

THE NEW RAPIER COMBAT MARSHAL'S HANDBOOK

Revised 8/8/03

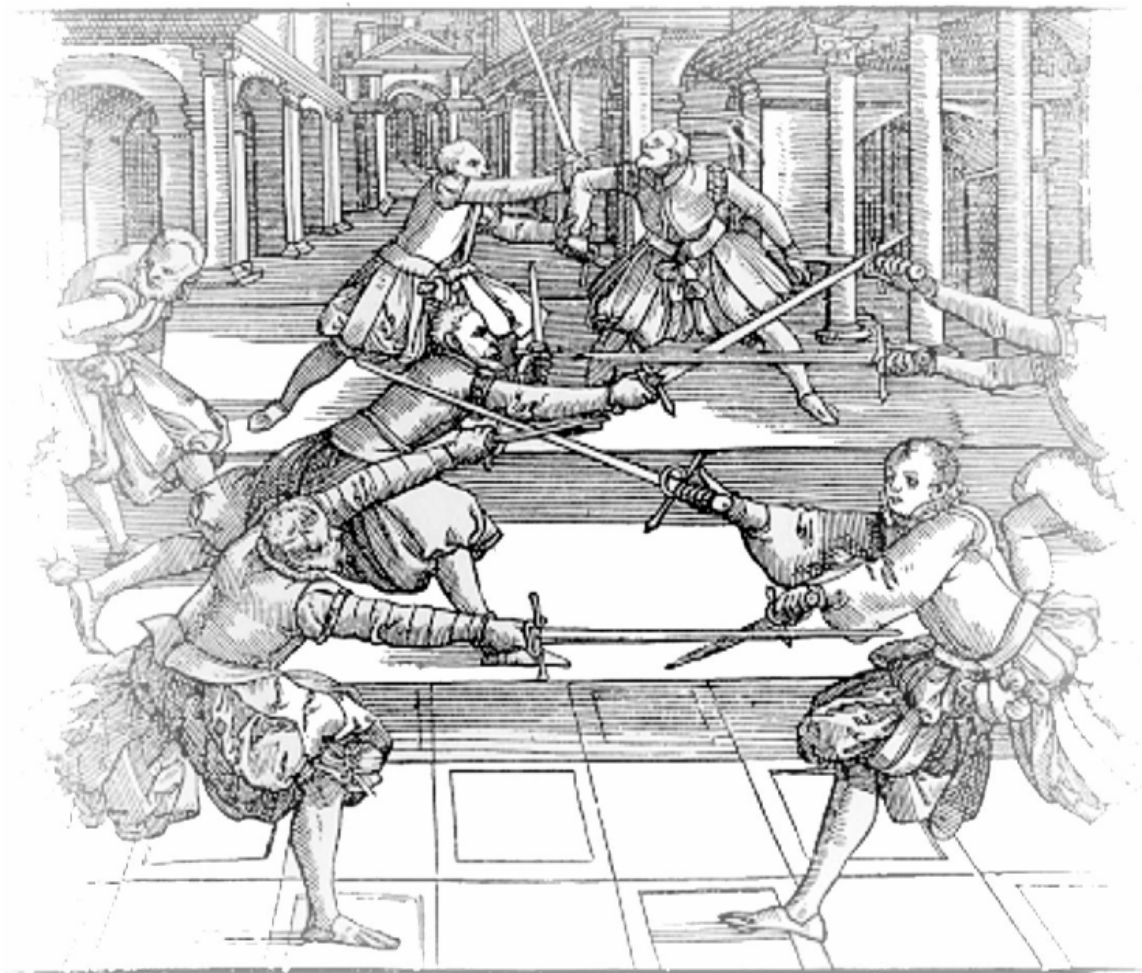


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FROM THE KINGDOM EARL MARSHAL

Welcome to the 8th Edition of the Armored Combat Marshals Handbook. It replaces the 7th Edition produced by Duke Palymar of the Two Baronies, KSCA, OP. It must be read in combination with the corresponding Society handbooks and policies for each martial activity. Since there was a deliberate effort to edit ruthlessly to keep the handbook manageable but useful to the Marshal in the field, there's a lot of material that is left for reference to the Society handbooks. In case of conflict, the Society version takes precedence.

There have been a lot of changes in the Marshallate since the last editions came out. One of the most obvious is that the martial activities in the Middle Kingdom have grown enormously so much so that they each now warrant their own kingdom-level officer in charge of that activity and a full staff of regional and local officers to keep it all running smoothly. As of the last Domesday report, this amounted to nearly 500 Marshals over 11 U.S. states and 2 Canadian provinces. The Earl Marshal's office has evolved from a predominately "armored-combat-focus-and-the-other-guys-too" to a chief of staff who oversees the Big Picture on behalf of the Crown and Society, and allows the separate martial arts considerable autonomy. It seems to make sense that if these semi-autonomous activities have their own chief then they should have their own handbook, and that's just what we've done. Each handbook will stand on its own (with its corresponding Society handbook as noted above) but with a similar format and layout, to assist "cross-over" participants and marshals.

The new handbooks will also be published in a three-ring binder and update-friendly format. Rather than "save-up" months or years of changes before publishing an entire new edition, single pages with changes will be published regularly as pullout center pages in the PALE. The old page will be tossed and the superceding page inserted. In addition, there will be on-line versions updated regularly to the Earl Marshal website--another big change since the last editions came out. This will cut down on costs and eliminate a lot of confusion.

Marshals have a tough job. They give up their own fun time to make sure the activity runs well for others. This not only involves the usual matters of set-up, break-down, clean-up, administration, and the actual conduct of the activity itself, but the unpleasant business of safety inspections, rules enforcement, dispute arbitration, and when things go really wrong, crisis management. They do all this while juggling their responsibilities to the Event Stewards (who are the real-world legal authority), the Crown, the various layers of the Marshallate, and last but certainly not least, the participants on whose behalf they're going to all this trouble for. Sometimes their efforts are unappreciated and on mercifully rare occasions, actively resented. One of the best marshals I know signs his letters with an excerpt from a song:

"Their safety rests upon my skill
Their lives are in my hands
I take it for a sacred trust
And they rarely understand."

Fortunately the overwhelming majority of our participants have the good sense to let the marshals do their (unpaid) jobs or have the imagination to vividly see what could happen in but a heartbeat's time if the marshals weren't there. History is full of incidents of people breaking their necks from falling off horses. Our rattan swords don't have to have an edge to deliver fatal blunt trauma. Blades break in fencing. Arrows go astray, and don't need bodkin points to kill.

I don't know if it rises to the level of a "sacred trust" but I like my friends in this little Society of ours, even the ones I haven't met yet. I like them enough to look out for them, even if they would rather I look the other way this once. I like to think that by giving up some of my time to focus on the nit-picky, the mundane, and the boring stuff of rules and regulations, I AM serving something greater. I am allowing others to strive for personal excellence, to reach for their better natures, and lose themselves in the romance of Chivalry.

Safety, Fairness, Professionalism,

Viscount Myles Blackheath, KSCA
Earl Marshal of the Middle Kingdom
22 February, A.S. XXXIV

Rev: 2.0

20th of July, A.S. XXXV

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FROM THE KINGDOM RAPIER MARSHAL

I am but a simple fool . . . ill-suited to the writing of rules, the formulation of policies, the editing of handbooks. These tasks I have reluctantly undertaken because they needed doing. I make no claim that the handbook you are about to read is "flawless" or "well-writ" or even "useful." It is merely the best handbook that I could construct given the circumstances under which I labored and given my limited understanding of the martial art that has been temporarily entrusted to my care.

Much of what follows is copied or paraphrased from previous editions of "The Middle Kingdom Rapier Fencing Rules." Many passages were also taken, in whole or in part, from "The Corporate Rules for Rapier Combat in the Society for Creative Anachronism, Incorporated," compiled by Don Giovanni di Fiamma, Deputy Society Marshal for Rapier Combat. Wherever and whenever possible, I have heeded the advice of my fellow Middle Kingdom fencers, whom I here thank for their many helpful suggestions.

If it is true that a compromise is an agreement that annoys everyone then I hope that all of you will join me now in irritation as we peruse this booklet together.

No rule or policy herein is carved in stone. Our handbook is DESIGNED TO CHANGE.

Be flexible. Be safe. Have fun.

Sed ludus solum est.

Master John Inchingham the fool, OL, OP
Middle Kingdom Rapier Marshal
June 15, AS XXXV

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EDITOR'S NOTES

This handbook (and all current revisions of the Middle Kingdom Marshals handbooks) is now formatted in a modular system to allow marshals to quickly access information in each section. We have clarified in some areas, added more detail in others, and cleared up some of the ambiguity. Some of the terminology has been standardized and we have tried to use acronyms clearly and only where it made sense. Because of the proliferation of the Martial Arts in the Middle Kingdom the venerable terms "fighter" and "fencer" are considered vague, inaccurate and of questionable historical relevance. In all cases in this handbook "fencer", "combatant", "rapier combatant" or "rapier combat participant" mean the same thing. It is perhaps a little awkward to surrender our beloved "fencer" label, but in the interests of clarity, we have decided to go with the more descriptive terms.

This handbook is published in regular US paper format (8.5 x 11), and in several common electronic formats on the Middle Kingdom Earl Marshal's Website: <http://www.midrealm.org/marshal/handbook/> for downloading. Updates are published in the Middle Kingdom newsletter, The PALE, and on the Earl Marshal's website as well. Times New Roman is the default font. Please note that only the appendices have been included in the publication of this handbook. The supplements are separate publications available only on the website.

Errors or omissions should be reported to the Kingdom Rapier Marshal and the Adjutant (Kingdom Deputy Marshal for Information and Publications) as listed in the PALE and on the website.

I would like to thank everyone who proofed, caught discrepancies and requested clarifications in the proofing and production of this handbook.

I have enjoyed managing this project and hope you all find it to be the improvement that we sought to provide our fellow marshals and participants. Until we are next met in combat or camaraderie, I remain as always

In Bold Service to the Crown and the Dream

Baron Lewis Michael Patrick Blackmore OP CDH CRC CW CSO

Patrick A. Giese

Adjutant for Marshallate Information and Publications

SECTION 1
RULES AND CONVENTIONS

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1.1 RULES OF THE LISTS OF THE S.C.A., INC

The Rules of the Lists are found in the S.C.A., Inc. Marshals Handbook.

1.1.1 ACCEPTANCE OF RISK AND LIABILITY

Each fighter, recognizing the possibilities of physical injury to him or herself in such combat, shall assume unto himself or herself all risk and liability for harm suffered by means of such combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat, and shall assume unto themselves the liabilities thereof.

1.1.2 REQUIREMENT OF AUTHORIZATION

No person shall participate in Combat-Related Activities (including armored combat, period fencing, combat archery, scouting, and banner bearing in combat) outside of formal training sessions unless he or she shall have been properly authorized under Society and Kingdom procedures.

1.1.3 ACCEPTABILITY TO THE CROWN

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

1.1.4 ARMOR AND WEAPONS STANDARDS

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

1.1.5 BARRING OF WEAPONS AND ARMOR

The Crown or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted marshal bar any weapon or armor, an appeal may be made to the Crown to allow the weapon or armor.

1.1.6 BEHAVIOR OF COMBATANTS

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

1.1.7 RIGHT TO DECLINE TO PARTICIPATE

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

1.1.8 PROHIBITION AGAINST REAL WEAPONS

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

1.1.9 TOURNAMENT PROHIBITION AGAINST PROJECTILE WEAPONS:

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.

END OF RULES OF THE LISTS OF THE S.C.A., INC

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1.2 RULES OF THE MIDDLE KINGDOM

1.2.1 REQUIRED READING

Rapier Fencing in the Middle Kingdom shall be conducted in accordance with these rules and the Corporate Rules for Rapier Combat in the Society for Creative Anachronism, Inc. (hereafter referred to as the S.C.A., Inc). All Middle Kingdom fencers are responsible for knowing the information contained in Sections 1 and 2 of this booklet, "The Middle Kingdom Handbook for Rapier Combat (hereafter referred to as "The Handbook." Rapier Marshals are required to know also the information contained in Section 3.

1.2.2 MINIMUM AGE FOR PARTICIPATION

All fencers must be at least 18 years of age to be able to participate at any practice, tournament, melee or authorization. Proof of age must be provided on the request of any marshal at any time.

1.2.3 REPORTING TO THE LIST

Before participating in any tournament, melee or authorization, a fencer must report to the List Minister for that event, sign all appropriate waivers and forms, and show proof of membership in the S.C.A., Inc. Currently authorized fencers, participating in any tournament, melee or authorization must also show the List Minister a valid Middle Kingdom Rapier Fencing Authorization Card. This card must be provided by the fencer upon the request of any marshal at any time. Membership in the S.C.A., Inc. and a valid Middle Kingdom Rapier Fencing Authorization Card are also required for participation in demos (cards, in this case must be shown to the Marshal-in-Charge). Visiting fencers from other kingdoms see Section 1.2.18.

1.2.4 MAINTAINING AND INSPECTING EQUIPMENT

All combatants, prior to every tournament, melee, demo or practice, shall ensure that their equipment, gear and weapons are safe, in good working order and have been inspected (and passed) that day by either a warranted rapier combat marshal (also called a marshal of fence or MOF) or a duly supervised rapier combat marshal in training (MIT).

1.2.5 DRUGS, ALCOHOL OR MEDICAL IMPAIRMENT

Marshals may bar a would-be participant from martial activities if he or she appears to be adversely affected by drugs, alcohol, or a medical impairment, under the auspices of "Rules of Lists of the S.C.A., Inc"--Section 1.1.3, which states that all combatants must be acceptable to the Crown or their representatives.

