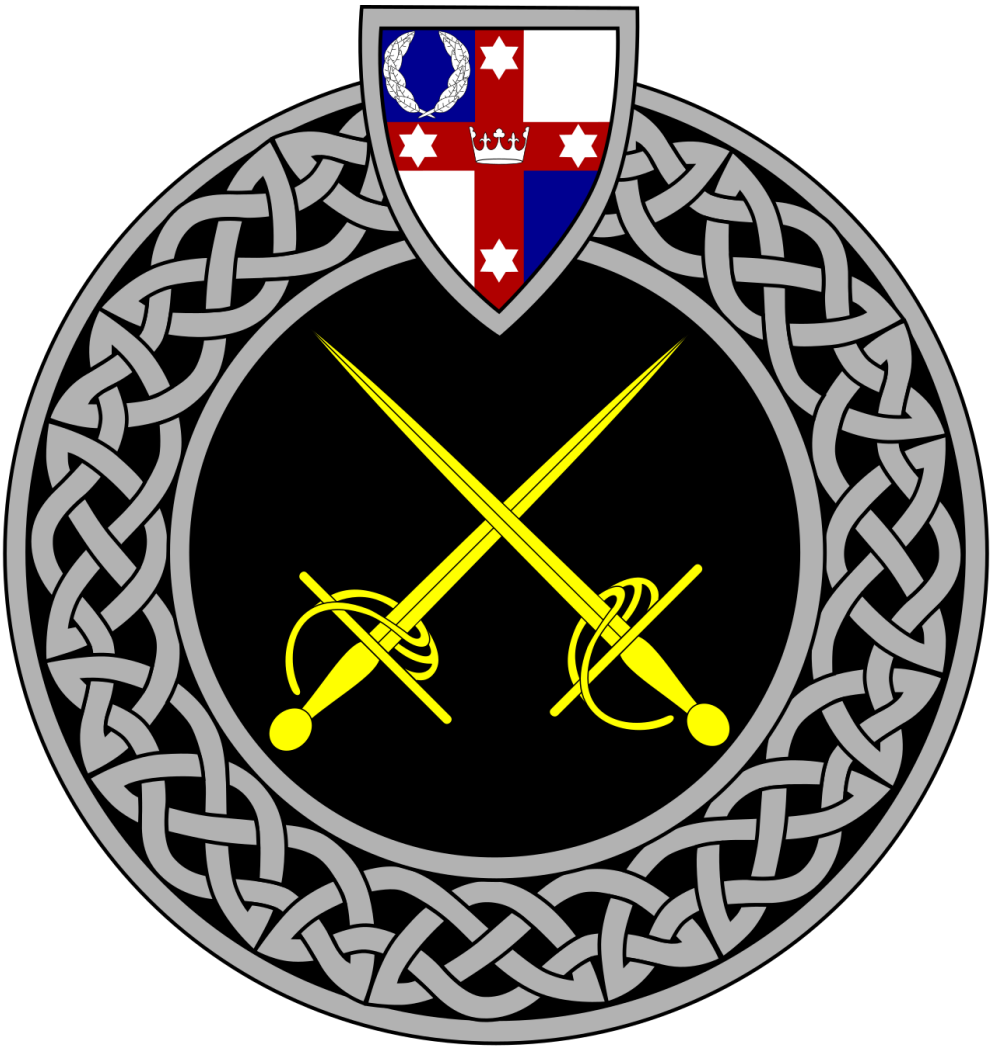
Kingdom of Lochac
Fencing
Combat Handbook



Version 6.0

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1 Introduction

1.1 About these rules

1. These are the rules for fencing combat in the Kingdom of Lochac. They incorporate the Society fencing combat rules that are relevant for Lochac, as well as the Rules of the Lists. These rules comply with the minimum standards of the Society fencing rules, and may be more restrictive. Where Lochac's rules are less restrictive than Society rules, we have an approved variance from the Society Marshal.
2. All fencing combatants and marshals in Lochac are responsible for knowing these rules.
3. Fencers attending events outside of Lochac will need to follow the Society fencing combat rules as found here - `https://www.sca.org/resources/martial-activities/rapier-combat/`, and any rules specific to the Kingdom where the event is held.
4. All fencing combat activities in Lochac must follow the policies and requirements of SCA Australia and New Zealand, including but not limited to:
   - insurance and sign-in requirements
   - health and safety policies
   - the Code of Conduct.
5. Authorised fencers from other kingdoms are welcome to take part in events held in Lochac. Guest fencers must follow all of Lochac's fencing rules, including standards for protective gear and weapons set out in these rules.

1.2 Rules of the Lists

The Rules of the Lists are Society-wide and apply to fencing combat. They are copied directly from Corpora, with spelling adjusted for Lochac.

1. Each fighter, recognising 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. Other participants shall likewise recognise 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 martial activities requiring authorisation outside of formal training sessions unless and until they have been properly authorised 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.
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 via the established marshallate chain of command up to and including 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 martial activities. Any combatant may, without dishonour or penalty, reject any challenge without specifying a reason. A fight in a tournament lists is not to be considered a challenge, and therefore may not be declined or rejected 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 that meets the Society and kingdom standards for Society armoured combat or fencing, used in the context of mutual sport, to be real weaponry.
9. No projectile weapons shall be allowed, and no weapons shall be thrown, within the Lists of a tournament. The use of approved projectile weapons for melee, war, or Combat Archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

1.3 Application of the rules

1.3.1 General

1. 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. When in doubt, consider safety above all else.
2. 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.
3. 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) The rules are hosted on the Lochac Martial Rules Wiki [1].
   (b) 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/.

(c) All fencers and marshals must make sure they keep up with these announcements.

1.3.2 Mundane laws

1.3.2.0.1 General

1. All fencing combat must also follow the mundane laws of the relevant jurisdictions in Australia and New Zealand.
2. This includes laws relating to the possession or use of prohibited or controlled weapons.

1.3.2.0.2 Victoria

1. For anyone in the Australian state of Victoria, including transiting through the state, you must meet the exemption requirements of the Victorian Control of Weapons Act 1990 to be allowed to carry or use a sword in Victoria.
2. Information about these requirements and how to meet them is on the SCA Australia website at `https://sca.org.au/victorian-weapons-legislation/`.

1.4 Youth activities

1. The minimum age for training and authorisation in fencing is 14.
2. Combatants aged between 10 and 14 years are covered by the Youth Fencing Combat Rules.
3. All fencing activities involving minors must also follow any youth activities policies set by SCA Ltd and SCANZ.
4. When combatants under the age of 18 take part in training and authorisation, the Kingdom Fencing Marshal (or their delegate) needs to 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 this by completing the relevant minor participation form.
5. Authorisation cards issued to minors will have "MINOR" clearly printed across the face of the card.
6. Participants under 18 years of age cannot hold Fencing Marshal or Authorising Fencing Marshal authorisations.

2 Types Of Fencing

2.1 General

1. There are two types of fencing combat in Lochac. These are:
   - Standard fencing (sometimes called "rapier" or "heavy rapier")
   - Cut and Thrust fencing, which allows percussive cuts and requires additional armour.
2. Different types of fencing combat cannot face each other in the same bout. For example, Cut and Thrust may not face Standard fencing.
3. You need separate authorisations for each type of fencing combat.
4. There are also separate authorisations for:
   - using spear in combat
   - being a non-fencing combatant (Gunner) who can use rubber band guns only.

2.2 Prerequisites

1. You must have a current Standard fencing authorisation to be authorised for Cut and Thrust fencing, or to be authorised to use a spear in either type of fencing.
2. There is no waiting period for obtaining additional authorisations. This means you may be authorised in Spear or Cut and Thrust immediately after your Standard fencing authorisation.
3. You can use a spear if you have a current Rapier Pike or Pole Weapon authorisation under prior Lochac rapier rules.
4. There are no authorisation prerequisites for a Gunner authorisation.

3 Single Combat Melee and Gunners

3.1 General

1. 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:
   - striking your opponent with a "fatal" blow or shot, or
   - striking your opponent with an "incapacitating" blow or shot so your opponent cannot continue to fight.
3. Organisers might come up with other ways to win a fight, such as making any hit on your opponent ("first touch" or "first blood").
4. If your opponent loses their weapon, you can allow them to pick their weapon up, or tell them to yield.

3.2 Melee

In a melee:

1. You can be part of a team, or fighting against everybody else on the field.
2. You can only attack an opponent if you are inside a 180 degree arc of their front view, as defined by the opponent's shoulders. If you are not sure that your opponent knows that you are there, you should call out to them to get their attention before you engage them.
3. If your opponents are part of a line, you can attack anybody in that line if you are inside the 180 degree arc of their front view.
4. You are not allowed to attack an opponent from behind. The only time this changes is if a scenario allows "killing from behind".
5. You cannot turn your back on an opponent to gain an advantage (that is, to stop them attacking you). Fencers who intentionally turn their back on their opponent they are engaged with may be subject to sanctions.
6. You are not allowed to run at or past an opponent to attack them.

7. You are allowed to run from one part of the field to another. You must stop running when you are 5 metres from an opponent or group of combatants. Two-handed weapons, including spears, must be held vertically while running.
8. You are allowed to use Cut and Thrust combat in a melee, as long as all the fencers are wearing Cut and Thrust equipment and using Cut and Thrust rules.
9. Marshals must ensure that rubber band guns are safely discharged before calling "masks off" after a hold is called.

3.3 Gunners

1. Gunners are non-fencing combatants who are authorised to use a rubber band gun.
2. You are able to continue shooting at opponents until:
   - you are "killed" or "incapacitated" by a shot from a rubber band gun, or
   - you are "killed" by a fencer or according to the rules for "killing from behind", or
   - you run out of ammunition (remembering that you cannot pick up used ammunition on the field).
3. Fencers with a standard fencing authorisation may follow the rules for gunners should they choose, if they are only armed with rubber band guns. They may not use another weapon during any scenario where they are acting as gunners.
4. If you are a fencer, to "kill" a gunner , you must:
   (a) stand in front of the gunner, two sword lengths from your opponent
   (b) point your weapon at the gunner
   (c) call out loudly "You are dead", "You are slain" or another short, courteous phrase.
5. If you are facing more than one gunner, you must repeat this process for each gunner.
6. If you are behind a gunner, you can kill them by using the "killing from behind" rules, if they are allowed in this scenario.
7. At the beginning of a scenario, the Marshal-in-Charge may, with the agreement of all gunners, state that gunners may be slain as normal (i.e., by being struck with a non-ranged weapon). This must be made clear to all participants.

