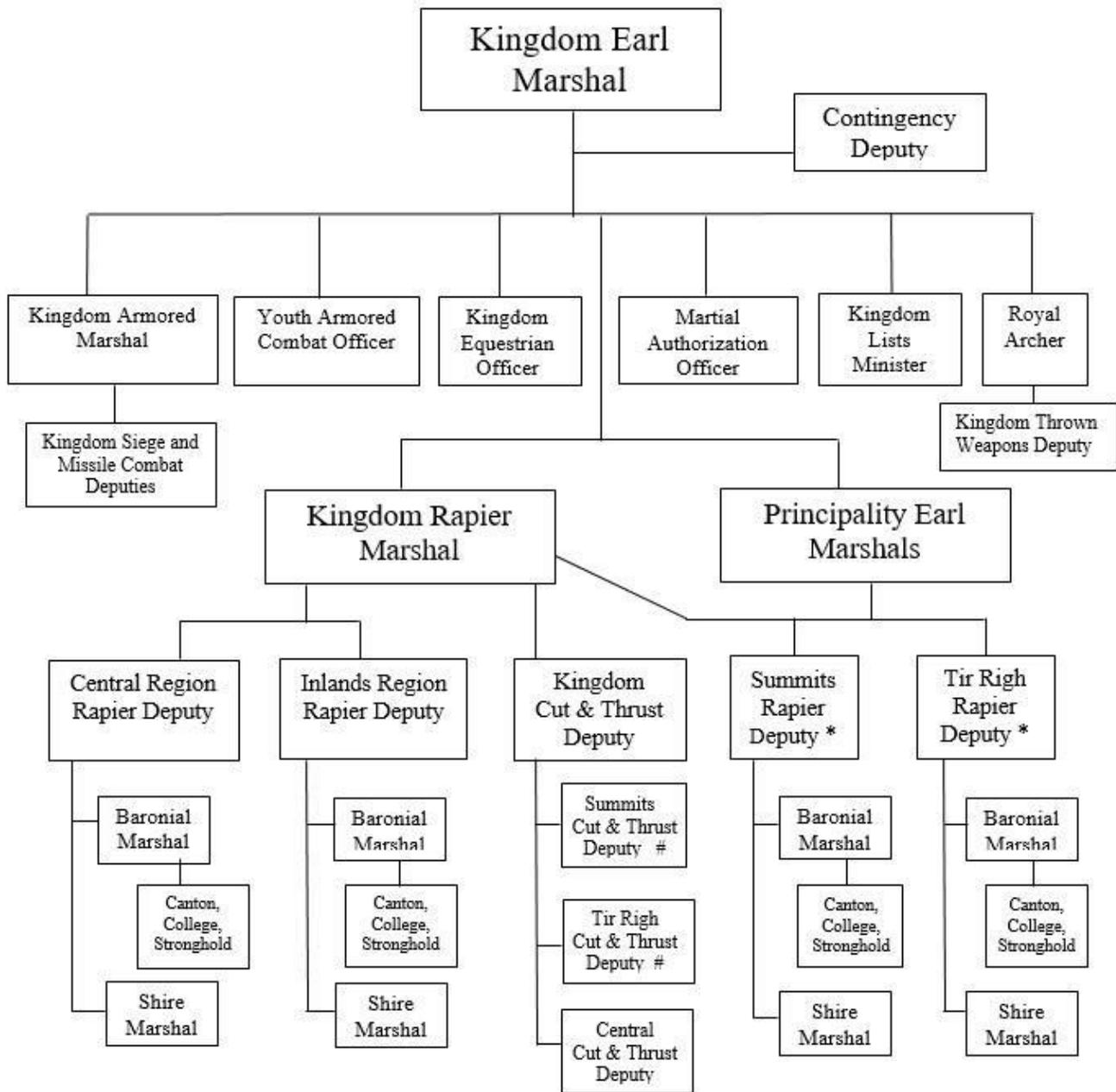
B. Weapon Inspections

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 offensive bucklers, the inspection criteria are:
 - a) Ensure that there are no rigid parts that may come in contact with the opponent.
 - b) Ensure that the weapon complies with the construction rules.
 - c) Offensive bucklers are approved on a case by case basis.
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 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) The fighter should approach the inspection with their mask in hand. If the fighter is wearing the mask ask them to take it off and hand it over. The mask should be checked for any metal fatigue, damage, dents, padding which has worn thin, and any other defects that could cause the mask to fail on the field.
 - b) Check that the fighter is wearing proper neck protection.
 - c) Have the fighter put the mask back on their head for the rest of the inspection. Ensure that the mask is properly fitted to the fighter. The mask should not move when the head is shaken.
 - d) If the back and side of the head protection is not firmly attached to the helmet then check whether it will stay in place during basic movements of the head.
 - e) For fencing masks, pay special attention to the quality of the mask. Older, beat up, and low quality masks can pose a danger to the combatant. These should be pulled from the field as soon as they show degradation in the shell or the padding.
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.
 - d) Have the fighter confirm whether the armpits of the garb are puncture resistant.
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 are ok. Large tears in the gloves are not.
 - c) Make sure there are no tears in the shirt sleeves that expose skin.
 - d) Make sure the points and side of the elbow are covered with rigid material.
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) Make sure that the front and side of knee are covered with rigid material.
 - d) Fighters in skirts/kilts should be asked if they have sufficient leg coverings.
 - e) Ask the fighter if they are wearing sufficient groin protection (rigid for males, puncture resistant for females). Do not check the protection, rely on the fighters word.

XIII. Marshal Responsibilities, Chain of Command, and Reporting



Principality Cut & Thrust Deputies must also report to their Principality Rapier Deputy.
 * If there's no Principality Cut & Thrust or Rapier Deputy, then the branches and MIC's report directly to the Principality Earl Marshal.
Diagram by Maestra Althaia filia Lazari of An Tir (Sept 2016).

- A. All Marshals are to use the forms provided on the Kingdom website:
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 be 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 VI 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 all of the following:
 - 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 Cut and Thrust Marshal or the Marshal of the Society.
 4. Injury reports must be done in accordance with section X. "Combat Injury Procedures".
 5. You must complete any other reports that the Kingdom Cut and Thrust, 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 Cut and Thrust 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.
- a) If you are the branch marshal of the Summits this report is due on or before the 15th day of April, July, October, and January for quarters one through four respectively. See "K. Reporting Timelines" below for a table view of this requirement.
 4. If you are a senior marshal you may act as the Cut and Thrust MIC for events your branch hosts. You may also consult with the Event Steward to choose another qualified marshal to take this role instead.
 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, use with adults and youth)
 - 3) Minor Waiver for Combat Activities (#56, aka Minor's Consent to Participate & Hold Harmless Agreement for Combat Related Activities – single use situations)
 - 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 Cut and Thrust, Kingdom Rapier, or Earl Marshal requires.