Marshals are cautioned that the suspect behavior or impairment must be such that a prudent person without applicable specialized training would have concern about the safety of the participant, the participant's opponents, or the spectators. In the absence of such behavior or impairment, but where the marshals have good cause to believe that a potentially unsafe condition exists, the marshals may advise the participant on the safety and chivalry of his or her actions and try to persuade the participant to voluntarily excuse him or herself. If that fails, the marshals may take it upon themselves to advise other participants of the marshals' concerns and let the participants decide for themselves whether or not they will compete with the affected party. Finally, marshals are reminded that they themselves are not obligated to marshal any activity and may excuse themselves without penalty.

1.2.6 THE CROWN'S REPRESENTATIVE

When not otherwise directed by the Crown, the Crown's representative upon the field and in all matters dealing with Society Combat is the Earl Marshal, and, by delegation, members of the kingdom Marshallate.

1.2.7 OBEYING THE MARSHALS

All rapier combatants shall obey the commands of the marshals overseeing the field or be removed from the field and subject to further disciplinary action as outlined in this Handbook.

1.2.8 REMOVAL FROM THE FIELD

Any rapier combatant may be removed from a tournament, melee, practice or demo by the Marshal-in-Charge of that event, if the Marshal-in-Charge believes the rapier combatant's actions are unsafe or dangerous to the combatant, other rapier combatants, the marshals, list personnel and/or the spectators.

1.2.9 RESOLVING DIFFERENCES

Disagreements between any rapier combatant and the marshal or marshals overseeing the field shall be resolved through the established mechanisms outlined in this handbook. See Marshallate Arbitration and Grievance Procedures Section 3.4.

1.2.10 MAINTAINING POISE

Each rapier combatant shall maintain control over his or her temper and behavior at all times.

1.2.11 CALLING "HOLD"

Upon hearing a Hold called all combatants, all combat shall immediately stop. The combatants shall freeze, check for hazards in their immediate vicinity and then assume a non-threatening position with weapons pointed towards the ground. A Hold may be called for a variety of reasons, including, but not limited to equipment failure, presence of a non-combatant upon the field, a combatant backing into the List ropes, etc. Holds may be called by marshals, combatants, other List personnel and/or spectators.

Holds during melees are different. See Section 1.4.4.

If a valid blow is thrown before or at-the-same-moment-as an event occurs that would stop a fight (e.g. a "HOLD" being called, the thrower of the blow being struck by a valid incapacitating blow him-or-herself, etc.), the blow shall count. If such a blow is thrown after the "HOLD," or other bout-stopping event, the blow shall not count.

1.2.12 COMMUNICATION BETWEEN FENCERS

Communication between rapier combatants is highly encouraged. If a combatant has a question during a bout or melee, the combatant should first call "Hold", so that comments or questions can be discussed in a safe manner. Otherwise, if a Hold is not called, combatants converse at their own risk. The marshals on the field are available for advice and/or judgment if asked. If a rapier combatant leaves the field without registering a protest with the marshals, the rapier combatant is assumed to be satisfied with the outcome of the bout or melee.

1.2.13 BLOW CALLING

A. VALID BLOWS

Valid Blows are struck by either thrusting with the point of the blade ("A THRUST") or by pulling at least 6" of the edge of the blade across some part of the opponent's body ("A DRAW CUT").

B. INVALID BLOWS

- 1) Push cuts and tip cuts are not valid blows and need not be acknowledged. However, a fencer may CHOOSE to accept such cuts if he or she wishes to do so.
- 2) Chopping or hacking blows are not permitted. Fast circular movements, such as moulinets (as defined in the Glossary of the Handbook), may, however, be used to position a blade for thrusts or draw cuts
- 3) Cuts which land "flat" (the edge of the blade does not come in contact with the target) are not valid.

C. JUDGING BLOWS

The VALIDITY of any given blow shall be judged by the recipient of that blow.

D. PRESUMPTION OF ATTIRE

In judging blows, all fencers are presumed to be wearing civil attire, NOT armor. Any protection or clothing which prevents a fencer from properly calling blows is PROHIBITED. (Note: This rule does not apply to REQUIRED protective gear, such as gorgets, masks and rigid groin protection. Nor does it prevent the Marshal-in-Charge from allowing certain blows to be ignored as a Convention of the Day. (See Section 1.2.16)

E. CALIBRATION

Blows will be counted as though they were struck with a real blade, extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a valid blow. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh.

1.2.14 PROHIBITED ACTIONS

A. EXCESSIVE FORCE

Deliberately striking an opponent with excessive force or intent to injury is forbidden. The Marshal-in-Charge shall review any unintentional blow that forces a combatant to retire from the field to ensure the problem is not repeated.

B. OBSTRUCTIVE CONDUCT

Conduct obstructive of normal rapier fencing, such as consistent ignoring of blows or deliberate misuse of the rules (e.g. calling "HOLD," intentional backing into the ropes or dropping weapons whenever pressed), or the like, is forbidden.

C. PHYSICAL CONTACT

Intentional body to body contact (e.g. using a hand to push away an opponent or to prevent an opponent from closing) between combatants during a bout or melee is forbidden.

D. MISUSES OF PARRYING DEVICES AND WEAPONS

Striking an opponent with a parrying device is prohibited. Striking an opponent with any non-blade part of a weapon is prohibited

E. DELETED

F. LEAPING ATTACKS

Leaping attacks, such as the "balestra" (as defined in the Glossary of the Handbook) are forbidden.

G. RUNNING ATTACKS

Running attacks, such as the "fleche" (as defined in the Glossary of the Handbook) are forbidden.. Running to gain ground or position is acceptable.

H. ACROBATICS

Intentional rolls, flips, somersaults, or similar actions are forbidden. If a fencer slips, falls or rolls accidentally and cannot quickly regain his or her footing, a Hold shall be called. Spins are permitted, so long as the fencer remains in control (in the opinion of the supervising marshal or marshals). Drops (to the knees or to some other stable position) are also permitted.

1.2.15 EQUIPMENT FAILURE

A fencer whose mask or other head and face protection, as specified in Section 2.1.3, becomes dislodged (such that it no longer protects the fencer) during a bout must immediately yield and promptly leave the field. The fencer may not re-enter the tournament, demo or practice until passing a re-inspection. At the discretion of the Marshal-in-Charge, other problems involving equipment, weapons and/or protective gear may be corrected on the list field, provided that the repair or adjustment can be accomplished expediently. Examples of expedient repairs and adjustments include (but are not limited to) a blade that is broken or bent or has lost a tip may be replaced with another previously inspected blade; a sleeve may be retucked into a glove; a loosened lanyard on a mask (when the mask has NOT become dislodged) may be retied, etc.

The Marshal-in-Charge may (at any point in the repair/adjustment process) declare a problem to be unresolvable by expedient means and may instruct the fencer to yield and leave the field. See Section 1.4.6 for information regarding equipment, weapon and protective gear failures during melees.

1.2.16 CONVENTIONS OF THE DAY

The Marshal-in-Charge of an event has wide latitude in establishing the Conventions of the Day, so long as all the participants are made aware of these special conditions prior to the start of combat and so long as the special conditions do not violate The Middle Kingdom Rapier Fencing Rules. Examples of Conventions of the Day include (but are not limited to) ending bouts at first blood, counting touches, allowing "Case of Daggers" as a weapons form, declaring certain parts of the body to be invulnerable (e.g. pretending that all fencers are equipped with mailed off-hand gauntlets), chance-determination of weapon choice, and so forth. **UNLESS THE MARSHAL-IN-CHARGE STATES OTHERWISE, THE CONVENTIONS OF THE DAY ARE ALWAYS THOSE DESCRIBED IN SECTION 1.3.** Melee conventions are found in SECTION 1.5.

1.2.17 RULES EXPERIMENTATION

Experimental Melees, Practices and Tournaments (allowing conventions in conflict with these current Middle Kingdom Combat Rules) may be held, provided that written permission is obtained in advance from the Earl Marshal of the Middle Kingdom and the Middle Kingdom Rapier Marshal.

1.2.18 VISITING FENCERS

Visiting fencers from other kingdoms, desiring to participate in practices, demos, melees and/or tournaments in the Middle Kingdom must comply with the protective gear standards set forth in the S.C.A., Inc. Rules for Rapier Combat and comply with the weapon standards and rules of the Middle Kingdom. The fencing and/or rapier combat cards of visiting fencers from other kingdoms will be honored, so long as such cards do not specifically prohibit the bearer from fencing with schlagers and/or Del-tin Rapiers. Fencers from kingdoms that require membership in the S.C.A., Inc. in order to participate in rapier combat activities must show proof of membership when participating in rapier combat activities in the Middle Kingdom.

1.2.19 YIELDING

Any fencer may yield at any time, without loss of honor.

END OF RULES OF THE MIDDLE KINGDOM

SECTION 1
RULES AND CONVENTIONS

1.3 CONVENTIONS OF THE MIDDLE KINGDOM

(Unless stated otherwise by the Marshal-in-Charge, these conventions are assumed to be the Conventions of the Day).

1.3.1 WEAPON STYLES

There are five weapon styles for Rapier Combat in the Middle Kingdom.

A. SINGLE RAPIER (SR):

The fencer's off-hand may be used to parry.

B. RAPIER AND RIGID PARRYING DEVICE (RP):

Rigid parrying devices include (but are not limited to) bucklers, scabbards, canes and batons.

C. RAPIER AND NON-RIGID PARRYING DEVICE (NRP):

Non-rigid parrying devices include (but are not limited to) cloaks, hats, scarves and skirts.

D. RAPIER AND DAGGER (DGR):

The fencer may attack and defend with either blade.

E. CASE OF RAPIERS -FLORENTINE (CR):

The fencer may attack and defend with either blade.

1.3.2 TARGET AREA

Target area for Rapier Fencing is the ENTIRE BODY, head to toe, both front and back.

1.3.3 INCAPACITATING BLOWS

A thrust or draw cut to the head, neck, torso, inner groin (to the fencer's hand width down the inner leg) or armpit (to the fencer's hand width down the inner arm) shall be judged INCAPACITATING, rendering the fencer incapable of further combat.

1.3.4 BLOWS TO THE UPPER LIMBS

A valid blow to the arm between the wrist and shoulder will disable the arm. A fencer may not use the disabled arm for the remainder of the bout. A disabled arm shall either be held behind the fencer's back or shall hang loosely at the fencer's side. A valid blow to the finger or hand will disable the hand. The fighter must make a fist with the disabled hand and may continue to parry with the arm.

1.3.5 BLOWS TO THE LOWER LIMBS

A valid blow to the leg, foot or toe will disable the leg. The fencer must then sit or kneel to continue the fight.

1.3.6 PARRYING

Fighters may choose to grasp, rather than parry, the blade. No other part of the rapier may be grasped. The blade may only be grasped in the hand or between the fingers. If the blade slides or twists at all, the hand is disabled. The grasper will not pull the blade away from or push the blade into their opponent. If the blade bends at all, the grasper will immediately release the blade. Chain mail gloves are proof against cuts. When wearing a chain mail glove and the blade slides, the grasper will release the blade before reaching the tip. Epees will not be grasped in any way.

1.3.7 USES OF PARRYING DEVICES

Parrying devices may be used to move, deflect or control an opponent's weapon, so long as such use does not endanger the safety of the combatants.

1.3.8 SPECIAL USES OF NON-RIGID PARRYING DEVICES

At the discretion of the Marshal-in-Charge, NON-RIGID PARRYING DEVICES may be tossed or dropped, so long as they do not present a footing problem (e.g. as on a polished wood floor). NRP devices may not be thrown at or over an opponent, though they may be dropped over an opponent's blade. A discarded NRP device remains on the list field during the bout or melee and may be picked up and/or kicked by any fencers involved in the bout or melee. "HOLD" will be called if a NRP device becomes tangled about a fencer or about one of the weapons such that the weapon CANNOT BE WITHDRAWN. "HOLD" will not be called if a NRP device is merely near a fencer's face, deflecting a weapon, loosely draped over a weapon or weighting down a weapon.

1.3.9 DELETED

1.3.10 DELETED (Moved to Section 1.2.11)

1.3.11 DELETED (See Section 4.1)

END OF CONVENTIONS OF THE MIDDLE KINGDOM

SECTION 3 RULE AND CONVENTIONS

1.4 MIDDLE KINGDOM RULES FOR MELEES

1.4.1 ARC OF ATTACK

A fencer may strike at any opponent if he or she is within the 180° arc of the opponent's front. A fencer who approaches an opponent from behind shall not deliver a blow until he or she is within that frontal arc.

A fencer may never strike an opponent from behind.

1.4.2 NUMBER OF OPPONENTS

Only four (4) fencers at a time may attack a single opponent. However, this rule does not preclude a fifth fencer from attempting either Incapacitation from Behind (IFB) or Fouling from Behind (FFB) if either of these conventions are allowed in the melee.. Also, if two lines of fencers are engaged, the "4 on 1 Rule" does not apply.

1.4.3 IGNORING OF OPPONENTS

Fencers who deliberately ignore opponents behind them or repeatedly maneuver to keep their backs to opponents are misusing the rules and guilty of obstructive behavior.

1.4.4 CALLING "HOLD" DURING A MELEE

When "Hold" is called, all fencers must drop to their knees and remain on the ground or floor until allowed by the marshals to rise. Holds shall not be used to regroup or to make plans. If a melee must be moved, the same relative positions must be maintained. Fencing will resume after the marshals' verbal commands to "Rise (if you are able)," "Make Ready," and "Lay on!" In large melees, marshals may choose to reinforce Holds with the blowing of whistles.

