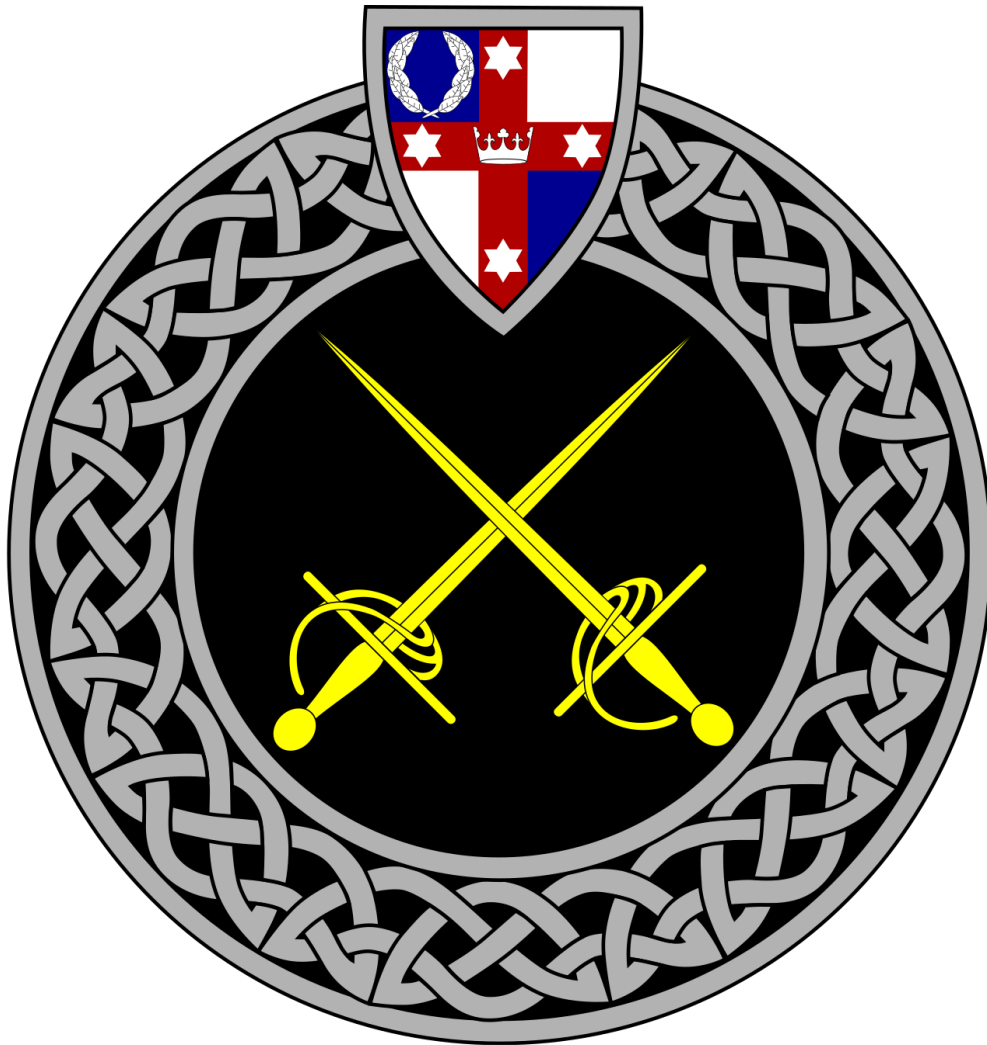


Kingdom of Lochac

Draft Fencing

Combat Handbook



Version 5.0

Non scriptum non est

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Contents

Is this the most recent version?	2
Copyright	2
1 Introduction	7
2 General information	9
3 Rules for fencers	11
3.1 When you are allowed to fence	11
3.2 Fighting safely	11
3.3 Issues on the field	12
3.4 Types of fencing	12
3.5 Single combat and melee	13
3.6 Using your weapons and defensive objects	13
3.6.1 Striking your opponent in Fencing	14
3.6.2 Striking your opponent in Cut and Thrust Fencing	14
3.6.3 Killing from behind	14
3.6.4 Spears	14
3.6.5 Rubber-band guns	15
3.6.6 Defensive objects	15
3.7 Taking blows	16
3.8 Wearing protective equipment	17
3.8.1 Head	17
3.8.2 Neck	18
3.8.3 Torso	18
3.8.4 Legs, feet and arms	18
3.8.5 Hands	18
3.8.6 Medical protection	19
4 Rules for marshals	21
4.1 What a marshal does	21
4.2 Fencing marshals	21
4.3 Inspecting equipment	22
4.4 Supervising single combat	22
4.5 Supervising melee combat	23
4.6 Supervising rubber-band guns	24
4.7 Authorisations	24
4.8 Marshal authorisations	25
4.9 Other marshal responsibilities	25

4.9.1	Fencing Marshal in Charge	25
4.9.2	Group Fencing Marshal	26
4.9.3	Kingdom Fencing Marshal	26
5	Rules for managing incidents	29
5.1	General	29
5.2	Breaking rules	29
5.3	Excessive blows	29
5.4	Injuries	30
5.5	Other action	30
5.6	Disciplinary action	30
	5.6.1 Mandatory re-training	31
	5.6.2 Revoking an authorisation	31
5.7	Appeals	31
6	Rules for equipment	33
6.1	Protective material	33
6.2	Swords and daggers	34
6.3	Blades	34
6.4	Tips	35
6.5	Other sword parts	35
6.6	Spears	35
	6.6.1 Rubber-headed spear	36
	6.6.2 Steel-headed spear	36
6.7	Rubber-band guns	37
6.8	Defensive objects	37
	6.8.1 Non-standard defensive objects	38
7	Changing the rules	39
7.1	Precedence	39
7.2	Changes to the rules	39
7.3	Requesting rule changes	39
7.4	Experimenting with the rules	40
8	Appendix 1	41
9	Appendix 2	43
9.1	Terms related to Fencing	43
9.2	Terms related to Types of Blows	43
9.3	Terms related to Acknowledging Blows	43
9.4	Terms related to Equipment	44
10	Appendix 3	47
10.1	Inspecting protective equipment	47
10.2	Overall inspection	47
10.3	Inspecting masks and helms	48
10.4	Inspecting gloves	48
10.5	Inspecting weapons	49
	10.5.1 Inspecting bladed weapons	49

10.5.2	Inspecting RBGs	49
10.5.3	Inspecting spears	50
10.5.4	Inspecting defensive objects	50
10.6	COVID-safe low-contact inspections	50
10.6.1	Personal Protective Equipment	50
10.6.2	Armour check	50
10.6.3	Weapons check	51
11	Appendix 4	53
11.1	Penetration-resistant material	53
11.1.1	Exemptions	54
11.2	Masks	54
11.3	Blade flexibility	54
12	Appendix 5	55
12.1	Authorising a fencer	55
12.1.1	Verbal test	55
12.1.2	Combat test	56
12.2	Authorising a marshal	56
12.2.1	Fencing Marshals	56
12.2.2	Authorising Fencing Marshals	57
13	Change Log	59
13.1	Whole of document	59
13.2	Key changes by Section	59
13.2.1	Rules for Fencers	59
13.2.2	Rules for Marshals	60
13.2.3	Rules for equipment	60
13.2.4	Appendix 3	60

Chapter 1

Introduction

1. These are the rules for Fencing Combat in the Kingdom of Lochac.
2. All combatants and marshals are responsible for knowing these rules, as well as the Rules of the List, and the Society Fencing Combat rules:
 - The Kingdom rules are located at: <https://rapier.lochac.sca.org/index.php/Rules>.
 - The Rules of the List are in Appendix 1.
 - The Society rules are located at: <https://www.sca.org/officers/marshal/combat/rapier/>.
3. These rules are designed to promote safe Fencing Combat. No matter how clear or accurate, rules cannot replace common sense, good judgement, and concern for the participants. If a question arises when applying these Rules, marshals and fencers should choose the answer that provides the safest approach for all participants.
4. These rules may be subject to change to clarify requirements, reflect changes in Australian or New Zealand law, or to address other situations that might arise.
 - (a) Formal announcements about these rules will be made through the Lochac Fencers email list: fencers@lochac.sca.org; and will also be posted on the Lochac Rapier Facebook page: www.facebook.com/groups/358519257540934/.
 - (b) All fencers and marshals should make sure they keep up with these announcements.

Chapter 2

General information

1. The Crown's representative in all matters dealing with Fencing Combat is the Kingdom Earl Marshal, then the Kingdom Fencing Marshal, then, by delegation, members of the Kingdom Fencing Marshallate.
2. A Fencing Marshal in Charge must be appointed to supervise Fencing Combat in events or practices.
3. Each bout must be supervised by a Fencing Marshal or an authorised Fencing combatant.
4. Fencers from other kingdoms are welcome to take part in events held in Lochac. Guest fencers must meet the Kingdom's standards for protective gear and weapons set out in these rules.
5. The minimum age for training and authorisation in Fencing is 14. When combatants under the age of 18 undertake training and authorisation, the Kingdom Fencing Marshal (or their delegate) shall ensure that the minor's parent or legal guardian has observed Fencing in the SCA, is aware of the risk of injury inherent in this martial art, and has signed a statement explicitly acknowledging the above.
6. Fencers aged between 10 and 14 years are covered by the Youth Fencing Combat Rules.
 - (a) Combatants in Lochac who are under the age of 18 are exempt from the Society rule requiring a marking to identify them as a minor.