- G. If you are warranted as the Principality or Regional Cut and Thrust Marshal Officer:
1. You must be an authorized senior Cut and Thrust marshal for a minimum of two years prior to taking the office. (The Kingdom Cut and Thrust Marshal may waive the time limit.)
 2. You must be acceptable to the KCTM and to Coronet (if applicable).
 3. You must properly complete a "Change of Officer" form when you initially take office. Principality Cut and Thrust Marshals send the original to the Principality Earl Marshal, while Regional Deputies send it to the Kingdom Cut and Thrust Marshal. Both should send a copy to the Martial Authorization Officer.
 4. Principality and Regional Cut and Thrust Marshals have a responsibility to communicate information from the leadership to marshals in their area, and work with them to encourage the development of cut and thrust combat activities. Principality and Regional Marshals are also a vital source of information to the leadership about what is happening throughout An Tir's cut and thrust 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 Cut and Thrust 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.
 - a) If you are the Principality marshal of the Summits this report is due on or before the last day of April, July, October, and January for quarters one through four respectively. See "K. Reporting Timelines" below for a table view of this requirement.
 6. Answer correspondence from the marshals of your Region or Principality.
 7. You must complete any other reports that the Kingdom Cut and Thrust, Rapier, or Earl Marshal requires.
- H. If you are warranted as the Kingdom Cut & Thrust Marshal (KCTM):
1. You must be an authorized senior Cut & Thrust 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 Crown and the Kingdom Rapier Marshal.
 3. You must properly complete a "Change of Officer" form when you initially take office, and send this to the Kingdom Rapier Marshal and the Martial Authorization Officer.
 4. You have primary responsibility for overseeing cut and thrust combat activities throughout An Tir. This includes encouraging the development of period cut and thrust combat; and maintaining and enforcing the rules related to equipment and safe behaviors for those activities. The KCTM will also communicate with branch marshals about rules changes, the status of cut and thrust combat activities in An Tir, and any challenges faced by fighters or marshals. The KCTM 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 KRM and 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 Rapier Marshal on the status of cut and thrust 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 20th of May, August, November, and February for quarters one through four respectively. See "K. Reporting Timelines" below for a table view of this requirement.
 7. You must complete any other reports that the Kingdom Earl Marshal or Kingdom Rapier Marshal requires.
 8. Answer correspondence from the marshals of An Tir.
 9. You must review the An Tir Cut and Thrust Book of 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 Rapier Marshal (KRM):
1. You must be an authorized senior rapier marshal for a minimum of two 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 March, June, September, and December. See "K. Reporting Timelines" below for a table view of this requirement.
 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.
- J. 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 two 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 provide a written report on the state of your office to the Royal Heirs at least one month prior to each Coronation. A copy of this report shall be sent to the Crown and the Kingdom Seneschal. The KEM must also submit a report for each Kingdom Curia meeting and attend that unless specifically excused. Reports to the Society Earl Marshal are due on the 15th of March, June, September, and December for quarters one through four respectively. See "K. Reporting Timelines" below for a table view of this requirement.
 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.