1.4.5 ACKNOWLEDGING DEFEAT DURING A MELEE

Defeated fencers shall acknowledge their defeat with a verbal and/or physical signal and then promptly withdraw from the field of combat, bearing their weapons and/or parrying devices over their heads. Falling to the ground during a melee is NOT safe and will result in an automatic "Hold."

1.4.6 EQUIPMENT FAILURE DURING A MELEE

A fencer whose equipment, weapons or protective gear fails in any way (e.g. a blade breaks, a mask becomes dislodged, a tip falls off, torn clothing reveals bare skin) during a melee must immediately yield and promptly leave the field. Before re-entering the field (whether the melee is ongoing or not), the fencer must pass a re-inspection and receive permission to re-enter from one of the supervising marshals.

1.4.7 FOULING

Fouling an opponent's body, clothing, or protective gear is always forbidden. A fencer may foul the weapons and/or parrying devices of an opponent or opponents with whom he or she is engaged. A fencer may sometimes foul weapons and/or parrying devices from behind. See 1.5.3.

1.4.8 RUBBER BAND GUNS (RBGs)

When RBGs are used during a melee: spectator safety is the number one consideration, marshals will wear eye protection (for example, shop safety glasses, wrap around sun-glasses, mountain/sailing glasses with side blinders, etc) and shots from RBGs are to be treated as real musket shots (parry devices and weapons do not block RBG shot). At a minimum, the shot does the same damage as a rapier thrust.

END OF MIDDLE KINGDOM RULES FOR MELEES

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1.5 MIDDLE KINGDOM CONVENTIONS FOR MELEES

(Unless stated otherwise by the Marshal-in-Charge, these conventions are assumed to be the Conventions of the Day).

1.5.1 ENGAGEMENT

In melees, fencers are engaged with all opponents immediately upon the call to "Lay on."

1.5.2 INCAPACITATION FROM BEHIND

A fencer accomplishes Incapacitation From Behind (IFB) by laying his or her rapier or dagger blade over an opponent's shoulder, to at least a third of the blade, while calling out, "M'lord/lady, you are incapacitated!" (or some similar short courteous phrase) in a loud clear voice. Reaching around the neck is forbidden. The opponent will be deemed incapacitated from the instant the blade touches the shoulder and no attempts may be made to spin, duck or dodge.

1.5.3 FOULING FROM BEHIND

Fouling an opponent's weapons and/or parrying devices from behind (FFB) is allowed.

1.5.4 ADDITIONAL RESTRICTIONS

In special scenario melees (e.g. bridge or town battles), additional restrictions may be imposed by the marshals as needed.

1.5.5 MINOR PARTICIPATION

Minors may not participate in melees except as non-contact participants.

1.5.6 RUBBER BAND GUNS (RBGS)

The time it takes to reload a RGB should mimic that of a real weapon (typically 30 seconds). Gleaning shot from the ground is not allowed. Shooting in the back is allowed in DFB scenarios.

END OF MIDDLE KINGDOM CONVENTIONS FOR MELEES

SECTION 2
EQUIPMENT STANDARDS

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2.1 MIDDLE KINGDOM STANDARDS FOR PROTECTIVE GEAR

2.1.1 GENERAL PROTECTION

A. OVERLAP

There shall be sufficient overlap between separate pieces of protective gear (at least 3 inches when the fighter is at ease) that, regardless of the fencer's stance or movements, the minimum protection for that body area shall be preserved.

B. BARE SKIN

No bare skin shall be showing, regardless of the fencer's stance.

2.1.2 TYPES OF PROTECTIVE MATERIALS (IN ORDER OF INCREASING RESISTANCE):

A. ABRASION-RESISTANT MATERIAL

Abrasion-Resistant-Material is material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Examples include (but are not limited to):

- 1) broadcloth
- 2) heavy poplin or "trigger" cloth
- 3) sweat pants
- 4) opaque cotton, poly-cotton or lycra/spandex tights.

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

B. PUNCTURE-RESISTANT MATERIAL

Puncture-Resistant Material is any fabric, leather, combination of fabrics or combination of fabrics and leather that will withstand the Broken-foil Four-thrust Test. (See below.) Examples include (but are not limited to):

- 1) four-ounce leather
- 2) four layers of heavy poplin cloth
- 3) ballistic nylon rated to at least 550 Newtons
- 4) commercial fencing clothing rated to at least 550 Newtons.

Kevlar is not an acceptable material, as it may degrade rapidly.

C. RIGID MATERIAL

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

- 1) 22 gauge stainless steel (0.8 mm)
- 2) 20 gauge mild steel (1.0 mm)
- 3) 16 gauge aluminum, copper or brass (1.6 mm)
- 4) one layer of heavy leather (8 ounce, 4 mm)
- 5) certain types of plastics (such as used for men's athletic cups).

2.1.3 HEAD AND NECK PROTECTION

A. PROTECTING THE HEAD

The front and top of the head must be covered by rigid material to below the jaw line and behind the ears. Standard 12 kg fencing masks are known to meet this standard. Steel helms must provide the same coverage as a Standard 12 kg fencing mask.

B. PROTECTING THE FACE

The face must be covered by mesh rated at least 12 kg (e.g. a standard fencing mask). See Section 2.1.6E

C. SECURING HEAD AND FACE PROTECTION

Head and face protection must be secured to the fencer, so that it cannot be easily removed or dislodged during combat. The combination of snug fit and the spring-tongue in a conventional fencing mask is NOT sufficient by itself, to secure the head and face protection to the fencer. Some other device (such as, but not limited to, a lanyard around the neck and bib, an external hood placed over the mask or an extra strap running across the back of the neck) must be used to secure the mask.

D. INSPECTION OF HEAD AND FACE PROTECTION

Head and face protection, when inspected, shall comply with the rigid material standard, provisions on facial coverage, and shall show no evidence of impending failure (e.g. rust which weakens the metal involved, dents or other defects which spread open mesh, broken weld points, etc.).

SECTION 2 EQUIPMENT STANDARDS

E. PROTECTING THE THROAT AND NECK

A Gorget (or its equivalent) must be worn which shall protect the larynx, the trachea, and the cervical vertebrae, and cover the jugular notch at the top of the sternum. It shall be constructed of rigid material and be backed by either puncture-resistant material (such as a fencing hood) or one-quarter inch (6 mm) of closed-cell foam or their equivalents.

F. PROTECTING THE REST OF THE HEAD AND NECK

The rest of the head and neck must be covered by at least puncture-resistant material (e.g. a fencing hood or coif). This head and neck covering must be tucked securely into the fencer's garments or protective gear in such a way as to prevent a blade from slipping under it.

2.1.4 TORSO PROTECTION

A. BASIC TORSO PROTECTION

The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material.

B. ARMPIT PROTECTION

Acceptable minimum armpit coverage is provided by a triangle extending from the armpit seam, covering the lower half of the sleeve at the seam, and extending down the inner/under arm, one-third the distance to the fighter's elbow. This triangle must fit snugly to the body area it is intended to protect.

C. GAPS BETWEEN TORSO AND ARMPIT PROTECTION

There shall be no gap or opening between the torso and armpit protection.

D. MALE GROIN PROTECTION

Male fencers must wear rigid groin protection. Any ventilation holes larger than 0.2 inches in any dimension (i.e. large enough to admit a broken flexi-dagger blade) must be covered from the outside with at least puncture-resistant material.

E. FEMALE GROIN PROTECTION

Female fencers must wear puncture-resistant groin protection. (Note: If the groin is already adequately covered by the basic torso protection as mandated above, no extra protection is required.)

2.1.5 HAND, ARM, LEG AND FOOT PROTECTION

A. HAND PROTECTION

Hands shall be protected by leather gloves with cuffs that are constructed of at least abrasion-resistant material, that overlap any sleeve openings by at least 3 inches.

B. ARM AND LEG PROTECTION

Abrasion-resistant material is required on arms (save as noted above for armpits), legs and any area not otherwise mentioned in these rules.

C. ADDITIONAL LEG PROTECTION UNDER SKIRTS OR KILTS

Fencers who wear skirts, kilts, long tunics, or the like, are required to also wear tights, leggings or pants of at least abrasion-resistant material.

D. FOOT PROTECTION

Feet shall be protected by boots or closed-toe shoes, constructed of at least abrasion-resistant material. Footwear shall have sufficient traction so as not to pose a safety hazard.

2.1.6 TESTING PROTECTIVE GEAR

A. INITIAL TESTING

All protective gear required to be constructed of puncture-resistant materials must be tested by a Rapier Combat Marshal prior to its first use in tournament, melee, demo or practice. Also, each time the protective gear is significantly changed (including new pieces being sewn on, layers being added or subtracted, or the like, but not including changes in decoration), it is the RESPONSIBILITY OF THE FENCER to have the altered gear re-tested by a Rapier Combat Marshal before being used.

B. BI-ANNUAL TESTING

The Deputy Society Marshal for Rapier Combat requires that all protective gear mandated to be puncture-resistant and all face protection be formally tested at least once every two years. Compliance is the responsibility of the individual fencer.

C. ADDITIONAL TESTING

Any protective gear may be formally tested if there is concern that the gear may have lost protective ability due to age, wear and tear, or other factors.

D. BROKEN FOIL FOUR THRUST TEST

Puncture-Resistant Material may be tested by conducting a Broken Foil Four-Thrust Test. Lay the material to be tested on a penetrable surface such as the ground or a block of ethyl foam (used for archery targets). Generally, the section to be tested should be on a spot not normally subject to attacks (i.e. the back, the inside, etc.). This will prevent excessive wear from taking place. However, if the marshal observes a worn or weakened spot in the material, the test shall take place in that location instead. Holding the broken foil in both hands, punch the material four times, in approximately the same location each time, increasing the force each time. After each punch, examine the material. If it has been completely penetrated, or seriously damaged, it fails. If there is no damage, or if only the top layer has been damaged, it passes. Note that the test blade should be at least 24 inches in length and have a typical "flat" break, not a jagged point.

E. MASK PUNCH TEST

Face Protection may be tested by using a standard commercial 12 kg mask punch. Marshals doing the testing shall be trained in the use of the punch. The Kingdom Rapier Marshal will designate certain marshals to administer such testing.

END OF MIDDLE KINGDOM STANDARDS FOR PROTECTIVE GEAR

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2.2 MIDDLE KINGDOM STANDARDS FOR WEAPONS & PARRYING DEVICES

2.2.1 GENERAL REQUIREMENTS

A. BLUNTNES

Points, edges and corners on all equipment should be nominally blunt.

B. STURDINESS

All equipment must be able to safely withstand combat stresses.

C. PROHIBITED EQUIPMENT

Any equipment that has small rigid openings large enough to admit a rapier tip will not be used against fencing-type rapiers (e.g., small holes in bell guards, small openings in cage or swept hilts, any design which has acute angles where a blade could easily be wedged and bent). Knuckle bows ARE DEEMED SAFE for use with fencing-type blades.

Equipment that is designed to break a blade or damage other equipment is prohibited.

2.2.2 WEAPONS

A. PERMITTED BLADES

The Middle Kingdom uses 2 classes of rapier blades; fencing-type rapiers and heavier-type rapiers.

The edges of all blades must be blunt.

Fencing-Type Rapiers

- Epees
- Double-wide Epees

Epees may only be used at practices and at out of kingdom events. They are not to be used in any tourney or melee within the Middle Kingdom. Epees must have a c-curve (If the groove is on the top of the blade, the blade curves smoothly away down towards the ground).

Heavier-Type Rapiers.

- Schlaeger (diamond and oval) blades
- Del Tin practice rapier blades
- Del Tin bated rapier blades
- Scottie Diamond Schlaeger blades
- Zamorano rapier blades
- Starfire rapier blades

Legal daggers:

- Flexi-type Daggers
- Scottie Flexible Dagger Blades
- Safe-Flex Mark 2 Dagger Blades

B. STANDARD AND NON-STANDARD LENGTH BLADES

A typical rapier blade (excluding the tang) measures between 34 inches and 36 inches long. A typical dagger blade (excluding the tang) measures between 12 inches and 18 inches long.

C. MANUFACTURE OF BLADES

Blades must be manufactured by commercial suppliers.

D. ALTERATION OF BLADES

When altering the blade or tang of the weapon, avoid any action that could alter its temper, flexibility or durability. Hammering or excessive heating by grinding or cutting could weaken the blade.

E. FLEXIBILITY OF BLADES

Blades must be reasonably flexible. Blade flexibility may be tested at any time at the discretion of the marshals. If doubt exists about a weapon's flexibility, hold the weapon parallel to the ground supporting the handle against a table or bench, if necessary. Hang a 3-ounce weight (85 grams) just behind the tip. If the blade is 18 inches in length or less (excluding the tang) and flexes more than 1/4 inch (6 mm) or more, the blade is sufficiently flexible. If the blade is greater than 18 inches in length (excluding the tang) and flexes more than 1/2 inch (12 mm) or more, the blade is sufficiently flexible.

F. TIPPING OF BLADES

Heavy-type rapiers must be tipped with rubber or plastic tips measuring no less than 1/2 inch in diameter. A metal washer or a strip of four-ounce leather or the equivalent, must be placed between the tip of the blade and the inside of the rubber/plastic tip.

Fencing-type rapiers and daggers must be tipped with rubber or plastic tips measuring no less than 3/8 of an inch in diameter. If the tip is not rounded, a metal washer or a strip of four-ounce leather or the equivalent, must be placed between the tip of the blade and the inside of the rubber/plastic tip.