Chapter 3

Rules for fencers

3.1 When you are allowed to fence

1. You must be authorised in Fencing to compete in any combat event. To be authorised, you have to pass a verbal and practical test to show that you:
 - understand the rules;
 - understand the requirements for your protective equipment and weapons; and
 - can fight safely.
2. Until you are authorised, you can take part in practice sessions. This includes classes and practice sparring to help you learn how to use all weapons safely.
3. Before you fight, you must get your equipment and weapons inspected by a marshal to make sure it is safe and complies with these rules.
4. You are not allowed to fence if you are feeling unwell or if you have even mild symptoms of a cough or cold.
5. You are not allowed to fence in a mentally impaired state, which includes:
 - being impaired by an injury such as a concussion;
 - being impaired by alcohol, prescription or over-the-counter medication, or illegal or controlled substances.
6. You do not have to fight if you don't want to. You can refuse a challenge, decide not to take part in a bout, or decide to withdraw from a fight. If you are in a competition, that might result in you forfeiting the bout.

3.2 Fighting safely

1. You must obey these rules and the instructions of marshals when you are practicing or fighting.
2. You are responsible for your behaviour. You are expected to fight safely at all times. Deliberately hitting your opponent too hard, or trying to hurt them, is not allowed.

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3. You must always control your attacks and defence.
 - (a) You are not allowed to make uncontrolled attacks such as running at your opponent.
 4. If you do not follow these rules, or you hurt your opponent, the marshal can take action, including telling you to leave the field or stopping you from taking part in further combat.
 5. To make sure people are safe during combat, the call of “HOLD” is used to stop the combat because of a safety issue. This might include:
 - a problem with your weapons or protective equipment
 - an injury
 - you or your opponent moving too close to a boundary
 - an unexpected hazard on the field.
 6. Anyone can call a “hold”, including you, your opponent, the marshal or a spectator. When you hear “HOLD”, you should:
 - (a) stop fighting and freeze in place
 - (b) check if you or someone else is in danger - then move your weapons to a safe position
 - (c) repeat the call of “HOLD” and then wait for instructions from the marshal.
 7. The marshal will tell you when fighting can start again.

3.3 Issues on the field

1. After a bout, the marshal should ask you if you are satisfied with the outcome. This is a chance for you to talk to your opponent and the marshal about any issues you have.
 - (a) If you leave the field without raising any issues, you are considered to be satisfied with the outcome.
 - (b) If you are not happy with the result of the discussion, you can raise it with the marshal or the Fencing Marshal in Charge for further review.
2. If you disagree with a decision by the marshal, you can lodge an appeal in the process described in section 5.7.

3.4 Types of fencing

1. There are 2 categories of Fencing Combat in the Kingdom of Lochac. These are:
 - Standard Fencing
 - Cut and Thrust Fencing.
2. You need separate authorisations for each category.

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3. You also need a separate authorisation to use a Spear.
 4. You can authorise as a non-fencing combatant, to use Rubber-Band Guns (RBGs).

3.5 Single combat and melee

1. In fencing, you can fight in single combat against one opponent, or in a melee, where you fight multiple opponents.
2. In single combat and melee, the objective is to win your fight. This could be by:
 - scoring a “fatal” blow
 - scoring an “incapacitating” blow so your opponent cannot use a weapon
 - scoring any touch on your opponent (“first blood”)
 - organisers might come up with other ways to win a fight.
3. In a melee, there are other rules:
 - (a) You can be part of a team, or fighting against everybody else on the field
 - (b) You can attack any single opponent if you are inside a 180 degree arc of their front view, but you must call out to them to make sure they know you are there and ready to attack
 - (c) If your opponents are part of a line, you can attack anybody in that line if you are inside the arc of their front view
 - (d) You are not allowed to attack an opponent from behind. The only time this changes is if a scenario allows “killing from behind” without striking (see section 3.6.3)
 - (e) You are not allowed to turn your back on an opponent so they can’t attack you.
 - (f) You are not allowed to run at or past an opponent to attack them.
 - (g) You **are** allowed to run from one part of the field to another.
 - i. You must stop running when you are 5 metres from an opponent or group of combatants.
 - (h) Since the release of the SCA Fencing Marshals’ Handbook (April 2020) you are allowed to use Cut and Thrust combat in a melee, as long as all the fencers are wearing Cut and Thrust equipment.

3.6 Using your weapons and defensive objects

1. In fencing, you can use swords, daggers, spears and Rubber-Band Guns. The requirements for these weapons are described in section 6.
2. Other projectile or thrown weapons described in the SCA Fencing Marshals’ Handbook (April 2020) are not allowed for Fencing Combat in the Kingdom of Lochac.

3.6.1 Striking your opponent in Fencing

1. When you strike your opponent, you must control your weapons to deliver the lightest blow that you can.
2. You can score a blow with a sword or daggers by:
 - (a) touching your opponent with the tip (thrust)
 - (b) placing the edge of the blade on your opponent and drawing it across their body (draw cut)
 - (c) placing the point on your opponent and drawing it across their body (tip cut).
 - i. You and your opponent need to agree to allow the use of tip cuts before the bout.
3. You are not allowed to strike your opponent with any other part of the sword or dagger besides the blade.

3.6.2 Striking your opponent in Cut and Thrust Fencing

1. In Cut and Thrust, you can also score a blow by using a slashing cut that makes contact without placing the edge on your opponent first (percussive cut).
2. You are not allowed to strike your opponent with any other part of the sword or dagger besides the blade.

3.6.3 Killing from behind

1. In melee combat, the organisers may allow “killing from behind” without striking. To make a kill from behind, you must:
 - lay your weapon over your opponent’s shoulder, so that the tip is clearly visible to your opponent; and
 - call out loudly “You are dead”, “You are slain” or another short, courteous phrase.
2. Once you have touched their shoulder, you have “killed” your opponent. They are cannot avoid the blow and they are not allowed to try to spin, duck or dodge away.

3.6.4 Spears

1. You can use a spear for single combat or melee combat.
2. You can only score a blow with a spear by thrusting with the point to touch your opponent.
3. You can use a spear with one hand.
4. You are not allowed to brace the spear, for example by holding the end of the spear on the ground or by locking your back arm.
5. You can hold the spear lightly under the arm, as long as it is not locked against your body.

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6. In a melee, you can use a spear to make a “Kill from behind”, as described in 3.6.3.
 7. Spears are considered to be a non-standard weapon for single combat. You can decide that you do not want to fight against someone using a spear, and you won't forfeit the bout.

3.6.5 Rubber-band guns

1. You can use an RBG for melee combat, or for single combat that is not a tournament, such as sparring.
 - (a) In accordance with the Society's Rules of the List, RBGs are not allowed to be used within the Lists of a tournament.
 - (b) You can only use an RBG if it is safe to do so - which means that marshals must be armoured, and unarmoured spectators must be kept further away than the effective range of the weapon.
2. You score a blow with an RBG by “firing” the weapon and hitting your opponent with the rubber band:
 - (a) If you hit your opponent's weapon or a rigid defensive object, the shot is counted as destroying it.
 - (b) If you hit their cloak or non-rigid defensive object, the shot is counted as going through the cloak to hit your opponent.
3. You must not aim your shot at the back of an opponent's head.
4. There is no minimum range for an RBG.
5. The marshals will declare when it is safe for RBGs to be loaded and fired. At all other times they must not be loaded.

3.6.6 Defensive objects

1. As well as defending yourself with your weapons, you can use defensive objects, such as:
 - a rotella, buckler or other kind of shield
 - a walking stick, scabbard, banner pole or other rigid object
 - an RBG
 - a cloak, hat or other kinds of non-rigid object.
2. You are not allowed to strike your opponent with a shield, rigid defensive object or RBG.
3. If you defend yourself with an RBG and it is damaged, you will have to check with the marshal if it is still safe to use as a weapon.
4. If you use a cloak:
 - (a) you can defend yourself against a thrust. The cloak will count as stopping a thrust that hits it if you are holding it at least 20cm away from your body

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- (b) you can wrap the cloak around your hand or arm to protect it against a draw cut or a tip cut
 - i. A cloak wrapped around your hand or arm will not protect it against a thrust.
 - (c) you can throw your cloak, or another type of non-rigid object, at your opponent to slow down their attack or defence, or as a distraction
 - (d) you must not deliberately throw your cloak over your opponent's head - if the cloak falls over their face, a "hold" should be called
5. You can also defend yourselves with your hand, if you are not holding a second weapon. You are allowed to use a chain mail or armoured parrying gauntlet to protect your hand:
- (a) the gauntlet will protect your hand and wrist from cuts from an attack or if you slide your hand along your opponent's blade
 - (b) the gauntlet will not protect your hand or wrist from a thrust.