4 When You Are Allowed To Fence

1. You must be authorised in fencing to participate in any combat event. You need to be able to prove that you are authorised by presenting your current authorisation card or valid temporary paperwork. A picture or electronic copy is acceptable.
2. To be authorised, you have to pass a verbal and practical combat test to show that you:
   - understand the rules;
   - understand the requirements for your protective equipment and weapons; and
   - can fight safely according to these rules.
3. If you are not authorised, you may only take part in practice sessions. This includes classes and practice combat to help you learn how to use all weapons.
4. Before you fight, you must get your equipment and weapons inspected by a marshal to make sure it complies with these rules.
5. You are not allowed to fence with impaired judgement, 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.

   If you are too intoxicated or similarly impaired to drive, you are not fit to fight.
6. If you suffer an injury involving bleeding, you must leave the field immediately, and may not return until the flow of blood has stopped. Weapons and equipment that have visible blood on them must be cleaned before further use.
7. 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.

5 Behaviour On The Field

5.1 Fighting by the rules

1. You must obey these rules and the instructions of marshals, or people supervising the field, when you are practicing or fighting.
2. You are responsible for your behaviour.
3. You must always control your attacks and defence. You are not allowed to make uncontrolled attacks such as running at your opponent.
4. Deliberately hitting your opponent too hard, or trying to hurt them, is not allowed.
5. If you do not follow these rules, or you hurt your opponent, the person supervising the field can take action, including telling you to leave the field or stopping you from taking part in further combat.

5.2 Issues on the field

5.2.1 Holds

1. 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.
2. 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 to ensure you are not in danger or placing others in danger; and
   (b) repeat the call of "Hold!"; then
   (c) check if you or someone else is in danger; and
   (d) Move your weapons to a non-threatening position, such as pointing loaded rubber band guns at the ground, or resting the muzzle or point of your

weapon on your shoe to keep it out of the dirt. The marshal may require you to discharge your rubber band into the ground.

3. A call of "Hold!" stops combat for an entire field. There are no "local holds" in Lochac fencing.
4. Masks and other protective equipment must remain on during a Hold until a marshal calls "masks off".
5. Marshals must ensure that rubber band guns are safely discharged before calling "masks off" after a Hold is called.
6. The person supervising the field will tell you when fighting can start again.

5.2.2 Injuries

1. If you have an injury involving free flowing blood, you must leave the field immediately and may not return until the flow of blood has stopped. Clean affected weapons and equipment before use.
2. If the injury involves a suspected concussion, the fighter must leave the field and cannot participate in combat until they have been cleared of potential concussion. The fighter should be assessed against Concussion in Sport Group's Concussion Recognition Tool, and referred to a healthcare professional as appropriate.

5.2.3 After the bout

1. After a bout, the person supervising the field will ask you if you are satisfied with the outcome. This is a chance for you to talk to your opponent about any concerns you have and resolve issues before leaving the field.
2. If you are not happy with the result of the discussion, you can raise it with the marshal or the Marshal-in-Charge for further review.
3. If you disagree with a decision by the marshal, you can lodge an appeal in the process described in Rules for managing incidents.

6 Using Weapons And Defensive Objects

6.1 Allowed weapons

1. You can use swords, daggers, spears and rubber band guns to attack your opponent. The requirements for these weapons are described in Weapons and defensive equipment.
2. Other projectile or thrown weapons described in the SCA Fencing Marshals' Handbook are not allowed for fencing combat in Lochac.

6.2 Striking your opponent

1. When you strike your opponent, you must control your weapons to deliver a blow that your opponent can feel, without hitting too hard.
2. You are not allowed to strike your opponent with any other part of the sword or dagger except the blade and point.
3. You can strike a blow with a sword or dagger by:
   (a) touching your opponent with the tip (thrust)
   (b) placing the edge of the blade on your opponent and drawing it (push or pull) across their body (draw cut)
   (c) placing the tip of the blade upon your opponent and moving across the opponent by dragging along the line of the edge of the sword (tip cut).
4. In Cut and Thrust Fencing, you can also strike a blow by using a slashing cut that makes contact without placing the edge on your opponent first (percussive cut).
5. If you begin to strike your opponent before something happens that would stop the fight, the attack will count. This includes:
   - a hold being called
   - your opponent striking you.

6.3 Killing from behind

1. In melee combat, the organisers may allow "killing from behind". To make a kill from behind, you must:

(a) lay your weapon over your opponent's shoulder, so that the blade or spearpoint is clearly visible to your opponent; and

(b) 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 cannot avoid the blow and they are not allowed to try to spin, duck or dodge away.
3. You must use "killing from behind" when you are behind the line of your opponent's shoulders. Marshals may further restrict this angle at their discretion.
4. If "killing from behind" is not allowed in the scenario, you may not strike your opponent while behind the line of your opponent's shoulders.

6.4 Spears

1. You can use a spear for single combat or melee combat.
2. You can only strike a blow with a spear by thrusting with the point to touch your opponent.
3. You can use a spear with either one or two hands.
4. You must not brace thrusting weapons against the ground or other immovable objects. Cupping the butt of a thrusting weapon in the palm of your hand is also prohibited.
5. You can hold the spear lightly under the arm, as long as it is not locked against your body.
6. In a melee, you can use a spear to make a "kill from behind", as described in 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 ask them to use a standard weapon.

6.5 Rubber band guns

1. Loaded rubber band guns are not allowed to be used in the Lists of a tournament. Unloaded rubber band guns can be used for all forms of single combat and melee as parrying devices.
2. When rubber band guns are used, all people on the field must be wearing protective equipment.
   (a) Any unarmoured spectators must be kept further away than the effective range of the weapon.
   (b) <Marshals must wear head protection (as per section 8.3) as a minimum.
3. You score a blow with a rubber band gun 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.

4. Marshals may alter these rules to allow some objects to be indestructible and "proof" against shots, but must make this clear before lay on is called.
5. You must not aim your shot at the back of an opponent's head.
6. There is no minimum range for a rubber band gun.
7. The people supervising the field will announce when rubber band guns can be loaded and fired. At all other times, the rubber band gun must not be loaded.
8. If your rubber band gun is struck by a weapon other than a rubber band, you must have it reinspected by a marshal to ensure it is not damaged or unsafe before it can be loaded and fired again.

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
   - a rubber band gun
   - a cloak, hat or other types of non-rigid object.
2. You are not allowed to strike your opponent with a shield, rigid defensive object or rubber band gun. Fleeting, incidental contact is allowed.
3. If you use a cloak:
   (a) you can wrap the cloak around your hand or arm to protect it against a draw cut or a tip cut.

   (b) 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. This may include briefly blocking your opponent's vision when the cloak is in front of them in the air.

   (d) you must not deliberately throw your cloak over your opponent's face, or use it to to trip them. If the cloak covers their face, or if the fallen cloak becomes a trip hazard, a hold should be called.
4. You can parry your opponent's weapon or other equipment with any part of your body in a controlled action, such as using your gloved hand to deflect or push against the blade. However, any thrust or cut that that occurs as a result of that

contact will count as a good blow, regardless of your intentions or who started the action.

5. You can use your hand to parry your opponent's weapon or wrist. You are not allowed to grasp your opponent. Grasping includes, but is not limited to, taking hold of any part of your opponent with your hand. Fleeting incidental contact is allowed.

6. 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 draw 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 or from a percussive cut.

7. If both you and your opponent agree to use blade grasping during a bout, you can briefly hold your opponent's blade to control it. Grasping should be for no more than a couple of seconds, so that you do not start wrestling for the blade. Blade grasping includes, but is not limited to, taking hold of an opponent's blade with your hand, or circling a blade with fingers, such as index and thumb in an "OK" sign as shown in figure 1.



Figure 1. Circling a blade with finger and thumb is an example of blade grasping

8. When grasping, parrying, or otherwise controlling your opponent's weapon or body (such as by parrying the wrist), you must ensure you do so in a safe manner. You must avoid wrenching, twisting or pressing a joint beyond natural limits.

7 Taking Blows

7.1 Valid blows

1. You are responsible for acknowledging blows that hit you. You need to acknowledge a valid blow clearly with words and/or motions, such as "good arm" or "dead".
2. In judging blows, all combatants are presumed to be wearing thin clothing, such as unpadded linen, not armour, and that the opponent's weapon is extremely sharp on point and edge. Any blow that would have penetrated the skin in the judgement of the person receiving the blow shall be counted a good blow.
   (a) Any blow that would have penetrated your skin counts as "good" and must be called. This means that any blow which touches you is a "good" blow; here is no such thing as a light blow.
   (b) Any rubber band gun shot that touches or grazes you counts as "good".
3. The only time these rules change is if organisers hold a tournament or other event with different victory conditions, such as saying "only blows to the head count". However, organisers may not increase the force required for a blow to be "good".

7.2 Killing blows

1. 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)

7.3 Blows to the arms and hands

1. 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. If your fist is hit again, it will count as a blow to the arm.

2. If you are hit in the arm, you lose the use of that arm:
   (a) If possible, you should put your hand behind your back.
   (b) You can change your weapon to your good hand, if your opponent gives you time.
   (c) If you lose both arms, you cannot hold a weapon and may choose to yield.

7.4 Blows to the legs

1. If you are hit in the thigh, the lower leg or the foot, you cannot put weight on that leg. You can stand with your feet together, "post" - standing with your weight on your "good" leg, or kneel or sit on the ground to continue fighting:
   (a) If you are posting, you are not allowed to hop.
   (b) If you were hit below your thigh, you can kneel and move around on your knees.
   (c) If you were hit in your thigh, you can kneel, but you are not allowed to rise up or move on your knees.
   (d) If you are hit on your leg during a Cut and Thrust bout, combat can continue subject to the rules for leg injuries.
2. It is courteous to turn a kneeling or seated combatant so that they are not facing into the sun.
3. When one combatant is kneeling or seated and the other is standing, it is forbidden for the standing combatant to circle, turn or "corkscrew" the kneeling combatant more than 90 degrees in either direction from the starting position.
4. It is forbidden for a standing combatant to over bear or press (with body, weapon or other object) a kneeling or seated combatant to the point that the kneeling or seated combatant cannot straighten their upper body perpendicular to the ground. This rule is meant to allow the kneeling or seated combatant to straighten if they desire and is not intended to keep the standing combatant from leaning forward to stay in range if the kneeling or seated combatant leans back.