On all blades, the rubber or plastic tip must be firmly taped in place (colored duct tape is recommended). The tip and the last two inches of the blade shall be taped in a bright color that contrasts with both the tip and the blade so that a broken blade or the loss of the tip will be readily apparent. The striking portion of the tip shall not be covered in tape so that it may be inspected for excessive wear.

SECTION 2 EQUIPMENT STANDARDS

G. REPAIR OF BLADES

Any blade with rust or pitting shall not be used until repaired. Blades with deep pits (such that they cannot be removed without violating Section 2.2.2D), kinks, sharp bends or cracks cannot be repaired and must be retired. Blades with "S" curves shall not be used unless they can be properly recurved (again, without violating Section 2.2.2D).

H. QUILLONS AND HAND GUARDS

Weapons may use a hand guard such as a cup hilt, cage, swept hilt or quillons and a knucklebow. The quillons must not be longer than 12 inches (30 cm) overall and the ends must be blunt and of at least 1/4 inch (6 mm) in diameter.

I. ORTHOPEDIC GRIPS

Orthopedic (or "pistol") grips will not be used, unless the fencer has written permission from the Kingdom Rapier combat marshal. Permission will only be granted for medical reasons (documentation from the fencer's health care provider will be required). The fencer must present this written permission at the request of any marshal.

2.2.3 PARRYING DEVICES

A. RIGID PARRYING DEVICES

Rigid-parrying devices will be made of sturdy materials, resistant to breakage and splintering. A typical buckler is about 20 inches across. Bucklers must not have any sharp edges or splinters. Wooden bucklers prone to splintering must be taped or otherwise covered to prevent further splintering. Typical canes, scabbards & batons are about 40 inches long.

B. NON-RIGID PARRYING DEVICES

Non-rigid parrying devices may be made of cloth, leather and similar materials. No metal is allowed. Cloaks may be weighted down with soft material such as rope, foam or rolled cloth. They shall NOT be weighted down with any rigid and/or heavy materials (such as chains or sandbags) which could turn the device into a flail or impact weapon.

C. ENTANGLING PARRY DEVICES

Devices that predictably cause entangling of opponents (such that the opponent is blinded, bound or immobilized) or their equipment (such that the equipment cannot be withdrawn from the device), either by design or by repeated mishap, are not allowed.

2.2.4 RUBBER BAND GUNS (RBGS)

Only RBGs that are designed to fire surgical/medical rubber tubing loops as shot (ST-Shot) can be used. The ST-Shot will not contain any metal. RBGs will mimic the appearance of period firearms. RBGs will have a trigger mechanism to fire. There are no size restrictions on RBGs (e.g. swivel guns and cannons are acceptable). There is no limit to the number of ST-shot a RBG can fire simultaneously. If the RBG is also a rigid parry device, it must pass a rigid parry inspection.

END OF MIDDLE KINGDOM STANDARDS FOR WEAPONS AND PARRYING DEVICES

2.3 MIDDLE KINGDOM EXPERIMENTATION PROCEDURES

2.3.1 GENERAL

Continuing experimentation with alternate materials and historical weaponry discovered in the course study has broadened the range of weaponry and protective equipment available for rapier combatants in the S.C.A., Inc. and the Middle Kingdom. In all cases where a participant wants to try out something new, safety should be considered paramount. The Marshallate is responsible for maintaining the safety standards for Rapier Combat and are allowed to refuse the use of weapons or equipment that represent a hazard to the participant or the opponent. Both Kingdom Earl Marshal and Kingdom Rapier Combat Marshal can also appoint special testing supervisors from among senior Marshallate staff to field test weapons and materials for general use. All weapons not classified in Section 2.2.2 are considered experimental weapons and subject to Marshallate restriction in practices, tournaments, and melees. Weapons or equipment constructed of other than Section 2.1 and 2.2 accepted materials must be approved by the Kingdom Earl Marshal or Kingdom Rapier Marshal and a Writ of Experimentation granted.

2.3.2 STANDARDS AND RESTRICTIONS

Use of experimental weapons, protective gear and materials

A. WRIT OF EXPERIMENTATION

- 1) Only fencers who have obtained a Writ of Experimentation signed by the Kingdom Earl Marshal or Kingdom Rapier Marshal may use experimental weapons. The fencer must present this Writ at the request of any marshal.
- 2) Experimental Protective Gear shall be allowed with a Writ of Experimentation signed by the Kingdom Earl Marshal or Kingdom Rapier Marshal, following guidelines similar to those for experimental weapons.

B. USAGE

- 1) Experimental weapons may be used at practices and events.
- 2) In melees, experimental weapons may only be used with the consent of all participating fencers and marshals.
- 3) Experimental weapons may not be used at demos.

C. RIGHT OF REFUSAL

- 1) Any rapier combat participant can refuse the use of an experimental weapon by an opponent without forfeiting the bout
- 2) Marshals can restrict or refuse the use of any experimental weapon or armor found by the Marshal to be unsafe or dangerous to the user or other participants.
- 3) The decision to refuse or restrict an experimental item can be appealed up the Marshallate chain of authority, until final a decision is made by the Kingdom Earl Marshal or the Crown.

2.3.3 CONSTRUCTION AND MATERIALS

A. CONSTRUCTION

Construction of experimental weapons and armor will follow the guidelines as prescribed in Section 2.2.2.

B. MATERIALS

Materials other than those described in Section 2.1.3 will be subject to testing to ensure safety in use and failure, and are subject to restriction based on testing as specified by the Kingdom Earl Marshal or a designated representative.

2.3.4 EXPERIMENTATION PROCEDURES

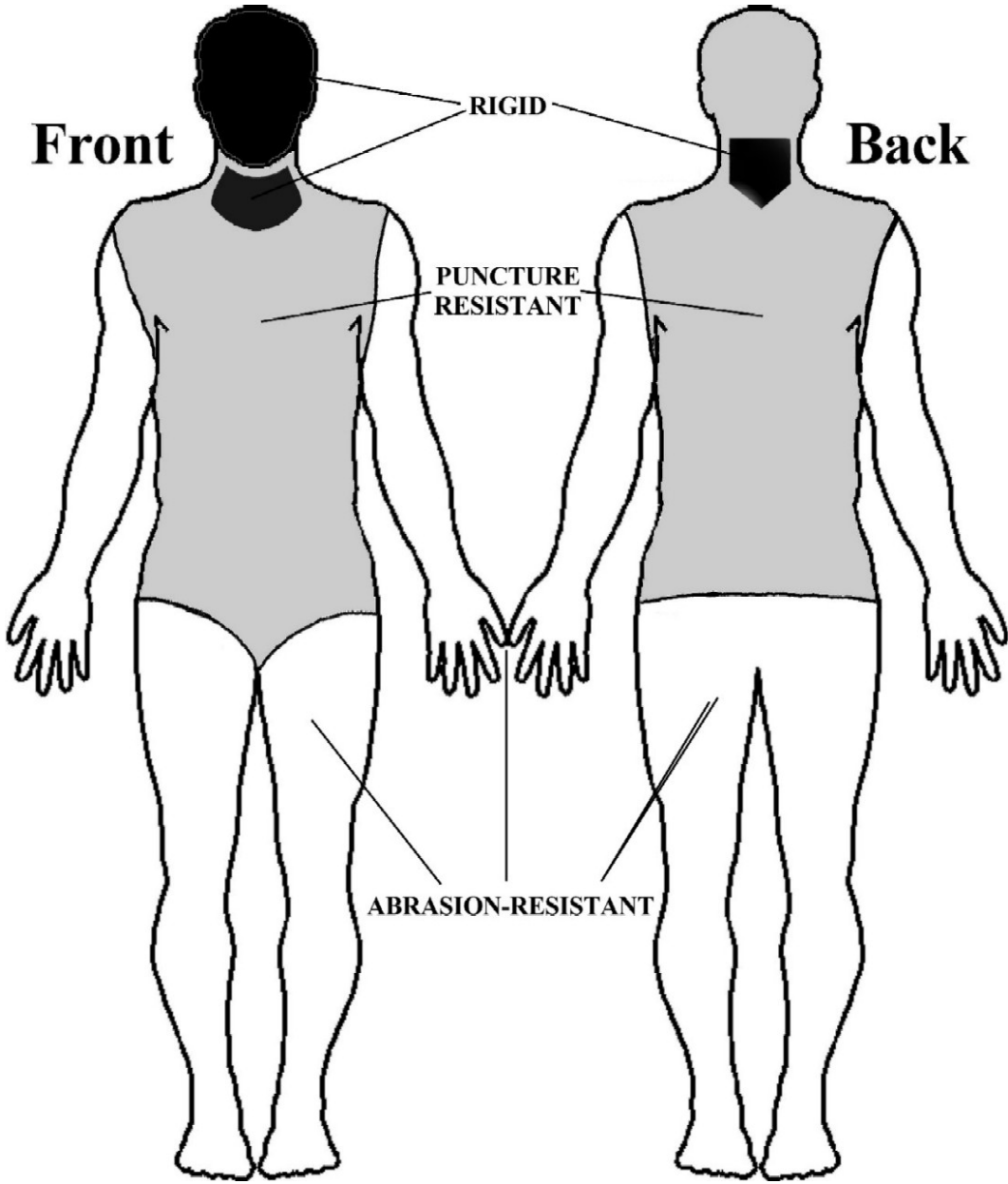
Experimental procedures will be determined on a case-by-case basis by the Kingdom Earl Marshal, Kingdom Rapier Combat Marshal or designated special testing supervisors.

END OF MIDDLE KINGDOM EXPERIMENTATION PROCEDURES

SECTION 2 EQUIPMENT STANDARDS

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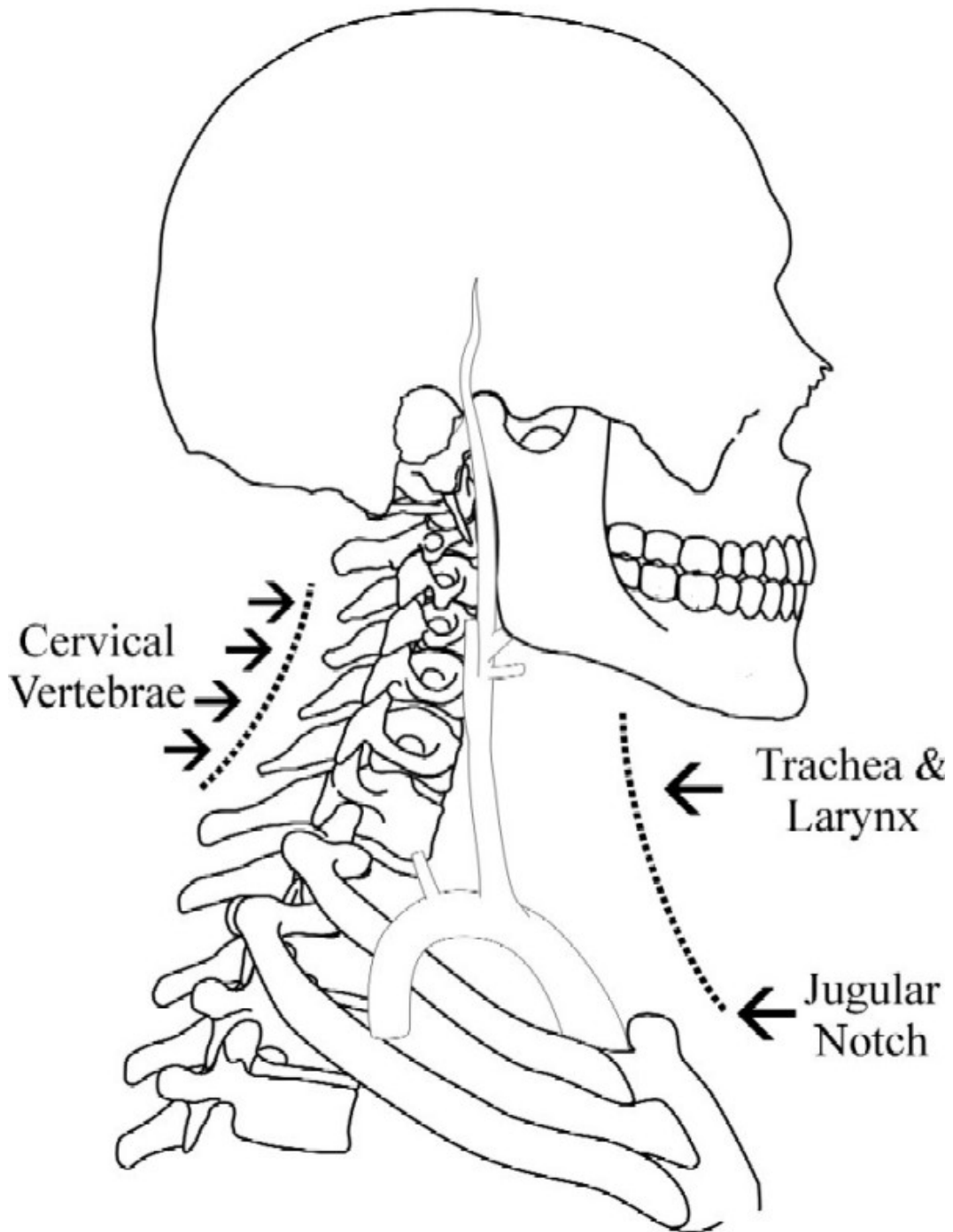
2.4 MIDDLE KINGDOM DIAGRAMS FOR RAPIER COMBAT
2.4.1 REQUIRED PROTECTION



ABRASION-RESISTANT	PUNCTURE-RESISTANT	RIGID
Unshaded areas	Gray shaded areas	Black filled areas

Male Fencers must wear rigid groin protection.