3.7 Taking blows

1. You are responsible for calling out the blows that hit you.
2. When you fight, you are considered to be fighting with very sharp weapons, and wearing ordinary clothes that would not protect you.
 - (a) any thrust or cut that would have penetrated your skin counts as "good".
 - (b) any RBG shot that hits or grazes you counts as "good"
 - (c) if you feel a "good" blow, you should call it. There is no such thing as a light blow.
3. The only time this rule changes is if organisers hold a tournament where they define areas of the body that are protected as if you were wearing real armour.
4. If you are hit in one of the following areas it counts as a "kill":
 - Head
 - Neck
 - Armpit (to 10cm down the arm)
 - Torso
 - Inner thigh (to 10cm down the leg)
5. If you are hit in the hand, you lose the use of that hand. You can close the hand into a fist and use your arm to defend yourself.
 - (a) If your fist is hit again it will count as a blow to the arm.
6. If you are hit in the arm you lost the use of that arm. If possible, you should put your hand behind your back.

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- (a) You can change your weapon to your good hand, if your opponent gives your time.
 - (b) If you lose both arms you cannot hold a weapon and you have lost the bout.
7. If you are hit in the outside thigh, the lower leg or the foot, you cannot put weight on that leg. You can stand with your feet together, or kneel or sit on the ground to continue fighting:
- (a) you need to be able to keep your balance and you are not allowed to hop away from or towards your opponent
 - (b) if you were hit in your lower leg or foot, you can kneel and move around on your knees
 - (c) if you were hit in your upper leg, you can kneel, but you are not allowed to rise up.

3.8 Wearing protective equipment

1. Safety is the most important thing on the fencing field. This section describes the protective clothing and other equipment that you must wear for sparring and combat.
2. Fencing practice sessions can also include drills and other classes that do not involve sparring. During weapons drills with an opponent, you must wear eye protection, such as spectacles, sunglasses, safety glasses or a fencing mask or helm.
3. There are four types of protective material. These are:
 - rigid material
 - penetration-resistant material
 - abrasion-resistant material
 - resilient padding.
4. More information about the requirements for protective material is in section 6.1.

3.8.1 Head

1. The front and top of your head must be covered by rigid material to below the jawline and behind the ears. Standard 12kg fencing masks comply with this requirement. You can also wear a fencing helm.
2. Your mask or helm must have resilient padding or be suspended to prevent it hitting your head if it is struck:
 - (a) modern fencing masks meet this requirement, but you might need additional padding if the mask's padding degrades as it gets older
 - (b) if you wear a helm, you might need extra padding if the suspension is not enough to stop the helm hitting your head

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- (c) when you put your mask or helm on, it should fit snugly and not move much during combat. It should not have any parts that press into your head
 3. Your mask or helm must be fastened on so that it doesn't come off during combat:
 - (a) If you wear a mask, you must use a fastening below your jawline, such as a lace or a strap, to help hold the mask in place.
 4. If you wear a mask, the rest of your head must be covered by at least penetration-resistant material. This can be a coif (a cap) that fits inside the mask or helm, or a hood that you wear over the mask:
 - (a) for combat involving RBGs, it is recommended you use resilient padding or rigid material to protect the back of your head
 - (b) you must wear rigid material to protect the back your head in Cut and Thrust Fencing Combat.

3.8.2 Neck

1. You must wear a gorget (collar) made from rigid material to protect your neck and throat. This should be backed by resilient padding or penetration-resistant material.
2. You must also protect your cervical vertebrae with rigid material. This might be a combination of a gorget, helm or hood insert.

3.8.3 Torso

1. You must wear penetration-resistant material to protect your torso, including your chest, back, abdomen, groin and sides up to and including the armpit to 10cm down the inner arm).
2. Breast protection, such as a plastron or extra padding, is strongly recommended.
3. External reproductive organs must be covered by rigid material.

3.8.4 Legs, feet and arms

1. You must wear abrasion-resistant material on your legs, feet and arms:
 - (a) You must also wear resilient padding to protect your elbows and knees in Cut and Thrust Fencing Combat.

3.8.5 Hands

1. You must wear gloves made of at least abrasion-resistant material to protect your hands.
2. There are extra requirements for Cut and Thrust Fencing Combat:
 - (a) you must wear gloves with at least resilient padding that protects your fingers, hands and your arm 2.5 cm above the bend of your wrist
 - (b) if at least one combatant is using a two-handed sword, you need to cover your hands and wrist with rigid material. This can include gauntlets, the guard

of your sword, or a shield of buckler, as long as these protect all of the areas mentioned.

3.8.6 Medical protection

1. If a part of your body is at risk of serious injury or severe bleeding, such as hemangioma, you must protect that body part with rigid material.
2. If you wear medical equipment, you must cover it with protective material to help protect you from a blow or fall that damages the equipment.

Note: These are the minimum standards for fencing clothing and equipment. You can wear additional equipment, including appropriate period clothing like hoop skirts or “puffy” sleeves, but you need to make sure these don’t stop you from feeling a “good” blow.

Chapter 4

Rules for marshals

4.1 What a marshal does

1. As a marshal, you are part of the Kingdom Fencing Marshallate, which is responsible for making sure that Fencing Combat is done safely.
2. You must be authorised to be a Fencing Marshal, or an Authorising Fencing Marshal. To be authorised, you have to pass a verbal and practical test to show that you:
 - understand the rules;
 - can properly inspect equipment; and
 - can properly conduct an authorisation.
3. You are not allowed to marshal if you are feeling unwell or if you have even mild symptoms of a cough or cold.
4. You are not allowed to marshal in a mentally impaired state, which includes:
 - being impaired by an injury such as a concussion;
 - being impaired by alcohol, prescription or over-the-counter medication, or illegal or controlled substances.

4.2 Fencing marshals

1. Your responsibilities as a Fencing Marshal include:
 - inspecting protective equipment, weapons and defensive objects
 - monitoring the safety of fencers and spectators
 - enforcing the rules.

Note: As a marshal, you are not responsible for refereeing the outcome of a bout. You can provide advice to fencers if they ask for it, for example if they are not sure about a blow, but it is their responsibility to decide who won.

4.3 Inspecting equipment

Special requirements apply to inspections in all Australian groups to protect participants from COVID-19. Information on conducting COVID-safe low-contact inspections is provided in Appendix 3.

1. You are responsible for checking that all equipment used in sparring or combat meets the rules. Information about fencing equipment is in section 6.
2. Your job includes:
 - making sure each fencer is wearing all of their protective clothing and equipment, and that it is fitted properly, with no skin visible and only incidental gaps between each item.
 - checking that weapons are safe to be used, including that blunts are securely fixed, blades and spears meet the flexibility requirements, RBGs function properly and all weapons have no sharp edges or burrs that might cause an injury.
 - inspecting protective defensive objects to make sure meet the rules, and that they have no sharp edges or breaks that might cause an injury.
3. Some equipment must be tested regularly (see Appendix 4). If you are not sure a piece of equipment has been tested, you can decide to do the test, or instruct the fencer to have the test done, before it can be used.
4. Some defensive objects are classified as non-standard. You are responsible for deciding if non-standard equipment meets the safety requirements and can be used on the field.
5. You can rule that a piece of equipment does not meet these rules and cannot be used.
 - (a) If that happens, the equipment can be changed or repaired; then it must be brought back to you so that you can inspect it again (it cannot be taken to another marshal).
6. If you are not sure about a piece of equipment, you can seek advice from another marshal or the Fencing Marshal in Charge.
7. Fencers are allowed to appeal against your ruling on a piece of equipment, but the equipment is not allowed to be used until the appeal has been decided. The process for an appeal is in section 5.7.

4.4 Supervising single combat

1. You are responsible for making sure everyone, including fencers, spectators, other marshals and yourself, is safe during combat. Everyone is expected to follow your instructions during a bout.
2. At the start of the bout, you should allow the Herald to introduce the combatants (or make the introductions yourself) and show proper respect to the Crown. You should check that the field is safe, ask the combatants if they are ready and then call for the bout to begin (such as “lay on”, “allez”, etc.).

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3. During the bout you should be watching the fencers and the fight, and be alert for any safety issues. These may include but are not limited to:
 - a blunt coming off a sword or dagger tip
 - a broken piece of equipment
 - a piece of protective equipment coming loose
 - the fencers coming too close to the edge of the field (you should warn them if this is about to happen, for example, with a call of “Ware Edge!”)
 - a person or animal entering the field.
 4. If you see a safety issue, you should call a “hold”. (Someone else may also call “hold” if they see a safety issue):
 - (a) make sure the fighting stops and both fencers are in a safe position
 - (b) report the safety issue (or ask the person who called the “hold”)
 - (c) make sure the issue is addressed
 - (d) make sure the fencers are ready and then call for them to resume.
 5. At the end of the bout, you should ask the fencers if they are satisfied. This is their chance to raise any issues that arose during the bout.
 - (a) If the issue cannot be resolved upon the field, then it should be discussed further off the field. (see section 5)

4.5 Supervising melee combat

1. As well as the requirements in section 4.4, there are additional requirements for melee combat, which involves multiple combatants.
2. There must be at least one marshal (or authorised fencer) for every eight fencers on the field.
 - (a) If there are not enough qualified people available, then the number of fencers must be reduced to match the number of marshals.
3. Cut and Thrust combat is allowed in a melee, as long as all fencers are properly armoured.
4. When you are supervising a melee, you should be aware of calls from other marshals during the bout.
5. You should also pay attention to additional hazards, such as fencers who lie on the ground after being “slain”, or weapons that are left on the ground after a fencer is incapacitated.
 - You might impose additional rules for the removal of the “dead” or weapons from the field.
6. You should also make sure fencers are obeying melee rules such as not turning their back on an opponent, or “killing from behind” according to the rules, when it is allowed.