8 Protective Equipment

This section describes the protective clothing and other equipment that you must wear for combat.

8.1 General requirements

1. Your armour is to be designed and worn so that no gaps form over vital body areas when you assume any reasonable position, and no more than incidental gaps on other areas.
   (a) If there is a small gap in coverage for areas required to be covered by abrasion-resistant material, such as a loose seam on a glove, then the item is still considered safe and legal.
   (b) A "Hold!" should not be called for incidental gapping in abrasion resistant armour, such as a gap between glove and sleeve, or a sock slipping down during a lunge.
2. These are the minimum standards for fencing clothing and equipment. You can wear additional equipment, including appropriate period clothing like hoop skirts, or additional protective equipment such as a chest protector for comfort, but you need to make sure that you are still able to feel and call "good" blows.
3. For drills against an opponent with a spear, you must wear full face protection.
4. It is strongly recommended that during sword or dagger drills with an opponent fencers wear eye protection. Safety glasses, a fencing mask or a helm are appropriate. Spectacles and sunglasses are not considered eye protection.

8.2 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 (8oz; 3.2mm).

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 Safety tests. 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.

8.3 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 may meet this requirement, but you might need additional padding if the mask's padding degrades as it gets older. Whether your padding is suitable will be checked by a Marshal during inspections.
   (b) If you wear a helm, you might need extra padding if the suspension is not enough to stop the helm hitting your head.
   (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 secured so that it cannot be easily removed or dislodged during combat. Masks require an additional fastening method besides the tongue spring and back strap to secure them.
4. If you wear a mask, the rest of your head must be covered by at least penetration-resistant material. This can be worn inside or over the mask.

5. You must wear rigid material to protect the back your head in Cut and Thrust fencing.

8.4 Neck

1. You must also protect the cervical vertebrae roughly parallel to your throat with rigid material. This might be a combination of a gorget, helm or hood insert. Figure 2 shows the area that must be covered.
2. Neck protection with a gap of less than 9mm (for example, where the ends of two plates meet) meets this standard, so long as the gap is not within the front or rear 90 degree arc.

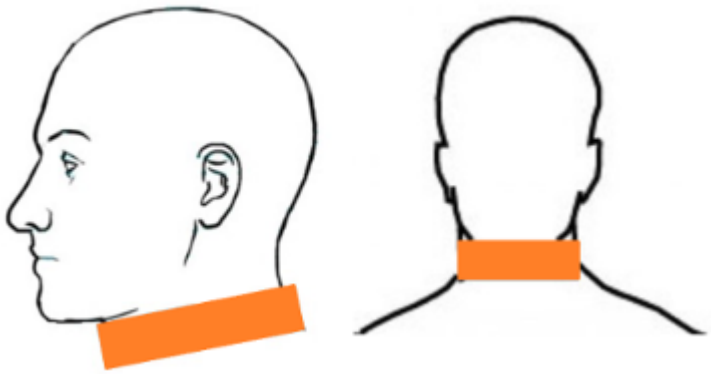


Figure 2. Areas of the neck and throat that must be protected by rigid material.

8.5 Torso

1. You must wear penetration-resistant material to protect your torso, including your chest, back and abdomen, and your upper arm extending at least 10cm from the armpit.
2. Breast protection, such as a plastron or extra padding, is encouraged, but not required.
3. External reproductive organs must be covered by rigid material.

8.6 Legs, feet and arms

1. You must wear abrasion-resistant material on your legs, feet and arms.
2. You must wear resilient padding to protect your elbows and knees in Cut and Thrust fencing.
3. All participants, including combatants and non-combatants such as marshals, must wear enclosed footwear.
   (a) Period-style footwear is strongly encouraged.
   (b) Footwear with soles that provide good traction is strongly recommended.

(c) Footwear which provides ankle support is strongly recommended.

8.7 Hands

1. You must wear gloves made of at least abrasion-resistant material to cover your hands and fingers.
2. There are extra requirements for Cut and Thrust fencing:
   (a) You must wear gloves with at least resilient padding that protect the back of your hands and fingers, and your arm to 2.5 cm above the bend of your wrist.
   (b) If at least one combatant is using a two-handed sword, you need to wear gloves with rigid material that protect the back of your hands and fingers, and your arm to 2.5 cm above the bend of your wrist.
   (c) The coverage for a) and b) can include a combination of gauntlets, the guard of your sword, or a shield or buckler, as long as these prevent a reasonable percussive blow from contacting the bones of the hand and wrist.
   (d) A shield alone is not sufficient in Lochac, since it covers only the back of the hand, but not the wrist, fingers or thumb.

8.8 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 could damage the equipment.
3. You take responsibility for your own safety on the field, based on any advice from your doctor or health professional.

8.9 Protective identifiers

1. If you are a gunner, you must wear scarves on both arms to show that you are not a fencer, and may only be shot or declared "killed", not struck.
   (a) The scarves must be a contrasting colour to your sleeves.
   (b) If you have a Standard fencing authorisation, but are carrying only a gun, you can choose to wear scarves on both arms and be subject to the rules for killing gunners, or choose to not wear scarves and be slain as normal for a fencer.
2. Combatants under the age of 18 are exempt from the Society rule requiring a marking to identify them as a minor.

9 Weapons And Defensive Equipment

9.1 Swords and daggers

1. The bladed weapons (swords and daggers) allowed for fencing combat in Lochac are:
   (a) a sword, which has a blade length of between 45 cm (18 inches) and 122 cm (48 inches) and a grip no longer than 25 cm (10 inches)
   (b) a two-handed sword, which has a blade length of between 76 cm (30 inches) and 122 cm (48 inches) and a grip measuring between 25 cm (10 inches) and 60cm (24 inches). The combined blade and grip length for a two-handed sword must not exceed 152 cm (60 inches).
   (c) a dagger, which has a blade length of between 30 cm (12 inches) and 45 cm (18 inches) and a grip no longer than 25 cm (10 inches).
2. Blades must have at most one substantial curve. Blades that are so curved that the tip does not contact the ground when the grip is perpendicular to the ground (i.e., pointed vertically) are not allowed (see Figure 3).
3. All swords and daggers must have a substantially straight grip.
4. Bladed weapons must not have more than one blade.

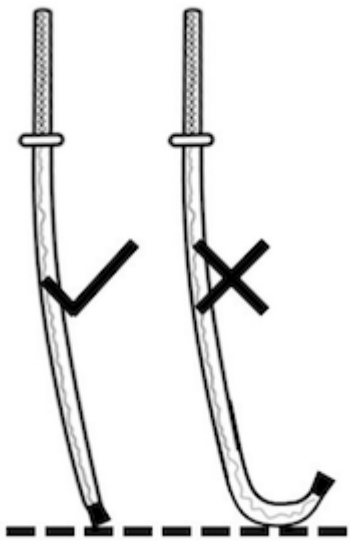


Figure 3. With the handle vertical, the tip must touch the ground. In this example, the sword on the left is allowed, the sword on the right is not.

9.2 Blades

Sword and dagger blades used in Lochac can be made of steel or fibreglass.

9.2.1 Steel blades

1. Steel blades must be produced by a commercial entity and must meet the flexibility requirements in Safety tests.
2. 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.
3. You can use "flexi-daggers" for Standard fencing. Flexi-daggers are not allowed in Cut and Thrust combat.
4. You must not use steel blades with kinks or cracks. Kinked or cracked blades cannot be repaired and must be retired.
5. 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.
6. 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.

9.2.2 Fibreglass blades

1. Lochac has a Society level exemption allowing fibreglass blades.
2. Fibreglass blades must meet the flexibility requirements in Safety tests.
3. 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.
4. 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.

9.3 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) The blunt must have a minimum size of 10 mm 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 1.6 mm thick.
3. 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.
4. Your blunt must be a different colour to the blade and any tape used, so that you can tell if the blunt is missing.
5. You must tape or glue the blunt to the blade, so that it will not fly off under reasonable combat conditions.
   (a) Blunts which are glued to the blade must still be taped, so that you can tell if necessary tape is missing.
6. The tape must not cover the front of the blunt, so that you can tell if the tip of the blade is breaking through.

9.4 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.
2. The ends of quillons and pommels must be blunt.

9.5 Spears

1. You can use rubber-headed spears for fencing combat in Lochac. You cannot use steel-headed spears.
2. Rubber-headed spears must be made of a flexible rubber head mounted on a rattan haft.
3. The spear-head must be purchased from a commercial vendor as a spear tip or spike with a head length of between 10 cm (4 inches) and 51 cm (20 inches). The rubber at the tip must be at least 6 mm (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

4. The rattan haft must have a diameter between 28.5 mm (1 1/8th inch) and 35 mm (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 12 mm (1/2 inch). The butt end of the haft may be rounded.
5. You can put tape on the haft to help prolong its life.
6. You can add augmentations or decorations, for example to stop a blade sliding along the haft or to make the haft easier to grip, but they must not weaken the haft or pose a safety risk. You cannot use augmentations that are designed to trap a blade.
7. The total length of the spear must be no longer than 275 cm (9 feet).
8. Spears may have a spear-head at each end.