2.4.2 REQUIRED THROAT AND NECK PROTECTION



END OF MIDDLE KINGDOM DIAGRAMS FOR RAPIER COMBAT

SECTION 3
MARSHALLING GUIDELINES

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3.1 MARSHAL RESPONSIBILITIES AND CHAIN OF AUTHORITY

Marshals are recognized as officers of the S.C.A., Inc. The fundamental distinction between types of marshals in the Middle Kingdom is between those fully warranted and those under restricted warrants: marshals who may authorize new combatants and those who may not. Fully warranted marshals are officers of the S.C.A., Inc, the personal representatives of the Kingdom Earl Marshal and, ultimately, the Crown. Only fully warranted marshals and the Crown (see S.C.A., Inc. Rules of the List 1.4.) may authorize participants to compete in S.C.A., Inc. martial activities in the Middle Kingdom. All but the Crown must be under full warrants, the Crown being the final authority of the Marshallate within a kingdom.

The chain of authority for the Marshallate is not only for reporting but also for participants and marshals to seek guidance or appeal on Marshallate issues. Under normal situations, the Marshal in Charge of an event is the final authority on issues that come up at that event and their decisions will stand until a marshal higher in the chain of authority (as detailed in Section 3.1.2.) reviews the decision. If no marshal higher in the chain of authority is present, the formal appeals process must be followed. (See Section 3.4 - Arbitration & Grievance Procedures.)

NOTE: Members of the Chivalry and Royal Peers are not rapier combat marshals unless they happen to be warranted for such an office. Given the expertise possessed by these peers, their input should be given due consideration. However, the Marshal in Charge has authority over all participants regardless of rank.

Marshals of the Field and Group Marshals report to their Regional Marshals. Canton Marshals also report to their Baronial Marshal. Marshals of the Field residing in a barony are not required to report to the Baronial Marshal but it is courteous to do so, since the Baronial Marshal is responsible for reporting on their status.

Regional Marshals report to the Kingdom Deputy in charge of their activity (Marshal at Arms, Rapier Combat Marshal, Archer General, or the Dean of the Equestrian College).

Note: Principality Earl Marshals are in a unique position. On the one hand, they function like any other Regional Deputy Marshal and report directly to the Marshal of Arms. However, they are also traditionally expected to function within their principality much like the Earl Marshal of a kingdom. As such, they also report to the Coronet and serve on their principality council. The Principality Earl Marshal will also function as a sort of “chief of staff” for the Deputy Marshals of the other martial activity areas in the principality but with the important difference that this is a “dotted line” relationship. The *direct* superior of a Principality activity marshal is the kingdom deputy for that activity.

The Kingdom Deputies report to the Earl Marshal, as do all Special Deputies. Special Deputies are not part of the formal appeals chain but they should be consulted when an issue arises that touches on their area of expertise. The Deputy Earl Marshal (aka “Drop Dead Deputy”) becomes part of the chain of authority in the absence of the Earl Marshal.

The Earl Marshal reports to both the Crown and to the Society Marshal. While the Crown and Earl Marshal are the final authorities on all martial matters within the kingdom, they cannot overrule Society regulations and policies. It should be noted, however, that the Crown and the Earl Marshal are given some latitude in interpreting and applying those policies.

3.1.1 GENERAL REQUIREMENTS AND RECOMMENDATIONS FOR MARSHALS

A. AUTHORIZATION

To be a marshal, you must be an authorized Middle Kingdom Rapier Combatant. The Kingdom Rapier Marshal or the Kingdom Earl Marshal may waive this rule on a case by case basis.

B. MEMBERSHIP

To be a marshal, you must be currently an Associate, Subscribing, Contributing, or Patron member of the S.C.A. Inc.

C. HANDBOOK

Each marshal must own or have immediate access to the Middle Kingdom Rapier Combat Marshals Handbook and S.C.A. Inc. Rules for Rapier Combat.

D. WEAPON STYLES

Marshals may only authorize combatants in weapon styles for which they themselves hold an authorization. Therefore, it is recommended but not required in all styles.

E. FIRST AID AND C.P.R.

It is also recommended but not required for marshals to have certified First Aid and C.P.R. training at least equivalent to the standard American Red Cross Multi-Media First Aid and C.P.R. course. However, no amount of medical training allows a Marshal to prevent a combatant from entering the Lists solely for medical reasons.

F. EQUIPMENT

- 1) Marshals are required to use a marshal's staff or baton (usually black with gold spiral stripes) when on duty. Canes and scabbards are acceptable, if marked as noted above.
- 2) When on duty, marshals are forbidden to wear a fencing mask or carry on to the field rapier combat weapons.
- 3) When on duty, it is recommended that each marshal should wear a Rapier Combat Marshal's baldric bearing "Sable, two swords in saltier or" (two crossed gold rapiers on a black field). This baldric should be worn only when on duty.
- 4) When marshaling large melees, each marshal should carry a whistle. (Whistles may be used to reinforce Holds. See Section 1.4.4)
- 5) When marshaling melees, marshals may wish to wear goggles or safety glasses.

G. BROKEN FOIL FOUR THRUST TEST

Marshals are required to know how to perform a Broken Foil Four Thrust Test. It is recommended that each marshal own or have access to the equipment necessary to perform this test. See Section 2.1.6D

H. MASK TEST

Marshals who have been approved by the Kingdom Rapier Marshal to punch test masks should own or have access to a mask punch tester. See Section 2.1.6E

3.1.2 WARRANTED MARSHALS (FULL)

A. THE KINGDOM EARL MARSHAL (KEM):

The Kingdom Earl Marshal holds the final authority, under the Crown and the Society Marshal, to regulate Society martial activities within the Middle Kingdom. The Kingdom Earl Marshal and the Crowns must sign warrants for all other marshals in the Kingdom. Decisions of other marshals may be appealed to him or her. Decisions made by the Kingdom Earl Marshal are limited by the necessity of obtaining consent from the Crown of the Middle Kingdom and the requirement that the decisions be consistent with the decisions of the Society Marshal and the Board of Directors of the S.C.A., Inc. The term of service includes a probationary period of six months; after that period is over it is customary to extend the warrant for a total of two years. The Kingdom Earl Marshal may not serve more than three consecutive calendar years. Kingdom Earl Marshal responsibilities and prerogatives include:

- 1) Communicate with and forward information from the Society Marshal
- 2) Maintain a full complement of warranted marshals at all levels throughout the Kingdom
- 3) Keep an accurate list of authorized participants in the Middle Kingdom and make this list available to the Marshallate
- 4) Supervise the offices of the:
 - a) Kingdom Archer General
 - b) Kingdom Rapier Marshal
 - c) Marshal at Arms for Armored Combat
 - d) Dean of the Equestrian College
 - e) All other assigned or special duty Deputy Marshals
- 5) Determine and enforce the Rules of the Lists and Conventions of Combat of the Middle Kingdom
- 6) Determine and enforce the armor and weapons standards of the Middle Kingdom
- 7) Determine and enforce the qualifications necessary for warranting as a marshal
- 8) Nominate suitable persons to fill vacant positions in the Marshallate
- 9) Grant authorizations in the Middle Kingdom
- 10) Revoke authorizations and warrants and to ban persons from martial participation, subject to the review of the Quarter Court and appeal to the Crown
- 11) Be the Marshal-in-Charge of the Middle Kingdom Crown Tournaments or to designate an alternate Marshal-in-Charge

B. KINGDOM RAPIER MARSHAL (KRM)

The Kingdom Rapier Marshal is primarily responsible for supervising Rapier Combat activities including but not limited to directing the Rapier Combat Marshallate, enforcing participation standards and reporting quarterly on Rapier Combat to the Kingdom Earl Marshal.

C. PRINCIPALITY EARL MARSHAL (PEM)

The **Principality Earl Marshal** has all of the duties, rights, and prerogatives of a Regional Combat Marshal (see below), and any other warranted Marshallate requirements for the other martial activities, and may be given other duties, rights, and prerogatives as the Principality develops. The Principality Earl Marshal has a developmental role in the inception of a principality. The Principality Earl Marshal serves effectively as a Regional Deputy Marshal. If and when the Principality becomes a Kingdom, the Principality Earl Marshal assumes the prerogatives of a Kingdom Earl Marshal. As the Principality develops and takes on an increasingly unique character, the Kingdom Earl Marshal may delegate further responsibilities and authority to the Principality Earl Marshal (with the consent of the Crown and the Coronet). The method of warranting a Principality Earl Marshal is defined in the laws of the Principality. The Principality Earl Marshal is also responsible for being the Marshal-in-Charge of the Principality Coronet Tournaments or to designate an acceptable alternate Marshal-in-Charge.

D. REGIONAL DEPUTY MARSHAL (RDM)

The Regional Deputy Marshal (RDM) is an important link between the Kingdom Rapier Marshal and the local Rapier Marshals. Each Regional Deputy Marshal is responsible for an extended geographical area; within that area, the Regional Deputy Marshal has primary responsibility for the day-to-day supervision of S.C.A., Inc. rapier combat and the supervision and development of the Marshallate. A Regional Deputy Marshal must first serve a probationary period of six months after which the warrant may be extended for a total of two years. A second warrant may then follow the first, extending the Regional Deputy Marshal's tenure to a maximum total of three years. The responsibilities and prerogatives of the Regional Deputy Marshal include:

- 1) Report quarterly to the Kingdom Rapier Combat Marshal on the status of S.C.A., Inc. rapier combat in the region, the status of the Marshallate, reviews, evaluations and recommendations of proceedings for any Marshal's Courts (see Section 3.4), and any questions of special importance.
- 2) Be familiar with all the local marshals within the region.
- 3) Train and supervise the Marshallate in the region, and has the right to veto the warranting of a candidate for advancement from Marshal-in-Training status. NOTE: The Regional Deputy Marshal or Principality Earl Marshal can be overruled by the Kingdom Rapier Combat Marshal, Kingdom Earl Marshal or Crown, however the veto cannot be appealed to a Quarter Court.
- 4) Ensure observance of the rules and conventions for rapier combat.
- 5) Discretionary power to act for the Kingdom Rapier Combat Marshal, Kingdom Earl Marshal and the Crown: the Regional Deputy Marshal may make decisions judged as warranted to insure safety at an official event. Such discretionary actions must be immediately reported to the Kingdom Rapier Combat Marshal, Kingdom Earl Marshal and the Crown.
- 6) May suspend authorizations for up to six months. Such suspensions must be immediately reviewed by the Kingdom Earl Marshal and may be appealed to the Regional Marshal's Court (see Section 3.4).

E. DEPUTY EARL MARSHALS (DEM)

Deputy Earl Marshals are primarily responsible for their own offices and deputies, each covering a clearly defined martial activity. They have a primary obligation to advise the Kingdom Earl Marshal and the Crown on matters concerning their area of expertise. Each ranks as a Deputy Earl Marshal but may not act as a fully warranted marshal for any other S.C.A., Inc. martial activities unless they have been specifically warranted for that purpose under the standards set for that activity.

- 1) The currently recognized offices include:
 - a) Kingdom Archer-General
 - b) Dean of the Equestrian College
 - c) Kingdom Rapier Marshal
 - d) Marshal at Arms for Armored Combat
- 2) The responsibilities and prerogatives of the Deputy Earl Marshals include:

- a) Supervise the development of their martial art
- b) Enforcement of the rules governing participation in their martial activity
- c) Report quarterly to the Kingdom Earl Marshal concerning their activities
- d) Train, select, and supervise their marshals (including the creation and maintenance of a Marshal's handbook according to Marshallate guidelines)
- e) Create and revise the participation rules for their respective activities within the limitations set out by the S.C.A., Inc. and such other duties as the Kingdom Earl Marshal shall direct them to perform
- f) The Archer General, Kingdom Rapier Combat Marshal, Marshal-at-Arms and Dean of the Equestrian College must be warranted as marshals within their domains before assuming the office

F. SPECIAL DEPUTY EARL MARSHALS (SDEMS):

Special Deputy Earl Marshals are appointed by the Kingdom Earl Marshal with the same prerogatives as the Deputy Earl Marshals except that Special Deputy Earl Marshals are responsible primarily for their specific area in Marshallate activities, unless otherwise directed by the Kingdom Earl Marshal. Special Deputy Earl Marshals are equal in rank but subordinate to a Principality Earl Marshal or Deputy Earl Marshal in decisions regarding the Principality or activity where the other officer has primary jurisdiction. This appointment can be for special projects or applied to the Kingdom Earl Marshal's designated successor and/or emergency deputy. However, the Kingdom Earl Marshal may designate the Earl Marshal of another Kingdom or Principality as a Deputy Earl Marshal of the Middle Kingdom. The warranting of a Deputy who resides in another Kingdom must be approved in writing by the Crown of that kingdom. It is customary to warrant the Earl Marshal of the East and the Earl Marshal of Aethelmearc as Deputy Earl Marshals for the period of Pennsic War.

G. LOCAL MARSHALS:

Local marshals at the group and baronial level are the backbone of the Marshallate. Group Rapier Marshals (GRM) and Rapier Marshals of the Field (RMF) are warranted for a period of two years and serve at the pleasure of the Earl Marshal. All Group Rapier Marshals and Rapier Marshals of the Fields acting as Marshal-in-Charge of an event may suspend an authorization or warrant for up to the period of the event. If such action is taken the Principality Earl Marshal/Regional Deputy Marshal, Kingdom Rapier Combat Marshal and Kingdom Earl Marshal must be notified immediately.