4.6 Supervising rubber-band guns

1. There are additional requirements for single or melee combat that includes the use of RBGs.
2. In accordance with the Society's Rules of the List, RBGs are not allowed to be used in the Lists of a tournament:
 - (a) RBGs can be used for other single combat, such as sparring.
3. RBGs are only allowed to be used if spectators and non-involved combatants can be kept further away than the effective range of the weapon.
4. Everyone on the field of combat, or within range, must be armoured. That includes you and the other marshals:
 - (a) You should make sure everyone has their armour and masks on before you allow RBGs to be loaded.
 - (b) You should make sure all RBGs are unloaded or have been safely discharged into the ground before you allow people to remove their masks.
 - (c) Depending on the situation, you may need to require all RBGs to be discharged safely if a "hold" is called.

4.7 Authorisations

1. If you are an Authorising Fencing Marshal, you can authorise fencers to take part in Fencing Combat.
2. There are four categories of Fencing Combat:
 - Fencing (including RBG)
 - Cut and Thrust (candidates must already have a Fencing authorisation to authorise in this category)
 - Spear (candidates must already have a Fencing authorisation to authorise in this category)
 - RBG only (for people who do not have a Fencing authorisation).
3. You can authorise fencers for any category in which you are authorised.
4. Your job is to make sure that fencers understand the rules and that they are able to use their weapons and defensive objects safely.
5. The authorisation includes:
 - a verbal examination, where you ask the fencer questions about the rules
 - a practical examination, where you watch the fencer fight another marshal or an authorised fencer.
6. More information about conducting the authorisation is in Appendix 5.

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7. If they pass, the fencer should complete an authorisation form and get you to sign it.
 - (a) The fencer then has 90 days to send the form to the Kingdom Lists Officer, so they can get an authorisation card.
 - (b) The fencer should keep a copy of the paperwork (hard copy or a digital photograph). They can use the copy for up to 90 days as evidence that they are authorised.
 8. The same process applies to Fencers aged under 18. In that case, a parent or guardian must witness the authorisation and complete a Minor Authorisation form.

4.8 Marshal authorisations

1. As an Authorising Fencing Marshal, you can authorise other Fencing Marshals.
 - (a) Two Authorising Fencing Marshals are needed to create a new Authorising Fencing Marshal.
2. Your job is to make sure the marshal understands the rules, is able to conduct inspections and is able to properly authorise fencers and marshals.
3. The authorisation includes:
 - a verbal examination, where you ask the marshal questions about the rules
 - a practical examination, where you watch the marshal inspect a fencer and conduct an authorisation.
4. More information about conducting the authorisation is in Appendix 5.
5. If they pass, the new marshal should complete an authorisation form and get you to sign it:
 - (a) The marshal then has 90 days to send the form to the Kingdom Lists Officer, so they can get an authorisation card.
 - (b) The marshal should keep a copy of the paperwork (hard copy or a digital photograph). They can use the copy for up to 90 days as evidence that they are authorised.

4.9 Other marshal responsibilities

4.9.1 Fencing Marshal in Charge

1. Every Fencing Combat event or practice must have a designated Fencing Marshal in Charge.
2. As the Fencing Marshal in Charge, you are responsible for making sure the rules are followed. That can include:
 - carrying out inspections or delegating other marshals
 - making sure all bouts are properly supervised

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- dealing with any disputes or incidents, including escalating them when needed to your Group Fencing Marshal.
3. When you run a Fencing Combat event, you should send a report to the Group Fencing Marshal within 30 days of the event.

4.9.2 Group Fencing Marshal

1. The Kingdom Fencing Marshal appoints a Group Fencing Marshal, in consultation with the group Seneschal, to administer Fencing Combat within each group.
2. As the Group Fencing Marshal you are responsible for making sure the rules are followed for all events and practice. That can include:
 - appointing a Fencing Marshal in Charge
 - receiving reports on events
 - investigating any incidents, including matters brought to their attention by marshals or fencers
 - reporting each quarter to the Kingdom Fencing Marshal on Fencing Combat activities and any incidents.
 - escalating issues when needed to the Kingdom Fencing Marshal.
3. Group Fencing Marshals are appointed for two years. If necessary, the group Seneschal can request the Kingdom Fencing Marshal extend your warrant, for example if no-one else is available.

Note: As the Group Fencing Marshal you are responsible for making sure fencing training takes place according to the rules. That doesn't mean you have to provide the training yourself.

4.9.3 Kingdom Fencing Marshal

1. The Kingdom Earl Marshal, in consultation with the Crown, appoints a Deputy to serve as the Kingdom Fencing Marshal.
2. As Kingdom Fencing Marshal, you are responsible for making sure Fencing Combat in the Kingdom is carried out according to these rules. This can include:
 - making sure each group has a Group Fencing Marshal
 - reviewing the reports from Group Fencing Marshals
 - investigating any incidents, including matters brought to their attention by marshals and fencers
 - taking disciplinary action where required
 - reporting to the Kingdom Earl Marshal and the Society Fencing Marshal on Fencing Combat activities and any incidents

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- administering and promoting these rules including, where necessary, updating the rules in consultation with the Fencing community, the Kingdom and the SCA in Australia and New Zealand.
3. You can also use your discretion to authorise a fencer marshal in any category that they believe is required to benefit the Kingdom and the Society. This might include appointing experienced fencers or marshals in a category in order to promote that type of fencing within a group.
 4. You must make those appointments in writing, send a copy to the Kingdom Lists Officer as a record, and include the details of the appointment in your quarterly report.
 5. The Kingdom Earl Marshal is appointed for two years. If necessary, the Kingdom Earl Marshal can recommend that your warrant be extended.

Chapter 5

Rules for managing incidents

5.1 General

1. Everyone who takes part in Fencing combat must follow these rules.
2. Marshals enforce the rules and have the authority to take action if there is a safety issue or if you break the rules. You also have the right to question a decision or to appeal any action that is taken against you.
3. This section sets out the actions and processes for managing incidents.

5.2 Breaking rules

1. You can be suspended from combat for breaking the rules during a bout.
2. If the person supervising the field believes you are breaking the rules, they must give you a warning.
3. Following that warning, the Fencing Marshal in Charge can suspend you for any of the following reasons:
 - (a) You have broken the rules for a third time.
 - (b) You are refusing to obey the lawful commands of the person supervising the field.
 - (c) The marshal believes your behaviour poses a risk to you or to others.
4. Once you have been suspended, you cannot take part in Fencing combat until the incident has been resolved. This requires a ruling by the Group Fencing Marshal, with the approval of the Kingdom Fencing Marshal.

5.3 Excessive blows

1. If you believe your opponent has hit you too hard (either accidentally or deliberately), this should be discussed upon the field.

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2. If you are not satisfied with the outcome of that discussion, you can make a written complaint to the Group Fencing Marshal.
 3. The Group Fencing Marshal will review the complaint and make a ruling in consultation with the Kingdom Fencing Marshal.
 4. The Group Fencing Marshal must tell the other fencer that a complaint has been made and is being investigated.
 5. The Group Fencing Marshal must write to you and the other fencer advising them of the outcome.

5.4 Injuries

1. If you or your opponent is injured and is unable to continue, or needs treatment from a health professional, the person supervising the field must report the incident immediately to the Fencing Marshal in Charge.
2. If your opponent is injured, and it might have been because of something you did (for example because of an excessive blow), the Fencing Marshal in Charge must suspend you from combat while the incident is investigated.
3. The length of the suspension will vary depending on the circumstances, but will be the decision of the Fencing Marshal in Charge.
4. The Fencing Marshal in Charge must report any such injury to the Group Fencing Marshal as soon as possible. The Group Fencing Marshal must report the incident to the Kingdom Fencing Marshal within 24 hours.
5. The Kingdom Fencing Marshal must ensure an investigation is conducted and provide a report to the Kingdom Earl Marshal within 10 days of the incident being reported.

5.5 Other action

1. The Kingdom Fencing Marshal can suspend you from combat, or from marshalling duties, if they receive 3 letters of complaint about you.
2. The Kingdom Fencing Marshal must investigate these complaints in consultation with the responsible Group Fencing Marshal.
3. The Kingdom Fencing Marshal must inform you in writing of the suspension and the investigation.
4. The Kingdom Fencing Marshal must complete the investigation and make any rulings within 6 weeks of the suspension being imposed.