9.6 Rubber band guns

9.6.1 Guns

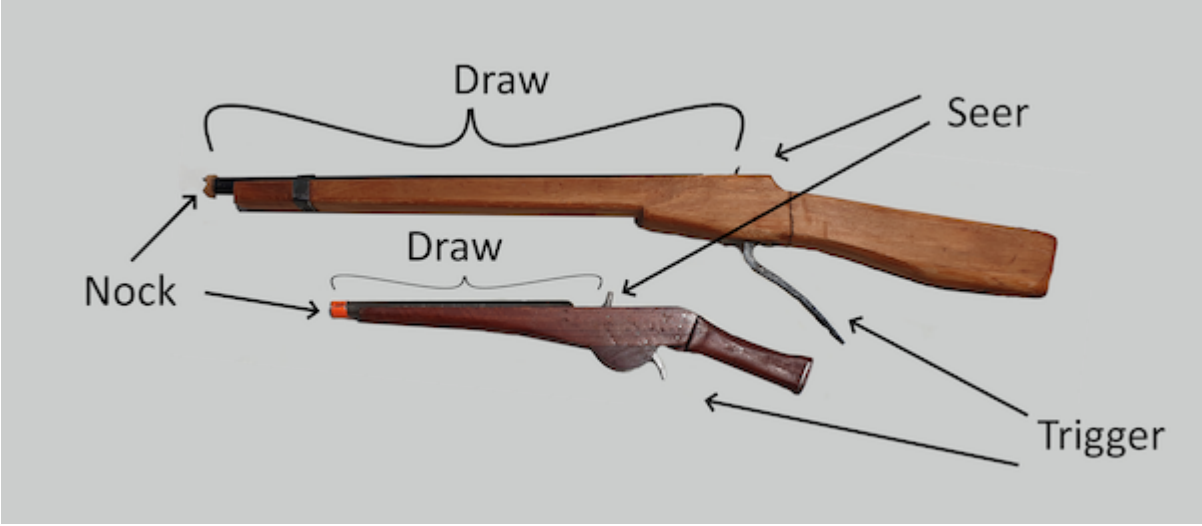


Figure 4. Draw length of a rubber band gun

1. Rubber band guns must look like a period muzzle-loading weapon dated before 1600CE.
2. Rubber band guns 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. There are two categories of rubber band guns, classified by draw length - the distance between the nock and the seer attached to the trigger that the ammunition hooks onto:
   (a) Short-arm rubber band guns have a draw length not exceeding 45cm.
   (b) Long-arm rubber band guns have a draw length exceeding 45cm.

9.6.2 Ammunition

1. Rubber band ammunition must be made from commercially available rubber tubing and must not contain any metal parts.
2. 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.
3. You are not allowed to fill the rubber bands with sand or liquids.
4. You must mark each band to identify the owner.
5. 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.
6. Ammunition must have a draw strength no greater than 13.6 kg (30 pounds). Ammunition must be tested when new and regularly to ensure it complies with this rule.
7. The circumference of the ammunition depends on the category of rubber band gun.
8. There is no restriction on the circumference of short-arm rubber band gun ammunition
9. The circumference of long-arm rubber band gun ammunition must be at least the draw length of the rubber band gun.
   (a) For example, if an rubber band gun has a draw length of 46cm, then the ammunition must have a circumference of at least 46cm.
   (b) As a practical measure, a marshal can flatten a band in half, and use that to measure it against the draw length of the rubber band gun.
10. Rubber tubing used to make ammunition must have a minimum diameter of 6 mm while at rest.

9.7 Defensive objects

9.7.1 General

1. There are two types of defensive object:
   - rigid
   - 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.

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. Objects which even temporarily entangle their opponent's weapon to their person or equipment, whether by design or repeated mishap, are not allowed. This may include ropes or whips used in this manner. Ropes or whips used in such a way as to deflect and not entangle a fencer are allowed.

9.7.2 Non-standard defensive equipment

1. Non-standard equipment must be approved by the Fencing Marshal-in-Charge.

2. You can put a simulated spike or a similar offensive item on your buckler or shield.
   (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.

3. You must tell your opponent if you are using non-standard equipment. They can decide not to face it and ask you to use something else.

4. Non-standard defensive equipment includes, but is not limited to:
   - bucklers with a spike or projection more than two inches perpendicular to the main plane of the buckler or the central boss, whichever is applicable. The central boss does not count as a spike or projection.
   - bucklers with additions which could reasonably be expected to trap or catch a blade (such as rings or hooks);
   - axes;
   - Talhoffer "judicial duelling shields" and Talhoffer bucklers; and
   - bucklers made out of uncommon materials, such as vegetables, children's toys, etc.

   Fencers and marshals should use common sense when applying this definition and be conservative when considering if a defensive item is non-standard, especially when a less-experienced fighter is concerned if an object would be safe to fence against.

10 Types Of Marshalling

1. There are five kinds of activities that come under marshalling:
   - supervising combat
   - inspecting equipment
   - being the Marshal-in-Charge of the field or event
   - authorising participants
   - holding an office for a group or the Kingdom.
2. There are three types of people who can do some or all of these activities:
   - authorised fencing combatants
   - Fencing Marshals
   - Authorising Fencing Marshals
3. Authorising Fencing Marshals and Fencing Marshals must be 18 years of age or older.
4. Authorised combatants may fight in combat, and supervise others fighting.
5. Fencing Marshals are responsible for inspecting fencers to ensure that their protective equipment and weapons meet the requirements of these rules, and safely supervising combat.
6. Authorising Fencing Marshals are responsible for authorising fencing participants.
7. The requirements are set out in table 10.1.

Table 10.1 Summary of roles

Activity	Authorised Combatant	Fencing Marshal	Authorising Fencing Marshal	Group Fencing Marshal	Kingdom Fencing Marshal
Subscribing membership required	No	Yes	Yes	Yes	Yes
Standard fencing authorisation required	Yes	No	Yes	No	Yes
Inspect equipment	No	Yes	Yes	if Fencing Marshal	Yes
Supervise combat	Yes	Yes	Yes	if Fencing Marshal or Authorised Combatant	Yes
Be Marshal-in-Charge	No	Yes	Yes	if Fencing Marshal	Yes
Authorise fighters	No	No	Yes	if Authorising Fencing Marshal	Yes - Must be Authorising Fencing Marshal
Authorise Marshals	No	No	Yes	if Authorising Fencing Marshal	Yes - Must be Authorising Fencing Marshal

11 Supervising Combat

This section is for Fencing Marshals and authorised Fencers supervising combat.

11.1 General

1. If fencing is going to happen at an event or practice, there must be Fencing Marshal-in-Charge of that event or practice. They must be an authorised Fencing Marshal.
2. Any time fencers are fencing, an authorised Fencing Marshal must have taken responsibility for that fencing and that everyone has been properly inspected. That responsible marshal must either directly supervise the fencing themselves or delegate that supervision to another willing Fencing Marshal or authorised fencing combatant.

11.2 Supervising single combat

1. You can supervise single combat if you are a Fencing Marshal or an authorised combatant.
2. You are not allowed to marshal with impaired judgement, 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.

   If you are too intoxicated or otherwise impaired to drive, you are not fit to marshal.
3. 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.
4. Before the bout begins you must check the field for any hazards (such as holes or loose ground), ask the combatants if they are ready and then call for the bout to begin (such as “lay on”, “allez”, “begin”, etc.).
5. 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.

6. If you see a safety issue, you should call a hold. (Someone else can also call "Hold!" if they see a safety issue):
   (a) make sure the fighting stops and both fencers are in a non-threatening position
   (b) explain 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 the fight.
7. 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 the discussion should be taken off the field. (see Rules for managing incidents)

11.3 Supervising melee combat

As well as the requirements for supervising single combat, there are additional requirements for melee combat, which involves multiple combatants.

1. The Marshal-in-Charge must brief all marshals and fencers before the start of the melee activity. This includes:
   - details of planned scenarios and a revision of melee rules
   - procedures of the identification and removal of "dead" combatants
   - procedures to remove abandoned equipment
   - rules of engagement
   - rules for the use of "killing from behind".
2. All combatants must be inspected before the start of each day's melee activities.
3. Combatants must have regular breaks (at least every 20 minutes) for water and to reduce the risk of unsafe behaviour.
4. There must be at least one marshal (or authorised fencer) supervising every eight fencers on the field. If there are not enough qualified people available, then the number of fencers must be reduced to match the number of marshals.
5. When you are supervising a melee, you should be aware of calls from other marshals during the bout.

6. You should also pay attention to additional hazards, such as fencers who lie on the ground after being "slain", or equipment left on the ground after a fencer is incapacitated.

7. You should also make sure fencers are obeying melee rules such as not turning their back on an opponent, and using "killing from behind" correctly, if allowed in the scenario.

11.4 Supervising rubber band guns

There are additional requirements for single or melee combat that includes the use of rubber band guns.

1. Loaded rubber band guns are not allowed to be used in the Lists of a tournament. Unloaded rubber band guns can be used for all forms of single combat and melee as parrying devices.

2. Rubber band guns are only allowed to be used if spectators can be kept further away than the effective range of the weapon.

3. Everyone on the field of combat, or within range, must be wearing protective equipment. Marshals can wear head protection (as per section 8.3) as a minimum.
   (a) You should make sure everyone is wearing their armour and masks are on before you allow rubber band guns to be loaded.

   (b) You should make sure all rubber band guns are unloaded or have been discharged into the ground or other safe location before you allow people to remove their masks.

4. During a hold, loaded rubber band guns must be placed with their muzzle placed against the ground or other safe location, such as into the wielder's shoe, to prevent accidental discharge. If unarmoured people, such as first aid providers, need to enter the field during a hold, rubber band guns must be discharged into the ground or other safe location.

12 Inspections

This section is for Fencing Marshals. It 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 cover every item in the rules. You are encouraged to use your 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 Safety tests.

12.1 General

1. If you are an authorised Fencing Marshal, you can check equipment to make sure it complies with the rules. Requirements for fencing equipment are in Protective equipment and Weapons and defensive equipment.
2. Your job includes:
    - making sure each fencer is wearing all of their protective clothing and equipment, and that it is fitted properly, with only incidental gaps between each item.
    - checking that weapons comply with the rules, including that blunts are securely fixed, blades and spears meet the flexibility requirements, rubber band guns function properly and all weapons have no sharp points, edges or burrs.
    - inspecting protective defensive objects to make sure meet the rules, and that they have no sharp edges, corners or breaks.
3. Some equipment must be tested regularly (see Safety tests). 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. The Fencing Marshal-in-Charge is responsible for deciding if non-standard equipment complies with the rules 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. If that happens, the equipment can be changed or repaired, and then it must

be brought back to you so that you can inspect it again. It cannot be taken to another marshal unless you delegate the issue.

6. If you are not sure about a piece of equipment, you should seek advice from another marshal or the 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 Rules for managing incidents.

12.2 Inspecting protective equipment

12.2.1 Overall inspection

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. You might have to ask the fencer to touch or manipulate their protective equipment to check that it meets the rules and fits properly.

3. 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, that they are wearing of rigid back-of-head protection and resilient padding on elbows and knees for Cut and Thrust Combat).