- 1) Group Rapier Marshals foster and encourage local participation in rapier combat. The responsibilities and prerogatives of the Group Rapier Marshals include:
 - a) Report on a quarterly basis and as otherwise required to the Regional Deputy Marshal concerning local activities
 - b) Maintain accurate records of local authorized rapier combatants and in-training rapier combatants
 - c) Communicate rapier combat and Marshallate information within the local group, and between the group and the Regional Deputy Marshal and Kingdom Rapier Combat Marshal
 - d) Train new combatants, and/or insure that a qualified, experienced individual is found to support this duty
 - e) Ensure observance of the rules and conventions for rapier combat
 - f) Supervise all events with rapier combat participation hosted by their group and submit all required reports to the appropriate superior officers. The Group Rapier Marshals is strongly encouraged to coordinate with event coordinator to insure that there is a warranted Chirurgeon at their group's events where martial activities are taking place. The Group Rapier Marshals is still responsible for coordination and reporting even if they are not acting as the Marshal-in-Charge of the event.
- 2) Rapier Marshals of the Field
Rapier Marshals of the Field are fully warranted marshals who are not responsible for a specific group, but perform all the field duties of a marshal. They do not submit group reports unless they act as Marshal-in-Charge at a tournament or other fighting event, but are responsible for reporting as individuals semi-annually (June 1 and December 1) to their Regional Deputy Marshal.

3.1.3 RESTRICTED-WARRANT MARSHALS AND OTHER STAFF

The following marshals and staff are restricted as described and may NOT authorize combatants to participate in S.C.A., Inc. rapier combat in the Middle Kingdom.

A. GROUP RAPIER MARSHALS-IN-TRAINING (GRMIT):

These officers are marshals of baronies, cantons, marches, and shires who are learning by gaining experience and training to fulfill Marshallate duties. Group Rapier Marshals-in-Training must take responsibility for training their groups combatants and running events advertised in the *Pale* as de facto Marshal-in-Charge (though a fully warranted marshal must supervise the GRMIT and must sign the Tourney report). In other words, GRMITs do all the work of a fully warranted marshal except authorizing combatants to participate in rapier combat, and must be supervised by a warranted marshal when conducting events advertised in the *Pale*. GRMITs are warranted by the Kingdom Earl Marshal as officers of the local group. These warrants are subject to a probationary period to be determined by the Principality Earl Marshal/Regional Deputy Marshal.

B. RAPIER MARSHAL-IN-TRAINING (RMIT):

An authorized combatant who wishes to become a Rapier Marshal of the Field may apply for RMIT status. Unlike the Group Rapier Marshal, the RMIT has no duty to report and does not perform the functions of de facto Marshal-in-Charge. An RMIT must learn through example; by directly assisting warranted marshals at events during weapons inspections, watching authorizations, acting as a constable, and through the classes given at various sites (especially the RUM sessions). See Section 3.5 - Marshal Training. An appointment as a Rapier Marshal-in-Training is made by the Kingdom Rapier Combat Marshal or by one of the Regional Deputy Marshal/Principality Earl Marshals. The Rapier Marshal-in-Training must accomplish the following within a year from the start of the appointment to RMIT status before the RMIT is eligible:

- 1) Assist the Marshal-in-Charge of four official events in all the duties of a Marshal-in-Charge including weapons inspection, Marshaling, authorizations, and reporting. Attendance in at least one of the training sessions offered by the Earl Marshal or an instructor designated by the Earl Marshal at a RUM session or other event may count as one event signature.
- 2) Pass a qualification test administered by a Regional Deputy Marshal or their designate.
- 3) Be acceptable to the Regional Deputy Marshal of the region in which the RMIT resides, the Kingdom Rapier Combat Marshal, the Kingdom Earl Marshal, and to the Crown of the Middle Kingdom.

C. SPECIAL YOUTH TRAINER

No marshal may spar with a minor other than the minor's parent or legal guardian unless they have been specially warranted to do so by the Earl Marshal or his representative. Other marshals may still conduct useful training of minors subject to kingdom law which prohibits any training technique which may result in bruises or worse injury to the minor.

To be eligible for a Special Youth Trainer Warrant, a marshal must:

- 1) Provide vouchers of their experience and competence as marshals.
- 2) Provide vouchers for their expertise and control as participants.
- 3) Show proof of experience working with youth.
- 4) Provide a police background check from their local municipality or county.
- 5) Undergo any additional training as required by the Earl Marshal or designate.

D. YOUTH MARSHALS-

Upon receiving their third authorization, a minor may apply to become a Youth Marshal. The Youth Marshal program will exactly parallel the adult marshal-training program. Upon successful completion of the training program, the minor will receive a special warrant as a Youth Marshal. This warrant grants authority to the minor to function as a marshal in youth activities and as a sort of "perpetual MIT" in adult activities. In both environments, the Youth Marshal must be under the supervision of a fully warranted marshal. The warrant carries the privilege of automatic transference to full marshal status when the minor becomes an adult, upon the approval of the Earl Marshal or designate

E. OUT-OF-KINGDOM MARSHALS:

Out-of-Kingdom marshals may not authorize combatants to participate in Rapier Combat in the Middle Kingdom. Marshals with warrants from other kingdoms may be warranted in the Middle Kingdom upon demonstrated familiarity with Middle Kingdom Rapier Combat rules. Successful completion of the Marshals Test is a preferred demonstration.

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F. CONSTABLES:

Constables are S.C.A., Inc. members who informally help supervise the list boundaries, and who may perform other marshal related duties at the direction of the Marshal-in-Charge. Constables must sign waivers and must possess at least a non-combat participation authorization card before entering the Lists.

END OF MARSHAL RESPONSIBILITIES AND CHAIN OF AUTHORITY

3.2 REPORTS AND FORMS

Writing reports is the most tedious and boring aspect of a marshal's work. Nevertheless, reports are necessary because they give the Regional Deputy Marshal/Principality Earl Marshals, the Kingdom Rapier Combat Marshal (and the Kingdom Earl Marshal) their chief indication of the affairs of the groups for which they are responsible. If reports are not submitted, the Regional Deputy Marshal/Principality Earl Marshal has no idea whether the marshal's job is being done properly. Non-reporting marshals are removed promptly. Therefore, one of the first duties of the group or field marshal is to find out the name and address of his/her superior officers (Kingdom Earl Marshal, Kingdom Rapier Combat Marshal, Regional Deputy Marshal/Principality Earl Marshal, and Baronial Marshal, if any) and to know when reports are due. Marshals should keep file copies of all reports submitted. The standard report forms make this procedure easy if the basic instructions are followed in filling them out. It is not required to send these reports by registered post, except in special situations as indicated by the marshal receiving your report. Currently, it is required that all participants who are going to be in the Lists to have the appropriate participation or authorization card, membership card and present these to the List Table prior to entering the Lists.

3.2.1 REPORT SCHEDULES

The following is considered the default schedule for reporting. NOTE: The Kingdom Earl Marshal reserves the right to change the schedule to meet the requirements of the Society Marshal. All marshals are required to check the Middle Kingdom newsletter, the *Pale*, for changes to rules and reporting schedules.

A. QUARTER REPORT:

WHO	DEADLINE	TO	NOTES
GRMIT	Mar 1, Jun 1, Sep 1	PEM/RDM	Copy to CR for changes
RMF	June 1	BGRM/PEM/RDM	
Local GRM	Mar 1, Jun 1, Sep 1	BGRM/PEM/RDM	Copy to CR for changes
Baronial GRM	Mar 1, Jun 1, Sep 1	PEM/RDM	Copy to CR for changes
PEM/RDM	Mar 7 Jun 7, Sep 7	KRM	
KRM	Mar 14, Jun 14, Sep 14	KEM	

B. DOMESDAY REPORT:

WHO	DEADLINE	TO	NOTES
GRMIT	Dec 1	PEM/RDM/SEN/CR	Copy to CR for changes
RMF	Dec 1	BGRM/PEM/RDM	
Local GRM	Dec 1	GRM/PEM/RDM/SEN/CR	Copy to CR for changes
Baronial GRM	Dec 1	PEM/RDM/SEN/CR	Copy to CR for changes
PEM/RDM	Dec 7	KRM	PEM copy to PSEN
KRM	Dec 14	KEM	

C. TOURNEY REPORT (INCLUDES AUTHORIZATIONS SUMMARY) :

WHO	DEADLINE	TO	NOTES
MIC	1 week	RDM/CR	

D. INCIDENT REPORT:

WHO	DEADLINE	TO	NOTES
MIC and Chirurg.	48 hours	RDM/KCH/KEM	

E. AUTHORIZATION FORM:

WHO	DEADLINE	TO	NOTES
Combatant	45 days	CR	

KEY

Abbrev.	Definition
KEM	Kingdom Earl Marshal
KCH	Kingdom Chirurg
KRM	Kingdom Rapier Combat Marshal
PEM	Principality Earl Marshal
RDM	Regional Deputy Marshal
BGRM	Baronial Group Rapier Marshal
GRM	Group Rapier Marshal

Abbrev.	Definition
PSEN	Principality Seneschal
SEN	Seneschal
CR	Clerk of the Roster
MIC	Marshal-in-Charge
RMF	Rapier Marshal of the Field
RMIT	Rapier Marshal in Training
GRMIT	Group Rapier Marshal in Training

3.2.2 REPORT FORMAT AND REQUIRED INFORMATION

A. GENERAL

- 1) Name of reporting Marshal, (both modern and S.C.A., Inc.)
- 2) Street address, phone number and e-mail address of reporting marshal
- 3) Name of S.C.A., Inc. group and modern location
- 4) Names, (modern and S.C.A., Inc), street addresses, e-mail addresses, and phone numbers of all authorized combatants and combatants-in-training in the group.

B. QUARTER REPORT

- 1) Correctly filled quarterly report form
- 2) All changes in the local list of authorized combatants that occurred in the last quarter. This includes new additions and those who have moved or left the S.C.A., Inc, additional advanced authorizations, and any change of the Group Rapier Marshal. Any combatant who has not participated in an official S.C.A., Inc. rapier event in the last calendar year, or who quits the Society should be reported as inactive. If a combatant moves away, the name of his/her new group, if any, should be reported.
- 3) Other descriptive information concerning training, problems, and injuries should be included on a separate sheet.
- 4) Incipient groups must report every quarter even if there are no changes. Full status groups need only to report the changes that have occurred since their last report.

C. DOMESDAY REPORT

Each Group Rapier Marshal is required to submit a copy of the Domesday report to the listed officers by the indicated deadline and to the local Seneschal no later than December 15. The Domesday Report will cover the entire year's activity. It need not be long, just complete. Include the following information:

- 1) Correctly filled out Quarter/Domesday report form
- 2) Complete and updated roster of combatants, including correct contact information
- 3) Brief summary of group events
- 4) Brief summary of net increase/decrease in combatant population
- 5) Brief summary of issues and concerns

D. TOURNEY REPORT

The Tournament report form must be sent within a week of the event at which the tourney took place and shall be submitted using the standard forms for the appropriate information:

- 1) Tourney Report
- 2) Marshal's Sign Up Sheet
- 3) Combat Authorization Report
- 4) List of Participants
- 5) Incident Report (if needed)

E. INCIDENT REPORT

A separate incident report must be filed for each instance of an incident involving significant injury, unusual equipment failure or sanctions on combatants, marshals or other participants. These must be reported verbally or by e-mail to the Kingdom Rapier Marshal within 48 hours and a written report must be included with the tourney report. Injuries should also be reported to the Kingdom Chirurgeon within 48 hours. Preferably, injury reports should include copies of reports generated by the presiding chirurgeon or Marshal-in-Charge if a chirurgeon is not present. However, if that report is not available, the Marshal-in-Charge is responsible for describing the nature of the injury and the circumstances under which the injury occurred. The report should be short and concise.

F. AUTHORIZATION FORMS AND REPORTS

- 1) The forms and report should be completed by the Marshal-in-Charge of the event and the whole individual authorization form given to the combatant along with their waiver before the end of the tournament. It is the responsibility of the combatant to send the paperwork to the Minister of the Lists to get their authorization card.
- 2) Authorization reports should be completed on the separate Summary Authorization Form and shall include all information required on the form. All information must be legible. Authorization cards are issued when the Clerk of the Roster has received both an authorization form and a completed Combat Waiver from the combatant.

G. INDIVIDUAL/FIELD MARSHAL STATUS REPORTS

There is no standard form but the report should include items:

- 1) Name of reporting Marshal, (both modern and S.C.A., Inc.)
- 2) Street address, phone number and e-mail address of reporting marshal
- 3) Name of S.C.A., Inc. group and modern location
- 4) Other descriptive information concerning training, problems, and injuries should be included on a separate sheet.

3.2.3 AUTHORIZATION CARDS AND WAIVERS

All authorized combatants must obtain an authorization card that must be presented to the List Table or inspecting Marshals at official events. Anyone who will enter the Lists as a participant (fighting in a tourney, sparring, helping with authorizations, Marshaling, constabling, scouting, etc.) must go to the List Table and present their Authorization/Participation Card, their S.C.A., Inc membership card, and sign the appropriate participant's list and whatever other tourney Lists are requested. Persons other than combatants, Marshals, or scouts who must enter the Lists (e.g.: heralds, surgeons, water bearers) execute a waiver before participating at an official event.

While presenting paperwork at the Table is the best solution and strongly encouraged, participants frequently misplace their cards. In order to facilitate maximum participation, Marshals can verbally vouch for the authorization status of a participant, or the warrant of another Marshal who has misplaced their card. Any warranted officer of the S.C.A., Inc may vouch for the membership status of a participant except for participation in Crown and Coronet Lists, which require formal proof of membership. Marshals and list officials are cautioned to report participants who appear to be taking advantage of this flexibility.

IF YOU DO NOT HAVE A CURRENT MEMBERSHIP AND AUTHORIZATION CARD, YOU CANNOT FIGHT--PER MIDDLE KINGDOM LAW.