5.6 Disciplinary action

1. If you are suspended, the Kingdom Fencing Marshal can decide to take disciplinary action, after getting approval from the Kingdom Earl Marshal.

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2. This action may include:
 - requiring you to re-train to address the issue that led to the suspension
 - revoking your authorisation.

5.6.1 Mandatory re-training

1. The Kingdom Fencing Marshal will offer you the chance to re-train to address the issue identified in the investigation.
2. If you agree, the Group Fencing Marshal will appoint an Authorising Fencing Marshal to help train you.
3. Once the trainer is satisfied that you have addressed the issue, they will provide a written report to the Group Fencing Marshal.
4. The Group Fencing Marshal will test you, with the assistance of an impartial Authorising Fencing Marshal, to confirm that the issue has been resolved.
5. The test might be:
 - a verbal test to confirm that you understand the rules
 - a combat test, where you fight under the supervision of the impartial marshal to confirm that the issue has been resolved.
6. If the Group Fencing Marshal and their adviser consider the issue has been resolved, they will send a written report to the Kingdom Fencing Marshal.
7. Once the Kingdom Fencing Marshal is satisfied, they will notify you in writing that the suspension has been lifted, subject to a 12-month probationary period.

5.6.2 Revoking an authorisation

1. If you are suspended for a second time within your probationary period, The Kingdom Fencing Marshal will revoke your authorisation for 12 months.
2. After 12 months, you will have the opportunity to re-train and authorise as a new combatant or marshal.
3. If your authorisation is revoked twice, the Kingdom Fencing Marshal will recommend to the Kingdom Earl Marshal and to the Crown that your authorisation is permanently revoked.

5.7 Appeals

1. You have the right to appeal a decision to suspend you from combat at an event. You must make your appeal within 72 hours of being informed of the decision.
2. You should make your first appeal to the Fencing Marshal in Charge of the event. If you are not satisfied with the result, you can take your appeal (in writing) up the chain of command to the:
 - Group Fencing Marshal

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- Kingdom Fencing Marshal
 - Kingdom Earl Marshal.
3. You have the right to appeal any decision by the Kingdom Fencing Marshal or the Kingdom Earl Marshal to suspend you, require re-training, or revoke your authorisation. You must lodge your appeal within 72 hours of being informed of the decision.
 4. Appeals against decisions by the Kingdom Earl Marshal shall be heard by the Crown in a Quarter Court.
 5. All appeals are covered by the grievance procedure in Kingdom Law [\[link\]](#).

Chapter 6

Rules for equipment

6.1 Protective material

1. There are four types of protective material. These are:
 - Rigid material
 - Penetration-resistant material
 - Abrasion-resistant material
 - Resilient padding.
2. Rigid material is defined as a material that will not significantly flex, spread apart or deform under pressure of 12kg applied by a standard mask tester repeatedly to any single point. Example of rigid material that may comply with the standard are:
 - 0.8mm stainless steel or 1mm mild steel
 - 1.6mm aluminium, copper or brass
 - One layer of hardened heavy leather (225g/8oz; 4mm).
3. Rigid material covering the face must be 12kg mesh (as found in a standard fencing mask) or perforated metal that meets the rigid protection standard. Perforated metal must have holes no larger than 3mm in diameter, with a minimum offset of 5mm.
4. Penetration-resistant material is defined as any fabric or combination of fabrics that passes the Standard Fencing Armour Test in Appendix X. Commercial fencing clothing that is rated to at least 550 Newtons complies with this standard.
5. Abrasion-resistant material is defined as fabric that will withstand normal combat stresses (such as being snagged by an unbroken blade), without tearing. Fabrics that do not comply with this standard include cotton gauze shirts and nylon pantyhose.
6. Resilient padding is defined as any material or combination of materials - equivalent to 6mm of closed cell foam - that absorbs some of the force of a thrust or blow.

6.2 Swords and daggers

1. The bladed weapons (swords and daggers) allowed for Fencing Combat in the Kingdom of Lochac are:
 - (a) a sword, which has a blade length of between 45cm (18 inches) and 122cm (48 inches) and a grip no longer than 25cm (10 inches)
 - (b) a two-handed sword, which has a blade length of between 76cm (30 inches) and 122cm (48 inches) and a grip measuring between 25cm (10 inches) and 60cm (24 inches).
 - (c) The combined blade and grip length for a two-handed sword must not exceed 152cm (60 inches).
 - (d) a dagger, which has a blade length of between 30cm (12 inches) and 45cm (18 inches) and a grip no longer than 25cm (10 inches).
2. All swords and daggers must have a straight grip.

6.3 Blades

1. Sword and dagger blades used in the Kingdom of Lochac can be made of steel or fibreglass.
2. Steel blades must be produced by a commercial entity and must meet the flexibility requirements in Appendix 4.
 - (a) You are not allowed to use sword blades that are similar to a modern fencing foil, epee or sabre, including double-wide epees or “musketeer” blades.
 - (b) You can use “flexi daggers” for standard Fencing. Flexi-daggers are not allowed in Cut and Thrust combat.
 - (c) You must not use steel blades with kinks or cracks. Kinked or cracked blades cannot be repaired and must be retired.
 - (d) You must not use a blade with a sharp bend or an “S” curve. You can try to re-curve the blade, but a marshal must inspect the blade and agree that it can be used again.
3. You must not do anything that might change the temper of the blade or affect its flexibility. This includes grinding, cutting, heating or hammering the blade. Normal combat stresses and blade care do not violate this rule. Exceptions to the rule are:
 - (a) you can change the length or width of the tang
 - (b) you can shorten a blade, as long as it still meets the flexibility requirements
 - (c) you can file the end of the tip to make it blunt
 - (d) you can weld a nut or another blunt metal object to the tip to spread impact, as long as you take care to avoid changing the temper of the blade.
4. Fibreglass blades must meet the flexibility requirements in Appendix 4.

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5. Fibreglass blades must be made only using fibreglass rod, glue and fibreglass and vinyl tapes. You can use metal to mount the hilt, but it must extend no longer than 10cm along the blade.
 - (a) The blade must be wrapped in vinyl duct tape (not cloth or metal-backed). If you use fibreglass strapping tape to make the blade, this must be completely covered by the outer wrapping tape.

6.4 Tips

1. The tip of a blade must be blunt, with no sharp edges or corners.
2. You must cover the tip with a “blunt”:
 - (a) the blunt can be made of shatter-resistant polymer, rubber or leather
 - (b) it must have a minimum size of 10mm on any surface that strikes the opponent.
 - (c) polymer and rubber blunts must be at least 3mm thick between the striking surface and the tip or edge of the blade. Leather blunts must be at least 1.6mm thick.
 - (d) you must replace the blunt if it looks like it is bulging or cracking, if there are signs the tip of the blade is breaking, or, in the case of a polymer blunt, if the plastic is changing colour.
 - (e) your blunt must be a different colour to the blade, so that you can tell if the blunt is missing.
3. You must tape or glue the blunt to the blade, so that it will not fly off under reasonable combat conditions.
 - (a) your blunt must be a different colour to the blade, so that you can tell if the blunt is missing
 - (b) you must make sure the tape does not cover the front of the blunt, so that you can tell if the tip of the blade is breaking through.

6.5 Other sword parts

1. Sword and dagger hilts, handles, pommels and other parts not meant to strike the opponent can be made of metal, wood, leather or a reasonable facsimile.

6.6 Spears

1. There are two types of spears allowed in Fencing Combat.
 - Rubber-headed spear
 - Steel-headed spear.

6.6.1 Rubber-headed spear

1. Rubber-headed spears must be made of a flexible rubber head mounted on a rattan haft.
2. The spear-head must be purchased from a commercial vendor as a spear tip or spike with a head length of between 10cm (4 inches) and 51cm (20 inches). The rubber at the tip must be at least 6mm (1/4 inch) thick.
 - (a) The flexible tip must extend at least 10cm past the end of the haft.
 - (b) The spear-head must flex to 90 degrees with hand pressure and must substantially return to its shape within 3 seconds
3. The rattan haft must have a diameter between 28.5mm (1 1/8th inch) and 35mm (1 3/8th inch):
 - (a) The haft must be inserted at least 5cm (2 inches) into the spear-head. The head must be friction-fitted to the haft according to the manufacturer's instructions.
 - (b) The head must be taped to the haft with strapping tape, fibreglass tape or duct tape. Contrasting coloured tape must be wrapped around the base of the head, so that the head's absence is readily apparent.
 - (c) The haft must have a flat end at the head of the spear with a diameter of at least 12mm (1/2 inch). The butt end of the haft may be rounded.
4. You can put tape on the haft to help prolong its life. You can add augmentations or decorations, for example to stop a blade sliding along the haft or to make the haft easier to grip. You must make sure those augmentations do not weaken the haft or pose a safety risk. You cannot use augmentations that are designed to trap a blade
5. The total length of the spear must be no longer than 275cm (9 feet).