K. Reporting Timelines -- Reports are due no later than the date specified below for each officer:

Kingdom Reports	<i>First Quarter (Jan-March)</i>	<i>Second Quarter (April-June)</i>	<i>Third Quarter (July-Sept)</i>	<i>Fourth Quarter (Oct-Dec)</i>
<i>Summits Branch Marshals</i>	April 15th	July 15th	October 15th	Jan 15th of the following year
<i>Summits Principality Marshals</i>	April 30th	July 31st	October 31st	Jan 31st
<i>Branch Marshals (Other)</i>	May 1st	August 1st	November 1st	Feb 1 st of the following year
<i>Regional & Tir Righ Deputies</i>	May 15th	August 15th	November 15th	February 15th
<i>Kingdom Cut & Thrust Marshal</i>	May 20th	August 20th	November 20th	February 20th
<i>Kingdom Rapier Marshal</i>	June 1st	September 1st	December 1st	March 1st
<i>Earl Marshal</i>	Twelfth Night Curia	At Crown to Curia & Heirs	Coronation & Crown Curia	Early December to Heirs

Society Reports	<i>First Quarter (Jan-March)</i>	<i>Second Quarter (April-June)</i>	<i>Third Quarter (July-Sept)</i>	<i>Fourth Quarter (Oct-Dec)</i>
<i>Kingdom Rapier Marshal (Including cut & thrust information)</i>	March 1st	June 1st	September 1st	December 1st
<i>Earl Marshal</i>	March 15th	June 15th	September 15th	December 15th