The only exception is when you are authorizing or re-authorizing, which requires only the membership card.

Membership restriction per Article VII Authorization for Combat, Section 104 of Middle Kingdom Law:

A. VII-104

Only persons who are current members of the Society for Creative Anachronism, Inc. are authorized or are allowed to be authorized to participate in combat activities within the Middle Kingdom. Persons who are not current members of the Society for Creative Anachronism, Inc. who may be authorized in other kingdoms are not authorized within the Middle Kingdom.”

B. OUT OF KINGDOM AUTHORIZATIONS

This law does not prohibit honoring out-of-kingdom authorizations, only that visitors who become permanent residents must become members if they wish to be authorized in the Middle Kingdom. Out-of-kingdom visitors may participate in Middle Kingdom martial activities upon showing proof of authorization, as applicable, and subject to the policies above. Again, Marshals and list officials are cautioned to report visitors who appear to be taking advantage of this flexibility.

C. OUT OF KINGDOM AUTHORIZATION CARDS

Out of kingdom authorization cards will be honored until they expire in those situations where the participant has recently become a permanent resident of the MidRealm. The participant may then apply to the Regional Marshal for that activity for permission to directly transfer their authorizations to the closest MidRealm equivalents. The Regional Marshal will either approve the request on a case-by-case basis and forward to the Clerk of the Roster or direct the participant to re-authorize.

END OF REPORTS AND FORMS

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3.3 MARSHAL FIELD DUTIES

The Marshal-in-Charge of an official event must be a fully warranted marshal. The Marshal-in-Charge (MIC) is responsible for all Marshaling activities at an official S.C.A., Inc. event where there are combat or combat-related activities, and for preparing (or having prepared) all required reports and forms. The Group Rapier Marshal is frequently the Marshal-in-Charge, but if they are still in training another warranted marshal must be chosen. The Group Rapier Marshal-in-Training should assist in weapons inspections and in the conduct of the Lists, but the warranted Marshal-in-Charge is the person considered responsible by the Kingdom Rapier Marshal and Kingdom Earl Marshal. The Group Knight Marshal-in-Training must prepare the tourney reports but must also have the warranted Marshal-in-Charge check and sign the report. The Marshal-in-Charge should ensure that there are enough marshals and constables to control the combat and keep it from spilling into the spectators.

3.3.1 SETTING UP THE LISTS

A. GENERAL

The size, shape, and condition of the list field have much to do with the safety and enjoyment of the combatants and the spectators. A highly visible, safe barrier reinforced by marshals and/or constables, is the best boundary. If the List(s) must be set up in the middle of a field or in a large room without such boundaries, great care must be taken. It is often best to take one end of a room for the list field and use the walls for three of the boundaries, leaving only one rope barrier between the combatants and the audience. Or in the case of an outdoor area, take advantage of available logical boundary items like trees and bushes. The marshals should also look at "traffic flow" as a consideration in laying out the fighting area, but safety factors are foremost. Make sure that mixing combatant and general spectator traffic is kept to a minimum. Take into account the spectator mix: more non-S.C.A., Inc. children or a lot of traffic means increased vigilance and tighter control.

B. BARRIERS AND PROTECTING THE SPECTATORS

- 1) Rope barriers should be waist height (36 to 40 inches from the ground), outer rope barriers should be a little lower (30 to 36 inches from the ground) to help small children to recognize the boundary. Flags or pendants hung on the rope every six feet or so will help everyone keep track of the bounds. Marshals should adjust the ropes between bouts to keep them at the recommended height.
- 2) Single rope barriers can be used where there is a minimum of spectator traffic around the Lists, few small children present, and a primarily S.C.A., Inc. audience. Floor or ground markings out six feet or so from the ropes provide a good visual cue to spectators. Make the combatants aware that they have only the one barrier between them and the spectators. Encourage the spectators to honor the outer bound markings.
- 3) Double rope barriers are generally preferred and should be used wherever practical. The distance between the inner and outer barriers should be the length of the longest weapon on the field. HOLD is called when the combatants reach the inner boundary, while spectators are not permitted closer than the outer line.
- 4) Barriers and boundary markings at sites where large melees or wars are to be held depend on the number of combatants, the size of the audience, and the number of marshals available. A well defined double line is also highly desirable, but in this case the distance between inner and outer boundaries should be fifteen feet or greater. Corners and boundaries should be highly visible. Straw bales are usually employed. Spectators and combatants should be discouraged from using the bales for sitting or resting. The setup at large wars can dramatically effect the outcome of a battle and should be discussed with the leaders of the armies well in advance.

C. SURFACE CONDITIONS AND COMBATANT SAFETY

The conditions of the surface of the List(s) should be checked as well. The marshals should walk the fighting area well before fighting begins to look for and try to remedy or mark potential hazards. When a site requires additional protective floor covering, care should be taken to avoid creating tripping or sliding hazards.

3.3.2 TOURNAMENT FIELD PROCEDURES

A. GENERAL

Promoting safety and awareness helps to ease running tournaments. Checking on the following items will ensure that your tournament runs well:

- 1) Everyone in the List(s) should have visited the List table and signed waivers.
- 2) Keep the List(s) cleared of nonessential people. This includes any tourney officers (marshals or constables) who are not paying attention to the proceedings. No one should ever stand near the List(s) with his/her back to the fighting.
- 3) Check the fighting surface between bouts for potential problems.
- 4) Check combatants as they enter for general repair of their equipment. They may have had something damaged in the previous bout.
- 5) Keep a good sight line between the List table and the List(s).

B. MARSHAL REQUIREMENTS

- 1) Ideally, have a minimum three marshals, or if more, then always an odd number observing the combatants.
- 2) The marshals should maintain the best clear view of the action, moving as necessary.
- 3) One marshal should be designated as the "Presiding Marshal", who is responsible for signaling the commencement of the fight, arbitration and its continuance after any Hold. The role of presiding marshal can be rotated among the marshals as necessary.
- 4) Marshals are strongly encouraged to withdraw and appoint a replacement in tournaments where their affiliations to a combatant may cause their judgment to be questioned. It is better to voluntarily remove yourself than to have another marshal request you to do so.
- 5) Marshals are expected to maintain their own tempers, remain objective and encourage calm discourse in the Lists. A cooling down period can be called if necessary to restore order and calmness.

C. STARTING THE TOURNAMENT BOUT

As a bout begins, several preliminaries, practical and symbolic must be performed:

- 1) The marshals must check the combatants to insure that they are wearing all required protective gear. If they are not, then the bout cannot proceed. Combatants should be encouraged to identify their own, and inspect each other's weapons closely so that each is aware of what they are facing.
- 2) Prior to the start of the bout all combatants must be asked if they have read and understand the Rapier rules, and if they have signed a waiver. All must have done so before entering the List(s).
- 3) The formal ceremony of commencing a bout is generally split between the Presiding Marshal and the Field Herald:
- 4) The Herald tells the combatants to salute the Crown, those that "inspire them," and their opponents, then to heed the marshals.
- 5) The presiding marshal then asks the combatants if they are prepared to engage. The Presiding Marshal, and only the Presiding Marshal, commences the fight with "EN GARDE, LAY ON" or the equivalent.
- 6) Once the tournament is underway, and at the Presiding Marshal's discretion, acknowledging all honors as previously given may shorten the preliminaries, or to do such honors as they desire, and then begin the bout.

D. DURING THE BOUT

As the bouts continue, the marshals should look for and immediately respond to any condition dangerous to the combatants or the spectators. When it occurs the marshal must:

- 1) Call "HOLD" to stop the action
- 2) Correct the condition or situation
- 3) If the situation requires repositioning the combatants, make sure they remain in the same positions and at the same distance relative to one another as when the Hold was called.
- 4) Continue the bout with the commands, "EN GARDE -- CONTINUE."

E. CONDUCT IN THE LISTS AND JUDGING BLOW ACCEPTANCE

Judging blows is the primary responsibility of the combatants, but there are exceptions to this rule. When the blow is not good for reasons the combatants cannot see -- the marshal must inform the combatants. Also, if the combatants ask for an opinion, the marshal should clearly give it as to the "cleanness" of the blow and what was hit, or state that an opinion can not be given (due to blocked vision, etc.). It must be strongly emphasized that the combatant who wants an opinion on a blow should ask the opponent involved first. To do otherwise is discourteous. If possible, the struck combatant should make the decision.

- 1) The marshal has the informal power to persuade the combatants to correct intentional or unintentional misconduct, and the formal power to enforce the rules through the powers delegated by the Crown.
- 2) The use of informal persuasion is preferable, whenever possible.
- 3) The marshal can formally, in extreme cases, award victory in a fight, eject a combatant from the List(s) and/or require reauthorization, or even disassociate the S.C.A., Inc. from an event where the Rules of the List are being ignored.

F. MARSHALLATE INTERVENTION

Marshals (because they are observers) are restricted in their ability to actually judge blows received by an opponent, but in some cases it becomes obvious that blows are not being acknowledged properly. Intervening in a bout when the participants have not requested assistance is one of the stickiest situations marshals can find themselves in. On the one hand, we want the combatants to be the first, best arbiters of the bout. On the other, we are charged with enforcing the Rules of the Lists and Conventions of Combat—to include calibration of blows and cannot in good conscience stand by when there is a concern that the blows are being missed by combatants. What follows is the preferred protocol for unrequested intervention:

- 1) Call Hold, preferably as soon as there is a natural break in the action. Wait a second to see if the “break” occurred because one of the combatants is waiting to see if his opponent will register the blow. This may be all it takes to start the dialogue. If not, call the Hold and advance when it is safe to do so.
- 2) Ask the question in a non-confrontational way and not directed to any combatant in particular. “Gentles, is there anything you need to say?” Pause to see if the dialogue starts.
- 3) If no one speaks up, address the combatant who threw the blow in question. Ask them if they thought the blow was good. Pantomime the blow while asking, using the recipient as a model. This identifies which blow you mean and it might serve to jog the memory of the recipient. If the combatant who threw the blow indicates that the blow was not good this should pretty much be the end of it. **Only in the most extreme of circumstances should a marshal pursue the matter past this point.** Resume the bout with a brief apology for interrupting the action.
- 4) If the combatant who threw the blow indicates that they thought the blow was good, direct your question to the recipient. Avoid sounding accusatory but repeat the comments from the combatant who threw the blow. Encourage the combatants to talk to each other.
- 5) If the receiver indicates that they did not feel the blow was good, do a quick inspection of the armor in the area of impact to see if there is a physical explanation. If you find something, point out the problem and offer to give them a reasonable amount of time to correct it. Ask the recipient, given what you have found, if they’d like to reconsider accepting the blow.
- 6) If nothing is found to explain the discrepancies or the recipient is unwilling to accept the blow, the marshals must make a decision. The marshals present in the lists should quickly confer.
- 7) The senior marshal will then approach the combatants and offer a brief summary of what has happened to that point, ending with the consensus opinion of the marshals. Pause and let the combatants consider some more and try to come to a resolution.
- 8) If none is forthcoming, the senior marshal must make a quick decision based on their own observations of the blow, the subtleties of interaction between the combatants, and the consensus of the marshals. If the senior marshal feels there is sufficient cause, then they should inform the recipient that the blow is to be counted as good. If not, let the bout continue.

There are several “themes” running through this process that marshals should keep in mind as a guide in this situation. First, the marshals should make every effort to let the combatants resolve the bout themselves, and encourage the dialogue. Second, the marshals should stay professional, courteous, and impartial. Third, the process should not be lengthy or drawn out. None of these steps takes more than a few seconds. Last, while the marshals have the authority to arbitrate blows it should be an **absolute** last resort.

G. DEALING WITH UNACCEPTABLE TECHNIQUE ISSUES

Other problems that may require action by the marshal include dangerous offensive techniques and illegal defensive techniques. The latter are covered fairly well by the rules, and conventions of combat. Dangerous offensive techniques are more serious and require prompt attention. Any combatant who purposely strikes repeatedly at an illegal target area, doesn't appear in control of the

weapon or parrying device, or uses an obviously or patently dangerous technique should be dealt with in three steps:

- 1) Warning at the first offense.
- 2) Banning of the technique being abused at the second offense.
- 3) Forfeiting the fight at the third offense.

H. EQUIPMENT FAILURES

The most serious type is loss or failure of head protection. If a helmet/mask comes off a combatant, or otherwise fails in the course of combat, the combatant is deemed immediately defeated. The reason for the occurrence must be carefully ascertained and steps taken to prevent reoccurrence. In the case of other equipment failures, the marshal should allow a reasonable amount of time to repair or replace the equipment.

I. RESPONSES TO BEHAVIORAL ISSUES

Since our system depends heavily on personal honor and integrity, certain expectations and behaviors take on higher values than normal. Marshals may bar participation in martial activities if a participant is obviously impaired by drugs, alcohol, or a medical condition. This falls under the Rules of the Lists of the S.C.A., Inc. #3 (see Section 1.1.3), which states in part that all combatants must be ... "acceptable to the Crown or their representatives".

Marshals are cautioned that the exhibited behavior or condition must be such that a prudent person without specialized behavioral or medical training would have concern about the safety of the participant, their opponents or spectators. In the absence of such behavior but where the marshal suspects that such a condition exists, the marshals may question the participant about the situation and offer advice on the safety and chivalry of their actions and try to persuade them to voluntarily excuse themselves. If that fails, the marshals may take it upon themselves to advise other participants of the marshal's concerns and let the participants decide for themselves whether or not they will compete with the affected party. Finally, marshals are reminded that they are not obliged to marshal any activity and may excuse themselves without penalty.