6.6.2 Steel-headed spear

1. Steel-headed spears must be made of a metal blade head mounted on a wooden or rattan haft.
 - (a) The metal head must be similar in design to the commercially available Alchem pike and Amazonia spear.
 - (b) The head must be at least 91.4cm (36 inches) long, as measured from the tip to the top of the tang. It must comply with the flexibility requirements for competitive swordfighting in Appendix 4.
 - (c) The head must be secured to the haft by screws or pins.
2. You can add augmentations to the haft (see rule 6.6.1.4)
3. The total length of the spear must be no longer than 244cm (8 feet).
4. The maximum weight of the weapon must not be more than 1.36kg (3lbs).

Note: Under the SCA Fencing Marshals' Handbook (April 2020) steel-headed spears will not be permitted for Fencing Combat after 31 December 2020, at the direction of the Society Marshal.

6.7 Rubber-band guns

1. Rubber-band guns (RBGs) must look like a period muzzle-loading weapon dated before 1600CE.
2. RBGS must be made of sturdy, lightweight materials that will stand up to normal combat. You must make sure all edges and corners are smoothed off and that there are no splinters or cracks.
3. Rubber band ammunition must be made from commercially available rubber tubing and must not contain any metal parts:
 - (a) Ammunition must not use any rigid materials beyond the minimum required to join the ends together. Any hard plastic on the outside of the band should be covered and smoothed by vinyl duct tape or plastic shrink wrapping.
 - (b) You are not allowed to fill the rubber bands with sand or liquids.
 - (c) You must mark each band to identify the owner.
 - (d) You can only use ammunition that has been inspected with the weapon you are using. You are not allowed to collect used ammunition during combat.
4. There are two categories of RBG, classified by draw length -- the distance between the anchor point and the trigger that the ammunition hooks onto:
 - (a) Short-arm RBGs have a draw length not exceeding 45cm
 - (b) Long-arm RBGs have a draw length exceeding 45cm
5. The circumference of the ammunition depends on the category of RBG.
 - (a) There is no restriction on the circumference of short-arm RBG ammunition
 - (b) The circumference of long-arm RBG ammunition must be at least the draw length of the RBG.
 - (c) For example, if an RBG has a draw length of 46cm, then the ammunition must have a circumference of at least 46cm.
 - (d) As a practical measure, a marshal can flatten a band in half, and use that to measure it against the draw length of the RBG.

6.8 Defensive objects

1. There are two types of defensive object: Rigid; and non-rigid.
2. Rigid defensive objects must be made of sturdy materials that will stand up to the stresses of normal combat. You must make sure that all edges or corners are smoothed and that there are no cracks or splinters.
3. Non-rigid objects may be made of cloth, leather and similar yielding materials. They may be weighted with soft material such as rope or rolled cloth. They may not be weighted with any rigid material, nor with materials that are heavy enough to turn the object into a flail or impact weapon.

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4. Defensive objects that contain both rigid and non-rigid components (such as a flag on a pole) must meet both sets of requirements. You cannot throw these objects (including, for example, a cloak with rigid clasps) at your opponent.
 5. You are not allowed to use an object that can bind an opponent's weapon to their body, or to their other weapon or defensive object -- either deliberately or by accident. This might include ropes or whips. You can use a coiled rope or whip to deflect a weapon.

6.8.1 Non-standard defensive objects

1. You can put a simulated spike or a similar offensive item on your buckler or shield. This is non-standard equipment and must be approved by the Fencing Marshal in Charge.
 - (a) Offensive items must only be made of cloth, foam, leather, glue and tape and must not contain rigid materials.
 - (b) On inspection, the offensive item must provide progressively resistant "give", without allowing contact with any underlying material.
2. You must tell your opponent if you are using non-standard equipment. They can decline to face it without forfeiting the bout.

Chapter 7

Changing the rules

7.1 Precedence

These rules have precedence as set out in section I.A of the Corpora of the Society for Creative Anachronism Inc. At all times, mundane law has precedence over any and all rules of the SCA.

7.2 Changes to the rules

1. In accordance with section II of the Laws of the Kingdom of Lochac, [\[link\]](#) temporary changes to these rules can be made by proclamation of the Crown.
2. Permanent changes to the rules can only be made using the following procedures, and shall only come into effect after all of these steps are complete:
 - (a) The change is proclaimed by the Crown at an official event.
 - (b) Notification of the change is distributed to all Group Fencing Marshals.
 - (c) The Fencing Combat Handbook (this document) is updated.
 - (d) Notification of the change is published in Pegasus.
3. The only exception to this procedure is in the case of mundane law changes that contradict these rules. In the event of a change to mundane law, that law will become effective immediately and these rules will be updated as soon as possible.
4. Typographical corrections and minor changes to clarify wording, that do not change the substance or intent of a rule, can be made by the Kingdom Fencing Marshal without going through this procedure.

7.3 Requesting rule changes

1. The procedure for requesting a change to these rules is as follows:
 - (a) Discuss the proposed change with the Group Fencing Marshal.

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- (b) The Group Fencing Marshal forwards the proposed change to the Kingdom Fencing Marshal.
 - (c) The Kingdom Fencing Marshal conducts appropriate consultation with the fencing community, including discussion with the Kingdom Earl Marshal.
 - (d) The Kingdom Fencing Marshal formally submits the proposed change to the Kingdom Earl Marshal, and to the Society Rapier Marshal if required.

7.4 Experimenting with the rules

1. Members of the fencing community can propose a substantial change to these rules, such as the addition of a new category of weapons, a new technique, or a reduction in protective equipment requirements.
2. These changes can only be considered following an approved experiment where training and combat is conducted according to the proposed new rules.
3. The Kingdom Fencing Marshal can approve an experimental program, subject to the agreement of the Kingdom Earl Marshal and the Society Marshal.
4. To obtain approval, the people proposing the change must submit an experimental program plan including:
 - a description of the proposed new weapon, technique or equipment change
 - a description of how the experiment will be conducted in training or combat
 - a minimum time frame for the experiment to be conducted
 - a reporting schedule (at least quarterly)
 - anticipated risks
 - contact information for the person who will conduct the experiment and report to the Kingdom Fencing Marshal.
5. The Kingdom Fencing Marshal will report at least quarterly to the Kingdom Earl Marshal and the Society Fencing Marshal on the progress of the experiment, including any injuries and any concerns from fencers or marshals involved in the experiment.
6. The Society Fencing Marshal will decide if the rule change should be recommended to the Society Marshal.
7. The Society Marshal will decide whether to recommend that the SCA Board of Directors approve changes to the Society Fencing Marshals Handbook.
8. More information about Society experiments is in Appendix 6 of the Society Fencing Marshals Handbook.

Chapter 8

Appendix 1

Note: These Rules of the Lists are copied from Corpora, as they apply to Fencing, with clarifications in brackets.

1. Each fighter, recognizing the possibility 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 armoured 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 [their] representative.
4. All combatants shall adhere to the appropriate armour 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 Marshallate may bar any weapon or armour from use upon the field of combat. Should a warranted Marshal bar any weapon or armour, an appeal may be made to the Sovereign to allow the weapon or armour.
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 dishonour or penalty, reject any challenge without specifying a reason. A fight in a tournament list is not to be considered a challenge and therefore may be declined and forfeit 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 [fencing] combat, used in the context of mutual sport, to be real weaponry.

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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.

Chapter 9

Appendix 2

9.1 Terms related to Fencing

HOLD A call to immediately stop all activity on the field for safety concerns. Any person may call a HOLD

Line In melee combat, a minimum of two combatants, on the same side, in contiguous mutual weapons support range.

9.2 Terms related to Types of Blows

Thrust Scoring a hit on an opponent by touching them with the front (i.e. head-on cross section) of the point of the blade.

Tip Cut Scoring a hit on an opponent by placing the point of the blade upon them and pulling the point across in a line.

Draw Cut Scoring a hit on an opponent by placing the edge of the blade upon them opponent and pulling or pushing the edge across their body.

Percussive Blow In Cut and Thrust Fencing, scoring a hit on an opponent by cutting with the edge of blade in a single, smooth motion, using controlled force.

9.3 Terms related to Acknowledging Blows

Body The body includes the head and entire helmet, the neck, chest, abdomen, back, and the regions on the inner part of the upper arm and the inner thigh extending 10cm down from the armpit and the groin, respectively.

Hand The hand, including all fingers, up to and including the wrist.

Arm The arm not including the hand or the area defined as part of the body.

Upper Leg The upper leg, not including the area defined as part of the body, down to and including the top of the kneecap and the crease at the back of the knee.

Lower Leg The foot, lower leg, and knee below the upper leg.

Torso The torso includes the chest, abdomen, back, and the regions on the inner part of the upper arm extending 10cm down from the armpit.

9.4 Terms related to Equipment

Abrasion-resistant material Material that will withstand normal combat stresses (such as being snagged by burr on a metal blade) without tearing. Examples include, but are not limited to:

- broadcloth
- a single layer of heavy poplin cloth (35% cotton, 65% polyester; “trigger” cloth)
- track pants
- opaque cotton, poly-cotton or lycra/spandex mix tights. Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.

Blunt A protective covering for the tip of a sword or dagger:

- A blunt can be made of shatter-resistant polymer, rubber or leather.
- It must have a minimum size of 10mm in any direction that strikes the opponent.
- Polymer and rubber blunts must be at least 3mm thick between the striking surface and the tip or edge of the blade.
- Leather blunts must be at least 1.6mm thick.