4. You might have to ask the combatant what their penetration-resistant clothing is made of. For example, it may be a combination of a penetration-resistant doublet and reinforced underarms sewn into their undershirt. If you cannot see the undershirt in this scenario, ask them if they're wearing it.

5. 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.

6. Check that the fencer is wearing rigid neck protection. You must inspect the neck protection on the fencer with the mask off to ensure it sits properly and covers the required areas. For fencers where the mask and gorget are separate, you must inspect the neck protection on the fencer with the mask off, to ensure it sits properly and covers the required areas. Some helmets may have integrated neck protection; this should be inspected on the fencer.

7. 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.

12.2.2 Inspecting masks and helms

1. Inspect the mask or helm before the fencer puts it on.

2. Check that the materials meet the rigid material standard, and do not have excessive rust or dents that could weaken the material.

3. If you are concerned about the face mesh on a fencing mask, you can test it using a standard commercial 12 kg mask punch.
4. Look inside the mask or helm to check that it has no substantial protrusions, such as sharp wire coming loose, and that there is enough padding or a proper suspension to prevent it from hitting the fencer's head.
5. After the fencer puts on 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 ask the fencer push or pull on the mask or helm to make sure it doesn't come into contact with their head or face.
6. Check that the mask is secured by a second fastening below the jawline.

12.2.3 Inspecting gloves

1. Gloves must be made of at least abrasion-resistant material.
2. Check for any significant openings, breaks or cuts that could allow the point or edge of a blade to make contact with the skin.

   Note: Stitches in sewn leather can cause small gaps at the seams. These should be acceptable if there is no sign of the seam failing during combat.
3. Check that the gloves provide enough coverage to make sure that no skins shows between the glove and the fencer's sleeves. Ask the fencer to adopt a common fencing pose such as a lunge, to check that there are no substantial gaps when they move.
4. For Cut and Thrust Combat:
   (a) Check that the fencer's hand protection (combination of glove and/or sword or defensive object) has enough padding or rigid protection.
   (b) If their gloves only have padded protection, remind them that they are not allowed to fight with or against a two-handed weapon.
   (c) Ask the combatant to hold their weapon or defensive object as they would in combat.
   (d) Check that the combined protection covers the back of the hands, fingers, and 2.5 cm above the wrist to protect against percussive cuts from normal and reasonable angles. An appropriate test is: can you see a straight line, approximately 10 cm long, into which a sword could cut with the edge on any part of the back of their hands, fingers, or wrist?
   (e) A shield alone is not sufficient in Lochac, since it covers only the back of the hand, but not the wrist, fingers or thumb.

12.3 Inspecting weapons

12.3.1 Inspecting bladed weapons

1. Inspect the overall weapon:

(a) Check that the length meets the rules for daggers, swords and two-handed swords.

(b) Check that the weapon is in good condition - for example, that it isn't likely to fall apart during a fight.

2. Inspect the blade:
   (a) Check for nicks that could cut an opponent. You can do this visually and by running a gloved hand lightly along the edges of the blade. Run your hand in both directions. Be careful - a potentially harmful nick could also injure you. If the blade has substantial nicks, they will need to be filed or sanded before the weapon can be used.

   (b) Look down the length of the blade to look for kinks, cracks or bends.

   (c) Kinked or cracked blades cannot be repaired and must be retired.

   (d) Fencers must not use a blade with a sharp bend or an "S" curve. They can try to re-curve the blade, but you must re-inspect the blade and agree that it can be used again.

   (e) Check the flexibility of the blade. If in doubt, check the blade using the flexibility test in Safety tests.

3. Inspect the blunt:
   (a) Check the blunt visually for cracks, bulging, or discoloration, or any other signs that the sword is starting to punch through the blunt.

   (b) Frequently, it isn't possible to check the internal components of the blunt. For example, if the blunt is made of leather, it might not be possible to check that the leather is thick enough. Ask the fencer about how the blunt was made, to check that they know the rules and that their blunt meets the requirements of the rules.

   (c) If the blunt does not meet the requirements, it must be replaced before the weapon can be used.

   (d) Check that the blunt is unlikely to come off during combat, by pulling on it.

   (e) Check that the blunt meets minimum size requirements (10mm in any direction that strikes the opponent).

4. Inspect the guard:
   (a) Check that the different parts of the guard are securely - for example that a bar is not broken, or that welded parts are secure.

   (b) Check that the quillons and pommels do not have sharp or pointed ends.

12.3.2 Inspecting rubber band guns

1. Rubber band guns must be inspected in a place that is out of range of any unarmoured participants or spectators.

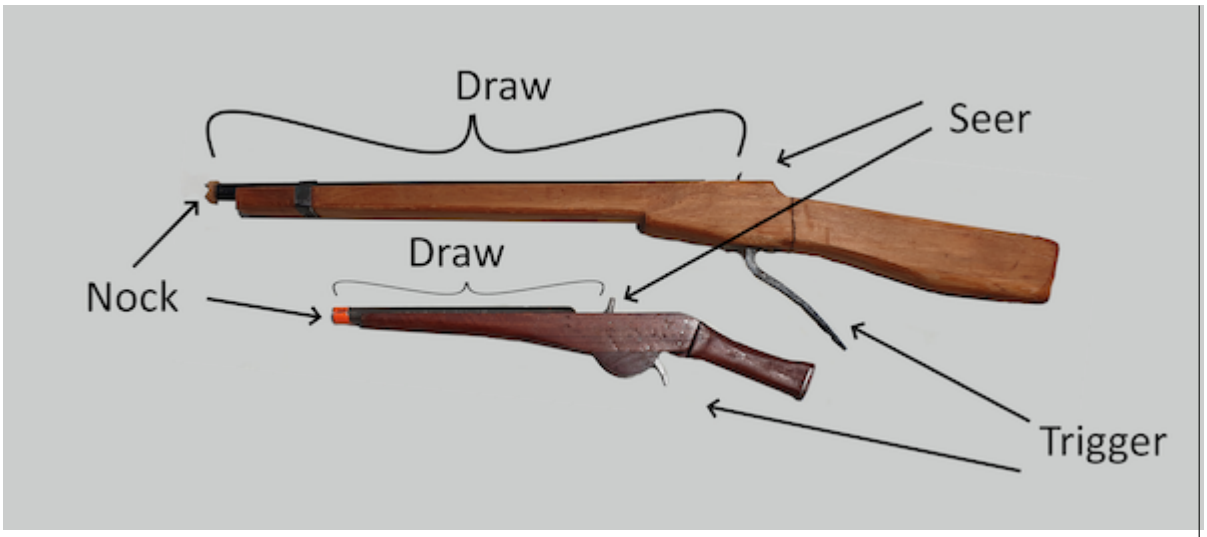


Figure 5. Draw length of a rubber band gun.

2. The people conducting the inspection (the marshal and the combatant) must wear full face protection during the inspection.
3. Check for any major splinters or nicks in the gun that could injure an opponent.
4. Check that the different components of the gun are securely fastened - for example if the gun has a separate barrel.
5. Check the ammunition to ensure it contains no metal parts or fillings.
6. Ask the fencer or gunner when the ammunition was last tested for draw strength. If in doubt, check the draw strength using the ammunition test in Safety tests.
7. Check the draw length of the rubber band gun. For long-arm rubber band guns with a draw length of more than 45 cm, 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 figure 5.
8. Select a piece of ammunition to check that the gun operates properly.
    - Ask the combatant to load the weapon, wait 10 seconds and then discharge the weapon into the ground, to check that the rubber bands are properly secured when loaded.

12.3.3 Inspecting spears

1. Inspect the head
    (a) Check that the rubber tip is flexible, and returns substantially to its original shape within 3 seconds.

    (b) A marshal should not use significant force to make a spear head bend; you should not need more pressure than can be comfortably applied by the wrist. If in doubt and where possible, a second marshal should be used to judge the flexibility of the spear head.

(c) Check that the head is securely fastened to the haft.

2. Inspect the haft
   (a) Check that the haft is made of rattan.
   (b) Check that the haft is between 28.5 mm and 35 mm.
   (c) Check that the spear is no longer than 275 cm.
   (d) Check that the haft does not have dangerous splinters, nicks or protrusions.

12.4 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.
3. Check any non-standard parts. Remember that the Fencing Marshal-in-Charge is responsible for approving non-standard defensive objects.

13 Rules For Managing Incidents

This section sets out the actions and processes for managing incidents. It is for both combatants and Fencing Marshals.

13.1 Breaking rules

1. Marshals enforce the rules and have the authority to take action if there is a safety issue or if a fencer breaks the rules. Fencers also have the right to question a decision or to appeal any action that is taken against them.
2. Fencers can be suspended from combat for breaking the rules during a bout.
3. If the person supervising the field believes a fencer is breaking the rules, they will give the fencer a warning.
4. Following that warning, the Fencing Marshal-in-Charge can suspend a fencer for any of the following reasons:
   (a) They have broken the rules for a third time.
   (b) They are refusing to obey the lawful commands of the person supervising the field.
   (c) The person supervising the field believes the fencer's behaviour poses a risk to you or to others.
5. Once a fencer has been suspended, they 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.

13.2 Excessive blows

1. If a fencer believes their opponent has hit them too hard (either accidentally or deliberately), this should be discussed upon the field.
2. Fencers should discourage their opponent from taking a blow the fencer feels was excessive.
3. Blows that deliver force beyond what is necessary for acknowledgement are not allowed. Repeated offences will lead to disciplinary action by the marshallate.

13.3 Injuries

13.3.1 On the field

1. If there is a suspected injury on the field, anyone may call a hold to stop all fighting in the area and determine the proper course of action.
2. A marshal should call for assistance if they suspect that someone is experiencing more than momentary distress. It is an extremely serious matter to delay first aid when it is needed, and marshals who ignore injuries may have their ability to supervise combat suspended.
3. In the event of an emergency, everyone must cooperate with any authorised persons responding to the emergency and keep the area clear of spectators.
4. Do not enter the field to assist until given the go-ahead by a marshal, once combat has stopped.

13.3.2 Treatment

1. If the injured person is conscious, they must be asked if they would like assistance. You cannot force a conscious person to accept treatment without their consent.