XIV. 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 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 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 *Incident Report form*, but can also write up their concerns in another format.)
 2. The complaint is sent to the Principality or Regional Marshal Cut and Thrust Marshal, with a courtesy copy to the KCTM 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 Cut and Thrust Marshal
 - d) The Principality Earl Marshal
 - e) The Kingdom Cut and Thrust Marshal
 - f) The Kingdom Rapier Marshal
 - g) The Kingdom Earl Marshal
 - h) The Principality or Kingdom Seneschal
 - i) 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 handle these situations.)
 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 Cut and Thrust Marshal, or the Principality Cut and Thrust, Rapier, or Earl Marshals, (as applicable); and to the Kingdom Cut and Thrust Marshal and the Kingdom Rapier Marshal. (“Incident 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 “Incident Report form” 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 Regional or Principality Cut and Thrust 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 Cut and Thrust Marshal, 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 marshallate.
 - a) Marshal In Charge
 - b) Branch marshal, if a senior marshal
 - c) Principality or Regional Cut & Thrust Deputy
 - d) Kingdom Cut and Thrust Marshal
 - e) Kingdom Rapier Marshal
 - f) Kingdom Earl Marshal
 - g) Coronet or Crown of An Tir
 - h) Society Rapier Marshal
 - i) Society Earl Marshal
 - j) 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 Cut and Thrust Marshal, 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 and KCTM.
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.

Glossary

The definitions that follow apply throughout the An Tir Book of Cut and Thrust 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 cut and thrust 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 they do 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.

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: A fighting style wherein the fighter has a sword 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.

Cut and Thrust Authorization: Permission to fight with any of the basic cut and thrust weapon combinations. There is no global cut and thrust authorization in An Tir, but rather there are four sub-types of authorization, single sword, offensive secondary, defensive secondary, and two-handed sword.

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.

Defensive Secondary: An item which may be used in combat to defend oneself but may not be used to strike an opponent. This includes cloaks, batons, shields, and bucklers.

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.

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

Glancing: A term used to describe an indirect or skipping cut. Glancing cuts are not valid.

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.

Incidental Blow: Any blow that was not premeditated. An incidental blow is not invalid because it is incidental, however many incidental blows are called back by fighters because they were not delivered with intent, proper technique, or because the fighter may not have felt any positive pressure. It is a call made "on your honor."

Incidental Contact: Brief contact between fighters during a bout. Incidental contact is allowed, but prolonged contact is grounds for stoppage of the bout and could result in action from the marshallate.

Invalid Blow: A blow is invalid when it is Flat, Cloth, Glancing or Late.

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.

Kingdom Cut and Thrust Marshal (KCTM): The warranted chief marshal officer of a Kingdom who has primary responsibility for overseeing cut and thrust combat activities. The KCTM is a deputy to the KRM.

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. While this may seem to fall into the "Short" or "Incidental" categories, this term DOES NOT apply to An Tir cut and thrust 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. At this time melee is not permitted in cut and thrust.

Offensive Buckler: A buckler made of soft flexible materials such as cloth, tape, foam and golf tubes that can be used offensively.

Offensive Secondary: An item, which is not the combatant's main sword, which may be used to strike an opponent. This includes a second sword, a dagger, and an offensive buckler.

Percussive Cut: A forceful yet controlled blow delivered by the edge of a simulator, irrespective of cutting movement.

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.") This term and action is not applicable to cut and thrust combat.

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 Cut and Thrust combat, then branches report directly to the PEM.

Regional Cut and Thrust 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 Cut and Thrust 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 cut and thrust 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).

Secondaries: Secondaries are offensive or defensive in nature, and are held in the fighter's off-hand. They include daggers, shields, cloaks, additional swords, and batons.

Senior Marshal: A person approved by the Crown (or representative) to authorize fighters for cut and thrust combat. A Senior Marshal must hold a valid SCA membership.

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

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): Rule enhancements used to clarify application of the An Tir Book of Cut and Thrust Combat for a particular tourney. TRPs explain proper blow acknowledgement, the objective of a tournament or other situations left to the MIC's discretion. The TRPs must not contradict any of the rules specified in the Society cut and thrust rules or the An Tir Book of Cut and Thrust Combat.

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 Weapons: Two handed weapons are defined as any style where a weapon is a simulator for period hand-and-a-half or two-handed swords.

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.

History of the An Tir Book of Cut and Thrust Combat

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

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

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

2011 edition by Don Callen Drakkar and Don Warwick Drakkar

2017 edition by HL Feradach Mac Tralin Mec Domongairt