External Reproductive Organs In this context, external reproductive organs refers to penis and/or testicles.

Hemangioma A collection of blood vessels at the surface of the skin, characterised as a raised red growth. Hemangiomas that bleed more easily than regular skin must be covered by rigid material.

Penetration-resistant material Material that will predictably withstand a puncture as shown by passing a penetration test. (see Appendix 4). The following materials are known to pass these tests when new:

- four-ounce (1.60 mm) leather
- four layers of heavy poplin cloth
- ballistic nylon rated to at least 550 Newtons
- commercial fencing clothing rated to at least 550 Newtons
- chain mail made of welded or riveted steel rings that will not admit a 5/32 inch (4 mm) diameter probe. Rings no greater than 0.155 inches (4 mm) in internal diameter made of wire no less than 0.020 inches (0.5 mm) thick meet this requirement

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 knows a given piece of gear to have been tested.

Under Armour, Spandex, and other similar stretchy materials are not suitable as penetration-resistant materials and must not be included in testing. Kevlar is not an acceptable material, as it degrades rapidly.

Resilient padding Material that compresses under pressure from a thumb but returns to its shape within 3 seconds of the pressure being removed.

Rigid material Material that will not significantly flex, spread apart, or deform under pressure of 12kg applied by a standard mask tester, repeatedly to any single point. Examples of rigid material are:

- 22 gauge stainless steel (0.8 mm)
- 20 gauge mild steel (1.0 mm)
- 16 gauge aluminium, copper, or brass (1.6 mm)
- one layer of hardened heavy leather (8 ounce, 3.2 mm)

Perforated material that meets this requirement must have holes no larger than 3 mm in any direction, and a spacing of at least 5 mm centre-to-centre.

Chapter 10

Appendix 3

This outlines a basic overview of the key points of an inspection at training or events.

The items to check, listed below, are not meant to be comprehensive for every item in the rules. Marshals are encouraged to use their best judgement to conduct any aspect of an inspection more thoroughly.

Note: Penetration-resistant material, masks and blade flexibility must be tested at least every two years, separate to inspections at events.

For more information about these tests see Appendix 4.

10.1 Inspecting protective equipment

1. When inspecting protective equipment, you may not be able to see every part of the equipment. In these cases, ask the fencer about their equipment, to check that they know the rules and believe they are wearing the right equipment.
2. If a part of the inspection requires you to touch the fencer, for example to check for proper mask fit, ask for and receive their permission before you do so. If the fencer does not agree to the check, they may not pass inspection.

10.2 Overall inspection

1. Check what type of combat the fencer is planning to participate in. Check that they have the appropriate level of protection for that category (for example, the addition of rigid back-of-head protection and resilient padding on elbows and knees for Cut and Thrust Combat).
2. It may be necessary to ask the combatant what their penetration-resistant clothing is made of. For example, it may be a combination of a doublet and underarm gussets sewn into their undershirt. If you cannot see the undershirt in this scenario, ask them if they're wearing it.
3. It may be necessary to ask the fencer to adopt a common combat pose, such as a lunge, to check that there are no substantial gaps in their penetration-resistant clothing.

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4. Check that the fencer is wearing rigid neck protection.
 5. Ask the fencer if they are wearing the appropriate groin protection and rigid protection on any vulnerable body part. It is up to them to know what they need to wear.

10.3 Inspecting masks and helmets

1. Check that the materials meet the rigid material standard, and do not have excessive rust or dents that could weaken the material.
2. If there you are concerned about the face mesh on a fencing mask, it should be tested using a standard commercial 12kg mask punch.
3. Look inside the mask or helm to check that it has no substantial protrusions, and that there is enough padding or a proper suspension to prevent it from hitting the fencer's head.
4. After the fencer puts the mask or helm, check that it fits snugly in a way that should prevent the mask from hitting the fencer's head or face. You may need to push or pull on the mask or helm to make sure it doesn't come into contact with the fencer. Tell them what you are going to do as you make these checks.
5. Check that the mask is secured by a second fastening below the jawline.

10.4 Inspecting gloves

1. Gloves are to be made of abrasion-resistant material. Check for any significant openings, breaks or cuts that could permit a blade or abrasive cut. Note that when sewing leather, small gaps that are structurally sound may appear at the seams.
2. Check that there is enough overlap between the gloves and the shirt that there are no gaps. You can ask the fencer to adopt a common fencing pose such as a lunge, to check that there are no gaps when they move.
3. For Cut and Thrust Combat:
 - check that the fencer's hand protection (combination of glove and/or sword or defensive object) has enough padding or rigid protection. If their gloves only have padded protection, remind them that they are not allowed to fight with or against a two-handed weapon.
 - Ask the combatant to hold their weapon or defensive object as they would in combat.
 - Check that the combined protection covers the back of the hands, fingers, and 2.5cm above the wrist to protect against percussive cuts from normal and reasonable angles. An appropriate test is: can you see a straight line, approximately 10cm long, into which a sword could cut with the edge on any part of the back of their hands, fingers, or wrist?

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- A shield alone may be considered an equivalent to full hand and wrist protection only if no part of the gloved hand or wrist is within 10 cm of the edge of the shield while it is being used.

10.5 Inspecting weapons

10.5.1 Inspecting bladed weapons

1. Inspect the overall weapon.
 - Check that the overall length is within the acceptable range.
 - Check that the weapon is in good repair - that is it doesn't seem like it will fall apart with a parry.
2. Inspect the blade
 - Check for nicks that can cut an opponent. You can do this visually or by running a gloved hand along the edges of the blade. Run your hand in both directions but do so lightly - by its very nature a potentially harmful nick can injure you. If the blade has substantial nicks, they will need to be filed or sanded before the weapon can be used.
 - Look down the length of the blade to look for kinks. Weapons with kinks consistent with fatigue cannot be used.
 - Check the flexibility of the blade. If in doubt, check the weapon for flexibility using the flexibility test at Appendix 4.
3. Inspect the blunt
 - Check the blunt visually for cracks, bulging, or discoloration, or any other signs that the sword is starting to punch through the blunt.
 - Frequently, it isn't possible to ascertain the internal components of the blunt. For example, if the blunt is made of leather, it may not be possible to tell that the leather is thick enough. Ask the fencer about the construction of the blunt to check that they are familiar with the rules and that their blunt meets the requirements of the rules.
 - If the blunt appears not to meet the requirements, it must be replaced before the weapon can be used.
 - Check that the blunt is unlikely to come off during combat, by pulling on it.
4. Inspect the quillons, pommel
 - Check that the quillons and pommels do not have sharp or pointed ends.

10.5.2 Inspecting RBGs

1. Check for any major splinters, nicks, or features that could injure an opponent.
2. Check the ammunition to ensure it contains no metal parts or fillings.

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3. For long-arm RBGs with a draw length of more than 45cm, check the circumference of the ammunition is at least the same as the draw length. Flatten two rubber bands in half and use that to measure against the draw length, as shown in this figure.

10.5.3 Inspecting spears

1. Inspect the head
 - For rubber-headed spears, check that the tip is flexible, and returns substantially to its original shape within 3 seconds.
 - For metal-headed spears, follow the inspection methods for a bladed weapon.
 - Check that the head is securely fastened to the haft.
2. Inspect the haft
 - Check that the haft is made of appropriate material (rattan for rubber-headed spears; wood or rattan for metal-headed spears).
 - Check that the rattan haft is the appropriate diameter (between 28.5mm and 35mm).
 - Check that the spear is the appropriate length (no longer than 275cm for rubber-headed spears, or 244cm for metal-headed spears).
 - Check that the haft does not have dangerous burrs or protrusions.

10.5.4 Inspecting defensive objects

1. Check for any major splinters, nicks, or features that could injure an opponent.
2. Check if a cloak or non-rigid defensive object contains any rigid parts. If it does, remind the opponent that they may not throw it at their opponent.

10.6 COVID-safe low-contact inspections

The health and safety of all rapier combatants, students and marshals is our first priority. The following steps are a guide for marshals on how to conduct a no- or low-contact inspection of weapons and equipment.

10.6.1 Personal Protective Equipment

1. Marshals must wear Personal Protective Equipment (a mask and gloves) to conduct all inspections of fencers.
2. Physical distancing should be considered in conducting inspections.

10.6.2 Armour check

1. Ask the combatant to stand at an appropriate distance in front of you.
2. Ask the combatant if they are wearing groin protection (if applicable).

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3. Ask the combatant to present their gloved hands, palms up. Inspect the gloves by sight looking for any rips or holes.
 4. Ask the combatant to turn their hands palms down and repeat the inspection.
 5. Ask the combatant to spread their arms to the sides. Inspect the armpits by sight, looking for sprung seams, rips or holes.
 6. If you are not certain about the underarm coverage, discuss it with the combatant.
 7. You might need to ask the combatant to press or pinch the cloth under the arm to demonstrate its coverage
 8. Ask the combatant (if needed) to lift their coif or mask bib to display the gorget underneath.
 9. Ask the combatant to turn and show the back of the gorget.
 10. Check that the combatant has a secondary fastening to secure their mask.
 11. Visually check all the armour to ensure there are no gaps showing skin. This includes checking that normal movements (such as a lunge) will not expose skin.
 12. Ask the combatant to show you the inside of their mask.
 - Inspect by sight to assess if the padding is intact.
 - If uncertain you might need to ask the combatant to press the padding to check it is still resilient.