13.3.3 Return to the field

1. As per Fencing Handbook rules 5.2.2.2, if the injury involves a suspected concussion, the injured person must leave the field and cannot participate in combat or training until assessed, even if symptoms resolve. The injured person should be assessed against Concussion in Sport Group's Concussion Recognition Tool, and referred to a healthcare professional as appropriate.
2. As per the Fencing Handbook rule 5.2.2.1, if the injury involves free flowing blood, the injured person must leave the field immediately and may not return until the flow of blood has stopped.
3. If the injury might have been because of the actions of the fencer's opponent (for example because of an excessive blow), the Fencing Marshal-in-Charge must suspend that fencer from combat while the incident is investigated.
   (a) The length of the suspension will vary depending on the circumstances, but will be the decision of the Fencing Marshal-in-Charge.
   (b) A fencer may appeal the length of suspension to the Kingdom Fencing Marshal within 72 hours of being informed of the decision.
   (c) As injuries are a very serious matter, in this case the fencer cannot appeal to the Group Fencing Marshal.

13.4 Reporting

1. Serious injuries must be reported to the Group Fencing Marshal, Kingdom Fencing Marshal and the Earl Marshal within 24 hours of the incident and reported to the

Society Fencing Marshal within 48 hours. Include all available details in the report. Serious injuries include:

- all injuries which require hospitalisation or may require complex medical care
- any injuries that include a period of unconsciousness.

2. Any incident involving calling emergency services to site must be reported to the Kingdom Seneschal within 24 hours.
3. Any injury that means a fencer is unable to continue fighting (beyond choosing not to continue for their own comfort) must be reported to the Group Fencing Marshal and Kingdom Fencing Marshal within 24 hours of the incident.
4. Other adverse events must be included in event reports, and reported to the Kingdom marshallate within 2 weeks and to the Society Marshal within 3 months of the incident. These include:
   - injuries which resulted in bleeding, and/or which required a combatant to retire from the field, even briefly.
   - near misses. Near misses are incidents which had the potential to cause, but did not actually cause, a serious injury, such as a fencer receiving a blow from an untipped sword.
5. Documentation including the relevant marshals' and witnesses' accounts, and images, are highly encouraged to provide the greatest detail for these records.
6. Incidents and injuries that might not otherwise be considered reportable are encouraged to be reported to the Marshal-in-Charge, and included in event and quarterly reports.
7. The Kingdom Fencing Marshal must ensure that an investigation into the incident is undertaken and a report provided to the Kingdom Earl Marshal within 10 days of the incident being reported.

13.5 Weapons failure

1. Marshals must investigate and report any serious weapons failure during a practice or combat, such as a broken blade, or blunts that a sword tip has punched through.
2. These incidents must be reported to the Group Fencing Marshal and Kingdom Fencing Marshal within 14 days and to the Society Fencing Marshal within 90 days (during their next quarterly report).
3. The Marshal-in-Charge of the event or practice is responsible for reporting the incident to the Group Fencing Marshal and the Kingdom Fencing Marshal. The Kingdom Fencing Marshal is responsible for reporting to the Society Fencing Marshal.

13.6 Suspension of authorisation and other sanctions

1. A Fencing Marshal can suspend a fencer or marshal from taking part in fencing activities for just and stated cause.
   (a) Suspensions can be for any particular weapon form, marshalling, or participation entirely.
   (b) A Fencing Marshal other than the Kingdom Fencing Marshal may only suspend a fencer or marshal for a maximum of 30 days. This allows for review by the Kingdom Fencing Marshal.
   (c) The Kingdom Fencing Marshal may suspend a fencer or marshal for up to one year.
   (d) The Kingdom Earl Marshal may suspend a fencer or marshal for longer periods, or revoke an authorisation.
2. The marshal must inform the person subject to the sanction, the Group Fencing Marshal, and the Kingdom Fencing Marshal of the suspension as soon as possible. This must include a written notice as soon as possible.
3. Any marshal suspending an authorisation without due cause may themselves be subject to sanctions including, but not limited to, loss of authorisations.
4. The Kingdom Fencing Marshal must notify the Kingdom Earl Marshal as soon as possible, who will notify the Society Marshal of any suspension of authorisations in their reports.
5. In addition to any steps taken by the marshallate, infractions involving breaches of mundane law should be referred immediately to the appropriate authorities.
6. The Kingdom Fencing Marshal may require certain actions to be performed before a suspension is lifted. These may include, but are not limited to:
   (a) Requiring the person to re-train for a period of time to address the issue to led to the suspension;
   (b) Requiring the person to reauthorise as if a new fencer.
7. Requirements such as re-training or reauthorisation may be contingent on the activity taking place under the supervision of a specified marshal or fencer.
8. If a person has an authorisation suspended twice, the Kingdom Fencing Marshal will recommend to the Kingdom Earl Marshal that their authorisation is permanently revoked.

13.7 Appeals

1. You have the right to appeal a decision to suspend you from combat or participation in fencing activities.
2. If you are subject to suspension of your authorisation or participation, you may appeal, but you must abide by the sanction until the appeal process is complete.

3. The chain of appeal is to the:
    - Fencing Marshal-in-Charge of the event
    - Group Fencing Marshal, if an authorised fencing marshal
    - Kingdom Fencing Marshal
    - Kingdom Earl Marshal
    - The Crown
    - Board or Committee of your relevant SCA organisation.
4. All appeals are covered by the grievance procedure in Kingdom Law.

14 Authorisation Procedures

14.1 General

1. Participants must be authorised to compete in any fencing combat event or to serve as a marshal.
2. To be authorised, participants must pass a verbal and practical combat test to show that they:
   - understand the rules
   - understand the requirements for protective equipment and weapons
   - understand the risks of concussion, knows the signs and symptoms of concussion, and can apply the Concussion Recognition Tool.
   - can fight safely (for a combat authorisation).
3. 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.
4. There must be a dedicated practical combat test - it is not sufficient to simply have seen the fencer fight during a tournament, for example. This test must occur at an official event or official practice.
5. The practical combat test includes fencing against another fencer, and is observed and directed by the Authorising Fencing Marshal. This could include the Authorising Marshal fencing against the candidate, though it is strongly recommended that the Authorising Marshal observe rather than fight. The Authorising Fencing Marshal should discuss the fight with the fencer the candidate has fenced as part of the test in a place where the candidate cannot overhear.
6. In rare circumstances, where there is no other way for the fencer to undertake an authorisation, the Kingdom Fencing Marshal may act as the authorising marshal remotely, observing and directing the combat over a live video.
7. The practical combat test must occur within one month of the verbal test.
8. To be authorised as a marshal or combatant you must read, understand, and apply as appropriate the Concussion Recognition Tool.

14.2 Authorising fencers

14.2.1 General

1. If you are an Authorising Fencing Marshal, you can authorise fencers to take part in fencing combat.
2. You must have a current authorisation card to conduct an authorisation. Having a copy of your authorisation paperwork while you are waiting to receive a new card is not enough.
3. There are four categories of fencing combat authorisations:
   (a) Standard fencing (including rubber band gun)
   (b) Cut and Thrust fencing, noting:
      i. candidates must already have a Standard fencing authorisation to authorise in this category
      ii. there is no waiting period to authorise for Cut and Thrust.
   (c) Spear, noting:
      i. candidates must already have a Standard fencing authorisation to authorise in this category
      ii. there is no waiting period to authorise to use a spear.
   (d) Gunner (rubber band gun only) - for people who do not have a Standard fencing authorisation).
4. You can only authorise fencers for a category in which you are authorised. For example, to authorise a fencer for Cut and Thrust combat, you must be authorised in Cut and Thrust combat.

14.2.2 Assessing a fencer

Your job is to make sure that fencers understand the rules and that they are able to use their weapons and defensive objects safely. Can the fencer behave in a way that they are unlikely to injure themselves or others?

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.

14.2.2.0.1 Verbal test

1. Can the fencer explain what protective equipment they must wear, and why it is required?
2. Do they understand the equipment requirements for weapons and defensive objects?

3. Can the fencer describe some of the signs and symptoms of concussion, and what should happen if they, or one of their fellow fighters, experiences any of these?
4. Do they know where to ask questions if they run into any issues regarding an aspect of SCA combat?

14.2.2.0.2 Practical combat test

1. Can the fencer advance and retreat safely, moving in a controlled way on uneven ground?
2. Can they use their weapons safely to:
   - attack their opponent and their weapon?
   - score a good blow using a thrust, cut or percussive cut (in a Cut and Thrust authorisation), without hitting too hard?
   - defend against an attack from their opponent?
3. Can they fight safely using either hand?
4. Can they use the different defensive objects safely?
5. Can they demonstrate the correct actions when a hold is called?
6. Can they fight safely:
   - from their knees or sitting?
   - when their opponent is on their knees or sitting?
7. Can they continue to fight safely when their opponent is advancing rapidly or retreating, or under pressure
8. Can they properly acknowledge a good blow?
9. Can they 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 they perform a "kill from behind" as described in the melee rules?
11. Can they "kill a gunner" as described in the rules?

14.2.3 Assessing a Gunner

A gunner is a non-fencing combatant who is authorised to use a rubber band gun.

Assessing a Gunner for safety includes the following:

14.2.3.0.1 Verbal test

1. Can the Gunner explain what protective equipment they must wear, and why it is required?
2. Do they understand the equipment requirements for a rubber band gun?

3. Can the Gunner describe some of the signs and symptoms of concussion, and what should happen if they, or one of their fellow fighters, experiences any of these?
4. Do they know where to ask questions if they should run into any issues regarding an aspect of SCA combat?

14.2.3.0.2 Practical combat test

1. Can the Gunner use their rubber band gun safely, including loading, re-loading, and targeting and firing at their opponent?
2. Can they demonstrate how to safely discharge their rubber-rubber band gun when a hold is called?
3. Can they respond correctly to a fencer using the "killing from behind" or "killing a gunner" rules?

14.2.4 Completing paperwork

1. If they pass, the fencer must complete an authorisation form and get you to sign it.
   (a) The fencer must then send the form to the Kingdom Lists Officer, so they can get an authorisation card. Scan or photograph the completed form and email it.
2. The fencer must 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. After 90 days, the paperwork is no longer valid.
3. The same process applies apply to fencers aged under 18. Additionally:
   (a) The Kingdom Fencing Marshal or their delegate must give their approval for the authorisation to be undertaken.
   (b) A parent or guardian must witness the authorisation and complete the section on the relevant Minor Authorisation form.

14.3 Authorising a marshal

The authorisation includes:

- a verbal examination, where you ask the candidate questions about the rules
- a practical examination, where you watch the marshal inspect a fencer and a variety of equipment, and marshal combat.

14.3.1 Assessing a Fencing Marshal

14.3.1.0.1 General

1. If you are an Authorising Fencing Marshal, you can authorise Fencing Marshals.
2. Fencing Marshals, including group marshals, do not have to be authorised fencers.

3. Fencing Marshals must be 18 years of age or older.
4. Some groups own a weapon that is illegal in multiple ways and use this to test prospective marshals; this is encouraged.

14.3.1.0.2 Verbal test

The marshal authorisation must 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
- the signs and symptoms of concussion, and how to apply the Concussion Recognition Tool
- how to escalate matters through the chain of command.

14.3.1.0.3 Practical combat test

The authorisation must also include a practical combat test to show that the marshal is able to properly conduct an inspection of a fencer's protective equipment and weapons, and safely control combat. This test may include a scenario where the fencer's equipment or weapon does not meet requirements. We encourage groups to own a weapon that is does not meet the rules in multiple ways and use this to test prospective marshals.

14.3.2 Completing paperwork

1. If they pass, the new marshal must complete an authorisation form and get you to sign it.
   (a) The new marshal must then send the form to the Kingdom Lists Officer, so they can get an authorisation card.
2. The new marshal must 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. After 90 days, the paperwork is no longer valid.

14.4 Authorising Authorising Fencing Marshals

The authorisation includes:

- a verbal examination, where you ask the candidate questions about the rules
- a practical examination, where you watch the candidate inspect a fencer and conduct an authorisation.

14.4.1 Assessing Authorising Fencing Marshals

14.4.1.0.1 General

1. Two Authorising Fencing Marshals are needed to authorise a new Authorising Fencing Marshal.
2. The candidate must be an authorised fencer.
3. Authorising Fencing Marshals must be 18 years of age or older.

14.4.1.0.2 Verbal test

The marshal authorisation must include a verbal test to show that the marshal understands:

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

14.4.1.0.3 Practical test

The authorisation must 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 practical 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).

14.4.2 Completing paperwork

1. If they pass, the new Authorising Fencing Marshal must complete an authorisation form and get you to sign it.
   (a) They must then send the form to the Kingdom Lists Officer, so they can get an authorisation card.
   (b) They must keep a copy of their paperwork (hard copy or a digital photograph). They can use the copy for up to 90 days as evidence that they are authorised in other activies, but cannot authorise anyone until they have received their card. After 90 days, the paperwork is no longer valid.

15 Safety Tests

15.1 General

1. Penetration-resistant material, masks, blade flexibility and rubber band gun ammunition must be tested by an authorised marshal at least every two years, separate to inspections at training and events.
2. Tests to penetration-resistant material must be made on the object itself, not a swatch of identical material, unless such a swatch undergoes the same stresses as the garment by being sewn onto the inside of a garment, as the swatch will not otherwise have undergone the same stresses over time.

15.2 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.

15.2.1 Drop test procedure

15.2.1.0.1 Equipment



Figure 6. Drop-tester

To conduct the test you need all pieces shown in the figure, including:

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

15.2.1.0.2 Procedure

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 firmly secured.
5. Place the guide tube vertically in the centre of the fabric.
6. Insert the probe into the guide tube, lined up to the mark to drop it from the prescribed height.
7. Drop the probe.

8. Examine the fabric.
   (a) For multiple layers, if the probe has penetrated anything below the top layer of fabric, the material fails.
   (b) For a single layer garment, if the probe penetrates that layer, the material fails.
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.

15.2.2 Exemptions

1. The following materials are known to pass these tests when new:
   - ballistic nylon rated to at least 550 Newtons
   - commercial fencing clothing rated to at least 550 Newtons
   - 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
2. These materials only need to be tested at the marshal's discretion if newly purchased. Ballistic nylon and commercial fencing clothing rated to at least 550 Newtons must be tested every two years, as they can degrade with use.

15.3 Blade flexibility

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

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

15.4 Rubber band gun ammunition tests

15.4.1 General

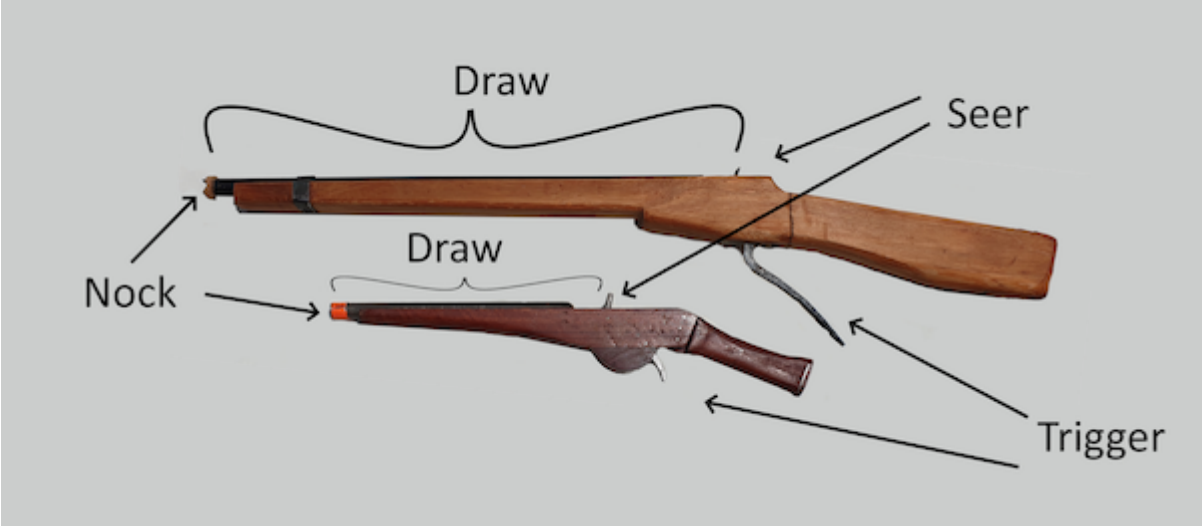


Figure 7. Draw length of a rubber band gun

1. Rubber band gun ammunition must be tested to ensure it complies with the draw strength requirement of no greater than 13.6 kg (30 pounds). The following test can be conducted using a digital luggage scale, with reference to figure 7.
2. Ammunition tests must be conducted at a location out of range of other people.
3. Marshals and participants in the inspection must wear a face mask.

15.4.2 Procedure

1. Attach the luggage scale to the rubber band. Switch the scale on.
2. Fit the band to the nock.
3. Using the scale, draw the rubber band all the way to the seer.
4. Check the weight on the scale to ensure it complies with the rules.

16 Marshals As Officers

16.1 Fencing Marshal-in-Charge

1. Every event or practice that has fencing activities must have a designated Marshal-in-Charge.
2. The Marshal-in-Charge is responsible for making sure the rules are followed and that fencing combat takes place according to SCA policies, including the Code of Conduct. That can include:
   - carrying out inspections or delegating other marshals
   - making sure all bouts are properly supervised
   - dealing with any disputes or incidents, including escalating them when needed to the Group Fencing Marshal.
3. When you run a fencing combat event, you must send a report to the Group Fencing Marshal within 30 days of the event.

16.2 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. The Group Fencing Marshal is an administrative position. A person **does not have to hold a fencing marshal authorisation** to be the Group Fencing Marshal.
3. The Group Fencing Marshal is not required to provide training.
4. The Group Fencing Marshal is responsible for making sure the rules are followed for all events and practice. That can include:
   - appointing a 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.

5. 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.

16.3 Kingdom Fencing Marshal

1. The Kingdom Earl Marshal, in consultation with the Crown, appoints a Deputy to serve as the Kingdom Fencing Marshal.
2. The Kingdom Fencing Marshal must hold and maintain a current Authorising Fencing Marshal authorisation and SCA membership.
3. The Kingdom Fencing Marshal is 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
   - 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.
4. You can also use your discretion to authorise a Fencing Marshal or Authorising Fencing Marshal without undertaking the normal processes, should you believe it is required to benefit the Kingdom and the Society. This might include appointing experienced fighters as marshals in order to promote that type of fencing within a group. This should only be done when the normal process cannot be applied, and does not overrule any other requirements. For example, Authorising Fencing Marshals must still be authorised in a form of combat to authorise fencers in that form. 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 Fencing Marshal is appointed for two years. If necessary, the Kingdom Earl Marshal can recommend that your warrant be extended.

16.4 Kingdom Earl Marshal

1. The Kingdom Earl Marshal is responsible for overseeing all combat-related activities in Lochac.
2. They are appointed by the Crown.

3. They must be a member of the SCA or its affiliates.
4. They must be an authorising marshal (or equivalent) in at least one of the following fields: fencing, armoured combat, or equestrian.
5. The Kingdom Earl Marshal must have deputies with responsibility for any combat-related activities for which they are not themselves an authorising marshal (or equivalent). They may have warranted deputies for other areas (e.g. a Kingdom Earl Marshal who is both a senior marshal for armoured combat and an authorising fencing marshal may still choose to have deputies for one, or both, of those areas).
6. In addition to their warranted deputies, the Kingdom Earl Marshal may appoint other deputies, for various purposes as they see fit, e.g. running test programs, maintaining combat handbooks, or maintaining the marshallate website.
7. The Kingdom Earl Marshal must appoint a deputy within six months of assuming office, capable of assuming the office in case of emergency.
8. The Earl Marshal is appointed for two years. If necessary, the Kingdom Seneschal can recommend to the Crown that your warrant be extended.

17 Changing The Rules

17.1 Precedence

1. These rules have precedence as set out in section I.A of the Corpora of the Society for Creative Anachronism Inc.
2. At all times, mundane law has precedence over any and all rules of the SCA.
3. Where there is conflict between Lochac and Society fencing rules, Lochac's rules have precedence. They are the rules accepted by the Board of SCA Ltd Australia and Committee of SCA NZ Inc (and their insurers), and they hold the legal liability, not SCA Inc. Lochac has variances which have been approved by the Board of SCA Inc.