10.6.3 Weapons check

1. Ask the combatant to stand to one side and present their sword or dagger so that the blade is in front of you. They should hold the hilt.
2. Wearing a fencing glove, check the blade for nicks and ensure the blunt is securely fixed to the tip.
3. Used your gloved hand to check a buckler or baton for nicks, chips or splinters.
4. Inspect a cloak for any rigid material.

Chapter 11

Appendix 4

Penetration-resistant material, masks and blade flexibility must be tested by an authorised marshal at least every two years, separate to inspections at training and events.

11.1 Penetration-resistant material

Penetration-resistant material is tested using a drop tester that meets SCA standards. The specifications for creating a drop-tester are available in Appendix 3 of the Society Fencing Marshals Handbook. The drop tester enables marshals to consistently test material by dropping a known weight a known distance, creating a known impact. To conduct the test you need all pieces shown in the figure below, including:

- a guide tube
- a drop probe
- a 75mm threaded PVC flange
- two hose clamps
- a screw driver or nut clamp to tighten the hose clamps.

1. Use a hard surface. Carpet or grass absorb impact and make the test unreliable.
2. Set the flange thread side up and lay the test fabric over it.
3. Fit the first hose clamp over the fabric and flange, and pull the fabric tight as you push the clamp down. Tighten the clamp.
4. Fit the second clamp below the flange so that it is touching the first. Make sure the fabric is tightly secured.
5. Insert the probe into the guide tube, lined up to the mark to drop it from.
6. Place the guide tube vertically in the centre of the fabric.
7. Drop the probe.
8. Examine the fabric. If the probe has punched through anything below the top layer of fabric, the material fails.

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9. If the probe does not punch through, check that the clamps are still secure and that the fabric did not slip.
 10. If the marshal is satisfied, the material passes.

11.1.1 Exemptions

The following materials are known to pass these tests when new:

- 4oz (1.60 mm) leather
- 4 layers of heavy poplin cloth
- ballistic nylon rated to at least 550 Newtons
- commercial fencing clothing rated to at least 550 Newtons
- chain mail made of welded or riveted steel rings that will not admit a 5/32 inches (4 mm) diameter probe. Rings no greater than 0.155 inches (4 mm) in internal diameter made of wire no less than 0.020 inches (0.5 mm) thick meet this requirement

These materials only need to be tested at the marshal's discretion.

11.2 Masks

The face mesh of a modern fencing mask must be tested using a standard commercial 12kg mask punch tester. [more to come]

11.3 Blade flexibility

To test the flexibility of a blade, follow this procedure.

1. Clamp or hold the blade on a rigid surface, such as a table, to ensure it doesn't move at the table end.
2. Hang a 170 gram (6oz) weight 25 mm from the tip.
3. If the blade of a dagger flexes at least 12/5mm (1/2 inch), it meets the standard.
4. For a sword used in Fencing Combat, the blade must flex at least 25mm (1 inch).
5. For a sword used in Cut and Thrust Combat, the blade must flex at least 12.5mm (1/2 inch).

Chapter 12

Appendix 5

Participants must be authorised to compete in any Fencing Combat event or to serve as a marshal. To be authorised, participants must pass a verbal and practical test to show that they:

- understand the rules
- understand the requirements for protective equipment and weapons
- can fight safely (for a combat authorisation).

12.1 Authorising a fencer

There are 4 categories of authorisation for fencing in the Kingdom of Lochac:

- Fencing Combat
- Cut and Thrust Fencing Combat
- Spear
- Rubber-Band Gun (for non-fencing combatants)

Authorising a fencer revolves around safety; can the fencer behave in a way that they are unlikely to injure themselves or others?

Note that special considerations should be made for fencers with unique needs.

All fencers must be able to fight safely, but this may take a different form for different people. For example, a person using a wheelchair might not be able to move laterally but might demonstrate the ability to curl defensively rather than stepping out of the way when necessary.

Assessing a fencer for safety includes the following:

12.1.1 Verbal test

1. Can the fencer explain what protective equipment they should wear, and why it is required?

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2. Does the fencer understand the different weapons or defensive objects and their safety requirements?
 3. Does the fencer know where to ask questions if they should run into any issues regarding an aspect of SCA combat?

12.1.2 Combat test

1. Can the fencer advance and retreat safely, moving in a controlled way on uneven ground?
2. Can the fencer use their weapons safely to:
 - attack their opponent and their weapon?
 - score a good blow using a thrust, cut or percussive cut, without hitting too hard?
 - defend against an attack from their opponent?
3. Can the fencer fight safely using either hand?
4. Can the fencer use the different defensive objects safely?
5. Does the fencer know what to do when a “HOLD” is called?
6. Can the fencer fight safely:
 - from their knees or sitting?
 - when their opponent is on their knees or sitting?
7. Can the fencer continue to fight safely when their opponent is advancing rapidly or retreating?
8. Can the fencer properly acknowledge a good blow?
9. Can the fencer fight safely against multiple opponents and as part of a team? (Note: this should be tested if it is possible, allowing for the number of available fencers to take part in the authorisation bout.)
10. Can the fencer perform a “kill from behind” without striking, as described in the melee rules?

12.2 Authorising a marshal

There are two categories of authorised marshals in the Kingdom of Lochac:

- Fencing Marshals
- Authorising Fencing Marshals

12.2.1 Fencing Marshals

Note: Fencing Marshals do not have to be authorised fencers.

Fencing Marshals are responsible for inspecting fencers to ensure that their protective equipment and weapons meet the requirements of these rules. They must be authorised by an Authorising Fencing Marshal. The marshal authorisation should include a verbal test to show that the marshal understands:

- the rules
- the requirements for protective equipment and weapons
- calling a “hold” and dealing with safety issues
- how to escalate matters through the chain of command.

The authorisation should also include a practical test to show that the marshal is able to properly conduct an inspection of a fencer’s protective equipment and weapons. This test may include a scenario where the fencer’s equipment or weapon does not meet requirements.

12.2.2 Authorising Fencing Marshals

Note: Authorising Fencing Marshals must be authorised fencers. They also must be authorised in a category (for example, Cut and Thrust Combat) to be able to authorise a fencer in that category.

Authorising Fencing Marshals are responsible for authorising fencers to take part in combat, or authorising marshals. An Authorising Fencing Marshal must be authorised by two Authorising Fencing Marshals. The marshal authorisation should include a verbal test to show that the marshal understands:

- the rules
- how to escalate matters through the chain of command.

The authorisation should also include a practical test to show that the marshal is able to properly conduct an authorisation, working with an authorised fencer acting as a candidate. This includes:

- running the verbal test
- supervising the combat test
- deciding whether to pass or fail the candidate, providing the reasons for doing so
- recommending a course of action for a candidate who fails.

This test may include a scenario where the candidate deliberately fights outside the rules to test the marshal’s awareness and understanding. (This must be planned between the two combatants, so that safety is maintained).

Chapter 13

Change Log

13.1 Whole of document

- Change of terminology from “Rapier” to “Fencing”, consistent with the Society Fencing Marshals’ Handbook
- Plain English approach and restructure by topic, for example, Rules for Fencers; Rules for Marshals.

13.2 Key changes by Section

13.2.1 Rules for Fencers

3.1(4)

- Specifies that you must not fence if you are feeling unwell, in line with COVID safety requirements.

3.5(3)(g)

- Allows combatants in a melee to run from one part of the field to another, subject to distance restrictions.

3.5(3)(h)

- Allows Cut and Thrust Combat in a melee

3.6(2)

- Specifies that other than Rubber- Band Guns, other projectile weapons described in the Society Fencing Marshals Handbook are not allowed.

3.6.4(3)

- Allows the use of a Spear with one hand.

3.6.4(6)

- Allows the use of a Spear to “Kill from behind”.

3.6.5

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- Allows the use of Rubber-Band Guns in single combat that is not part of a tournament.

3.7(7)

- Allows movement on the knees when you have received a blow to the leg.

3.8(2)

- Makes it mandatory to wear some form of eye protection during weapons drills in practice.

3.8.6

- Additional requirements for medical protection.

13.2.2 Rules for Marshals

4.1(3)

- Specifies that you must not marshal if you are feeling unwell in line with COVID safety requirements.

4.3

- Notes additional requirements for inspections in line with COVID safety requirements.

4.7(3)

- Allows marshals to authorise Fencers in any category in which the marshal is authorised (rather than requiring separate Authorising Marshal categories).

13.2.3 Rules for equipment

6.6.2

- States that steel-headed spears are not allowed from 31 December 2020, in line with the Society Fencing Marshals Handbook.

13.2.4 Appendix 3

- Sets out a COVID-safe inspection process.