17.2 Changes to the rules

1. In accordance with section II of the Laws of the Kingdom of Lochac, which can be found at `https://seneschal.lochac.sca.org/laws-of-lochac/`, temporary restrictions on activities normally allowed by these rules may be made by proclamation of the Crown, but they will expire after 30 days unless renewed by proclamation, or permanently incorporated into the rules.
2. Permanent changes to the rules can only be made using the following procedures, and will only come into effect after all of these steps are complete:
   (a) The change is approved by:
      i. the Kingdom Earl Marshal, then
      ii. the Crown, then
      iii. the Kingdom Seneschal (who will consult with relevant depurties with regards to risk), then
      iv. the Board of SCA Ltd and the Committee of SCA NZ Inc (who will confirm coverage with our insurers).
   (b) The change is proclaimed by the Crown at an official event.
   (c) Notification of the change is distributed to all Group Fencing Marshals.
   (d) The Fencing Combat Handbook (this document) is updated.
   (e) 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.
5. Where a proposed rule is less restrictive than Society level rules, a variation must be sought from the SCA Inc Board of Directors, via the Society Fencing Marshal and Society Marshal.
6. There may be activities or equipment permitted in New Zealand and not in Australia, or vice versa, whether due to mundane law or insurance requirements. If so, the rules will include a clear statement as to which country the rule applies to.

17.3 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. As experiments may create liability issues, the Kingdom Fencing Marshal can only approve an experimental program with the agreement of:
    - the Kingdom Earl Marshal; and
    - the Society Fencing Marshal (if the rule change needs to happen to Society fencing rules); and
    - the Committee of SCA New Zealand Inc and Board of SCA Ltd Australia, and their insurers.
4. If an experiment is approved in one country and not the other, it may only be conducted in the approved country.
5. 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
    - Which rules don't allow it to occur now and how the rules would need to change to allow it.
    - 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.

6. The Kingdom Fencing Marshal will report at least quarterly to the Kingdom Earl Marshal, and the Society Fencing Marshal where relevant, on the progress of the experiment, including any injuries and any concerns from fencers or marshals involved in the experiment.
7. Where relevant, the Society Fencing Marshal will decide if the rule change should be recommended to the Society Marshal.
8. The Society Marshal will decide whether to recommend that the SCA Board of Directors approve changes to the Society Fencing Marshals' Handbook.
9. Incorporating the change into the rules permanently will follow the procedures set out in Changes to the rules.
10. More information about Society experiments is in Appendix 6 of the Society Fencing Marshals Handbook.

18 Glossary

18.1 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.

18.2 Terms related to types of blows

Thrust The front (i.e. head-on cross section) of the point of a blade makes contact with the opponent.

Tip Cut The tip of the blade is placed upon the opponent and moves across the opponent by dragging along the line of the edge of the sword.

Draw Cut The edge of the blade is placed upon the opponent and slides in the line of the sword or dagger by:

- pulling (i.e. contact starts closer to the hilt and ends closer to the tip)
- pushing (i.e. contact starts closer to the tip and ends closer to the hilt).

Percussive Blow The edge of the blade makes contact with the opponent with controlled force such that the opponent can reasonably feel the contact.

18.3 Terms related to acknowledging blows

Head The head and entire mask or helmet

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 and the inner thigh extending 10cm down from the groin

Body The body head and torso 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

Thigh 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 thigh

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

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, characterized as a raised red growth. Hemangiomas that bleed more easily than regular skin must be covered by rigid material.

18.4 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)
- sweat pants
- opaque cotton, poly-cotton or lycra/spandex mix tights

Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.

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

- ballistic nylon rated to at least 550 Newtons
- commercial fencing clothing rated to at least 550 Newtons
- 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 inch (4 mm) in internal diameter made of wire no less than 0.020 inch (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 components of penetration-resistant material and must not be included in testing. Kevlar is not an acceptable material, as it degrades rapidly.

Resilient padding Any material or combination of materials - equivalent to 6mm of closed cell foam - that absorbs some of the force of a thrust or blow.

Vital area The areas of the body that are required to be covered by penetration resistant armor or rigid armor.

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.

18.5 Terms relating to weapons

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.

19 Change Log and Notes

19.1 Version 6 (1 January 2024)

The changes between Version 5.3 and Version 6 of these rules are significant. Fencers should familiarise themselves with the new version as it exists.You can view the full change log here.

19.2 Version 5.3 - 21 January 2023

2.8.4.1 Removes 'the inner thigh' from the definition of the parts of the body that must be covered by penetration-resistant material.

19.3 Version 5.2 - 18 October 2022

2.8.4.1 Revoking the previous change to remove inner thigh from the wording as this change was not approved by the Board of SCALA and Committee of SCANZ, although it was changed at Society level.

19.4 Minor changes Version 5.1 - 15 May 2021

2.6.3 Specifies that spears can be used one-handed (not only after a hand is incapacitated) consistent with the Society Fencing Marshal Handbook.

2.8.4 Removes 'the inner thigh' from the definition of the parts of the body that must be covered by penetration-resistant material, consistent with the Society Fencing Marshals Handbook.

4.4 Specifies that incidents and injuries must be reported using the Lochac Incident and Hazard Form.

7.1.1.2 Specifies that after a drop test the material fails if the probe penetrates beyond the first layer.

Specifies that a single layer garment fails if the probe penetrates that layer.

8.3 Removes a second definition of Torso. Removes 'the inner thigh' from the definition of Torso.

Additions to Change log Notes on 2.6.5 (use of the hand to parry the wrist); 5.4.3(b) change in dimension of blunts.

19.5 Version 5.0 Effective 1 May 2021

Version 5 replaces Version 4.0.

- 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.

19.5.1 Introduction

1.1 Specifies that all fencing combat activities in Lochac must follow the policies and requirements of SCA Australia and New Zealand.

1.4.2 Specifies that fencing combat is subject to mundane laws, including Victorian weapons laws.

1.5(5) The Society Marshal has granted minor combatants in Lochac an exemption from the requirement to wear a marking that identifies them as a minor.

19.5.2 Rules for Fencers

2.4.2 (2) Specifies that there is no waiting period to authorise for Cut and Thrust Fencing or to authorise to use a spear, if you have a Standard Fencing authorisation.

2.4.2 (3) Specifies that you can use a spear if you have a current Rapier Pike or Pole Weapon authorisation under the previous Lochac Rapier Rules.

2.5.2(7) Allows combatants in a melee to run from one part of the field to another, subject to distance restrictions.

2.5.2(8) Allows Cut and Thrust Combat in a melee.

2.5.3 Sets rules for the participation of Gunners as non-fencing combatants.

2.6.2.2 Sets rules for fencers to "kill" a non-fencing Gunner.

2.6.1 Specifies that Rubber-Band Guns are the only projectile weapons allowed for use in the Kingdom of Lochac.

2.6.3(3) Allows the use of a Spear with one hand,if you have lost the use of the other hand.

2.6.3(6) Allows the use of a Spear to "Kill from behind".

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

2.6.5 Allows you to use your hand to parry your opponent's weapon or wrist. This is a change from previous practice, consistent with the Society Fencing Marshal Handbook.

2.7(7) Allows movement on the knees when you have received a blow to the lower leg.

2.7(8) Allows combat to continue following a leg blow in Cut and Thrust combat.

2.8.1 (1) Makes it mandatory to wear some form of eye protection during sword or dagger drills with opponents in practice.

2.8.1 (2) Makes it mandatory to wear full face protection during spear drills with opponents in practice.

2.8.6 Specifies that a shield or buckler alone is not sufficient hand protection for Cut and Thrust combat in Lochac. This is a more restrictive requirement than the Society rule.

2.8.7 Additional requirements for medical protection.

19.5.3 Rules for Marshals

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

3.6(2) Allows Authorising Marshals to authorise Fencers in any category in which the marshal holds a combat authorisation (rather than requiring separate Authorising Marshal categories).

3.6(3) Requires Authorising Marshals to hold a current authorisation card to conduct an authorisation.

3.8.2(2) Specifies that a person does not need to be an authorised fencing marshal to hold office as a Group Fencing Marshal.

19.5.4 Managing incidents

4.7.1 Sets out the process for re-training after a person's authorisation has been suspended.

19.5.5 Rules for equipment

5.4.2 Specifies that blunts must have a minimum surface of 10mm, consistent with the Society Fencing Marshal Handbook.

5.6.3 States that steel-headed spears will not be allowed from 31 December 2021, at the direction of the Society Marshal.

5.7.2(6) Specifies that rubber band gun ammunition must have a draw strength no greater than 13.6 kg (30 pounds).

19.5.6 Inspections

6.2.2 Sets out an inspection process for rubber band guns.

6.4 Sets out a COVID-safe inspection process.

19.5.7 Safety tests

7.1.1.2 Specifies that puncture resistant material fails the drop test if the probe penetrates beyond the top layer of multiple layers.

Specifies that a single layer garment fails the drop test if the drop test penetrates that layer.

7.3 Sets out a safety test for rubber band gun ammunition.

19.5.8 Authorising procedures

Sets out guidelines for authorising fencers, gunners and marshals.

19.5.9 Glossary

Sets out the definition of terms used in the rules.

20 Concussion Recognition Tool

A concussion is an injury to the brain that results in temporary loss of normal brain function. It is the most common form of mild traumatic brain injury, often sustained from a blow to the head after a fall or an accident or during contact sports such as armoured combat or fencing.

You don't have to be knocked out or even be hit on the head directly to be concussed, and symptoms may take time to appear. Even a mild concussion can have long-lasting effects, so we want to keep all of our participants safe.

Marshals must stop the fighting if they suspect a person has a concussion, and pull a combatant from the field, but because most concussions are self-reported, they often go undiagnosed.

Combatants will often try to hide signs of a concussion so they can keep fighting, so having advocates on the sidelines to reduce the stigma of saying you're hurt or experiencing symptoms like dizziness or lightheadedness can make a big difference in getting people to report and get treatment for a concussion.

Concussion in Sport has released a Concussion Recognition Tool to help identify concussion in yourself and others.

Understanding this tool, and knowing how to recognise signs and symptoms of concussion are now required for authorising as a participant or marshal.

20.1 If you are printing a copy of these rules, print out the tool

We cannot include the PDF directly due to copyright reasons, so if you are printing a copy of the rules, please follow the link below and print a copy to include in this handbook.

The tool is hosted on FIFA's website - Concussion Recognition Tool 5

20.2 More information

New Zealand's Accident Compensation Commission website also has a number of resources.`https://www.acc.co.nz/preventing-injury/sport-recreation/concussion-in-sport/`