The above situations are fortunately few and uncommon. The personal safety and honor of the participants are our primary concern and the marshals should reinforce this by example:

- 1) Address your concerns to the source: If a combatant has complaints about the behavior of an opponent, the first response of anyone hearing such, whether marshal, combatant, or otherwise should be, "Have you talked to your opponent about this?" If the answer is no, the listener should insist that such a discussion take place before any other outsiders are involved.
- 2) Maintain objectivity and neutrality: marshals brought into the matter when they did not witness or notice the action in question should refrain from taking sides. Instead they should get all parties face to face for a full discussion. If a tournament has been characterized by a high number of complaints, all the combatants should be brought together to bring problems into the open before they become permanent hard feelings.
- 3) Maintain Honor: There are many rules, conventions, and directives concerning fighting and marshalling. No matter how much we codify, fighting will always be (and rightfully so) a matter of subjectivity we call HONOR. There are three "matters of honor" that, if adhered to by marshals and combatants, will insure both safety and enjoyment:
 - a) Take care of each other on the field
 - b) If there's a discrepancy or problem on the field, talk right there and then and straighten it out. Don't ever be afraid to call HOLD and tactfully - "ASK THE QUESTION".
 - c) Give your opponent the benefit of the doubt. This means: If you're not sure of the blow that hit you -- ask. If you're not sure of the blow you threw -- let your opponent decide. These guiding principles overridingly serve both honor and prowess.

3.3.3 MARSHALLING MELEES

NOTE: All marshals should be familiar with and use the standard Middle Kingdom marshalling battlefield signals.

Melees are the potentially the most hazardous environment for both combatants and marshals and, not coincidentally, the most difficult to marshal. Marshals must not only keep in mind all of the considerations noted above in the Tournament section, but also contend with more spectators and rules of engagement - all while trying to not unduly affect the tactical scenario.

A. GENERAL

Maintain a high level of safety and awareness as indicated above in the Tournament section. Additional considerations specific to the melee scenario include:

- 1) Remind the marshals to keep good clearance from the lines during rushes, charges and other mass movements that could cause the marshal to be accidentally struck or overrun.
- 2) Make sure the field of combat is clear of noncombatant staff and spectators before resuming after a Hold.
- 3) Check the field surface before and between melees for problems.
- 4) Check combatants and encourage them to check each other as they enter and during Holds for state of their equipment. They may have had something damaged in the previous engagement.
- 5) Marshals should always have a marshal's staff, baldric and whistle for safety and effectiveness. Protective equipment is also recommended where reasonable, especially hand and groin protection. Goggles or safety glasses are also recommended.
- 6) Marshals-in-Charge are strongly encouraged to arrange adequate Chirurgeon and water-bearing support.

B. MELEE MARSHALLING REQUIREMENTS

- 1) Have as many marshals as possible. The melee is a dynamic environment covering a wide area. A ratio of one marshal to every ten combatants in smaller scenarios is a good margin. Sometimes it's not possible to achieve that ratio, but every effort should be made to have enough marshals and constables to protect spectators and ensure the safety of the combatants.
- 2) The marshals should maintain the best clear view of the action, moving with the combatants as necessary, but remaining effectively out of weapons range. The Marshal-in-Charge is responsible for judging whether or not there are enough marshals and constables, and requesting additional participation.
- 3) One marshal should be designated as the "Presiding Marshal", who is responsible for signaling the commencement of the melee, arbitration and its continuance after any Hold. The role of Presiding Marshal can be rotated among the marshals as necessary.
- 4) marshals are expected to maintain their own tempers, remain objective and encourage calm discourse on the field.

C. CROWD CONTROL

Larger melees tend to draw larger crowds of spectators than single combat. Not only does available space become a safety consideration, but also the combatants themselves are less likely to remain attentive to the boundaries as they follow the flow of the tactical scenario. The location and layout of the melee area must take these factors into consideration and the buffer zone between spectator and the action has to be firmly enforced. In some situations (such as woods battles) it is not uncommon for the Marshal-in-Charge to forbid spectators entirely from the vicinity of the fighting area.

D. HOLDS

There are few areas where marshals and commanders come into more frequent conflict than when to call holds, because of the effect of interrupting the developing scenario. The first consideration must always be safety. The marshals should call for a hold if:

- 1) The fighting is about to overflow the boundaries.
- 2) There is an injury that might require the surgeons to intervene.
- 3) A potentially dangerous situation (see above) is about to develop.
- 4) A critical piece of protective gear (like a helmet/mask) has come off a combatant that cannot be otherwise safely removed from the fighting

It is impossible to create a rule for every conceivable situation. The marshals should, however, try to allow the fighting to continue when possible, erring only on the side of safety. During a Hold, marshals should attempt to resolve the situation as soon as possible so that the fighting can continue.

E. RULES OF ENGAGEMENT

All marshals should make themselves thoroughly familiar with the melee conventions of combat as outlined in the Middle Kingdom Rapier Melee Conventions (Section 1.5). The issues of legal engagement in the confusion of melee combat can not only lead to dangerous physical situations but can cause rapidly escalating tempers as well. Marshals must be particularly attentive to potential problems in situations where:

- 1) The lines have broken and units are intermixed.
- 2) One unit has flanked or is in the rear of another.

- 3) Elements of one unit are breaking through the lines of another.
- 4) Individuals are rejoining the fight from another part of the battlefield.

Marshals will frequently be called on to render judgments about engagement issues and should be constantly aware of the heightened emotions that can build during a melee. Marshals must remember to remain absolutely impartial (and diplomatic) and serve the interests of safety first, the rules of the game second, and the tactical concerns of the participants last, if at all.

3.3.4 AUTHORIZATIONS

The authorization process is one of the most important safeguards in S.C.A., Inc. combat. Authorizations must be taken seriously. The first and most important standard for all authorizations is safety. For advanced authorizations, competency is required as well. A marshal does a great disservice to the Marshallate, combatants in general and the combatant in question by ignoring or overlooking any of the standards detailed below as a "favor" to help authorize a combatant. The Kingdom Earl Marshal has at various times reviewed a warrant for such irresponsible conduct. Local marshals and trainers should give the new combatant a clear idea when they have reached the authorization threshold, and wherever possible be present at the first authorization attempt. Anyone wishing to participate in Rapier Combat must be at least 18 years of age. There are no states in the Middle Kingdom where the age of majority is less than 18. Minors can begin training in Rapier Combat, provided that the training technique does not result in bruising of the minor, per Middle Kingdom Law.

A. AGE REQUIRMENTS

- 1) At age 14, participants may authorize in single rapier combat and only engage in rapier combat against other minors.
- 2) Participants may authorize for general rapier combat at age 18.

B. PLANNING

Organizing for authorizations becomes more important the larger your event and the wider your draw from the rapier combat community. Emphasis should always be on getting new authorizations and authorizations for combatants traveling long distances from remote groups handled first. Have the following resources ready and available to keep the process running smoothly:

- 1) List Table: your staff at the List table should have enough of the correct forms and be familiar with completing authorization forms. The Group Rapier Marshal and/or Marshal-in-Charge is responsible to make sure the paperwork (with enough copies of each form) is there and the List staff comfortable with the forms and procedures.
- 2) List Field: plan to have enough room to be able to run more than one set of authorizations at a time, whenever space allows.
- 3) Warranted Marshals: more is better. Try to arrange for marshals from outside your immediate area to meet the familiarity requirement (see below) with the combatants authorizing.
- 4) Sparring Partners: more is better here too--especially from outside the local area, but familiar to the marshals. Make sure the sparring partner is experienced and has the required authorization.

C. MARSHAL STANDARDS AND RESTRICTIONS

- 1) A copy of the Middle Kingdom Rapier Combat Marshals Handbook: Section 1-Rules and Conventions and Section 2-Equipment Standards must be available at the List table at any official event at which authorizations are conducted. Note that this includes a group practice if an authorization is to be attempted there. Copies of The Society Rules for Rapier Combat and The Rules of the Lists of the S. C. A., Inc should also be available.
- 2) No less than two warranted marshals and preferably three are required to authorize a combatant. At least one should be relatively unfamiliar with the combatant authorizing. A single warranted marshal at an event may not authorize combatants.
- 3) Authorizations at practices are allowed as long as there are two warranted marshals from outside the group holding the authorizations.
- 4) A marshal cannot authorize someone in a weapons style in which they are not authorized.
- 5) All combatants must authorize first in Single Rapier (SR). In cases where there is good and sufficient reason the Regional Deputy Marshal or above in the Marshallate chain of authority can grant an exception.
- 6) Whatever weapon style the combatant is authorizing in, the combatant is responsible to be **SAFE** with the weapons and/or parrying devices actually used.

D. GENERAL AUTHORIZATION PROCEDURES

Authorization procedures (for all weapon styles) will follow a set pattern of bouts:

- 1) Requirements:
 - a) Has read and is familiar with all required rules
 - b) Has weapons and protective equipment inspected and approved by a warranted Marshal
 - c) Has attained the age of 18
 - d) Is a paid member of the Society for Creative Anachronism
 - e) Has signed a waiver
- 2) Sparring Bout
Combatants acknowledge blows verbally, calling out "good to the head", "good to the leg", etc., loud enough for the marshals to hear, but not acting out the blow's effect. The sparring partner will spend some of the time: "pressing" the candidate and some of the time retreating from him/her to encourage a full display of safety and/or skill in both offense and defense. The sparring bout is to last no more than five to ten minutes. A candidate who does not have the endurance to fight in a typical sparring bout can be failed for this reason alone
- 3) Marshal Consultation
Following the Sparring Bout, the marshals and the sparring partner consult and discuss the performance of the combatant during the bout. Consensus should be reached as to whether to terminate the authorization and inform the combatant that he/she should train more before attempting to authorize again or whether the authorization should continue to the Formal Bout.
- 4) Formal Bout
Combatants conduct themselves as if participating in a real Tournament. All blows are acted out. Victory in the bout is not a consideration for authorization. This bout is held to demonstrate the candidate's ability to properly and safely act out the effects of the blows received and given in a manner befitting Rapier Combat.
- 5) Final Consultation
Following the Formal Bout, the marshals and the sparring partner will again meet--this time to determine if the candidate passes or fails.

E. PROCEDURES FOR FIRST-TIME AUTHORIZATION (SINGLE RAPIER):

- 1) The candidate must have a warranted Rapier Marshal inspect and approve the weapons and protective equipment prior to the authorization bouts.
- 2) Following the inspection the marshal should confirm that the candidate has read and understands the Middle Kingdom and S.C.A., Inc. Rapier Combat rules, has had some practice, and is using equipment used in practice before. This does not require ownership of the equipment, only familiarity. A person who performs poorly and uses equipment problems, as a reason should not be authorized.
- 3) When authorization bouts are announced, the candidate should be directed to the List table to provide proof of membership in the S.C.A., Inc, fill out and sign a waiver and an authorization form. The combatant will enter the List armed with a single rapier to the Presiding Marshal when called. The marshal will ask the candidate if they have read and understood *The Rules of the Lists of the Society of Creative Anachronism, Inc.*, *The Middle Kingdom Rapier Combat Marshals Handbook: Section 1: Rules and Conventions*, *Section 2: Equipment Standards*; and *The Society Rules for Rapier Combat*. If the candidate has not read them (which should not happen) they will be directed to the List table copies, and told to return when they have done the required reading; once they have reviewed the information, they may continue with the attempted authorization.
- 4) First Authorization Standards
 - a) Exhibits safe and courteous behavior on the field.
 - b) Begins in and maintains an acceptable stance.
 - c) Uses weapon safely in offense and defense.
 - d) Safely delivers blows from a proper range and at a proper strength.
 - e) Reacts safely to pressure, demonstrating the ability to "fight back" without becoming confused or losing control.
 - f) Judges blows correctly, both those received and those given.
 - g) Able to move safely while engaged.
 - h) Able to parry safely with "off" hand.

- i) Able to fence safely with rapier in "off" hand.
- j) Able to fence safely when grounded and/or when opponent is grounded.

F. ADVANCED AUTHORIZATION PROCEDURES

- 1) Once a fencer has authorized in Single Rapier, advanced authorizations may be attempted in ANY order.
- 2) The combatant must show their Middle Kingdom Rapier Combat authorization card, and demonstrate competence, as well as safe use of the advanced weapon style. Competence is a subjective standard but should include demonstrated familiarity with the unique characteristics of the weapon style, and awareness of the tactics for both offense and defense with the style.

G. WEAPON STYLES AND DEFINITIONS

- 1) Single Rapier (SR): The fencer's off-hand may be used to parry.
- 2) Rapier and Rigid Parrying Device (RP): Rigid parrying devices include (but are not limited to) bucklers, scabbards, canes and batons.
- 3) Rapier and Non-Rigid Parrying Device (NRP): Non-rigid parrying devices include (but are not limited to) cloaks, hats, scarves and skirts.
- 4) Rapier and Dagger (DGR): The fencer may attack and defend with either blade.
- 5) Case of Rapiers [Florentine/Two-weapon] (CR): The fencer may attack and defend with either blade.

3.3.5 INSPECTIONS

Rapier Combat marshals are expected to inspect and pass or fail weapons and protective equipment in accordance with the rules, standards and guidelines set forth in this handbook. Developing a set pattern for performing your inspections will help you maintain thoroughness and efficiency.

3.3.6 MARSHALLATE AUTHORITY TO HALT AN EVENT

In the event of a serious violation of the Rules of the List, the Presiding Marshal shall use his/her authority to stop the fight and/or take such other action as is necessary to correct the situation. If that authority is questioned, or if s/he is unable to stop the activity which is in violation, s/he shall summon the Marshal-in-Charge who, if s/he is also unable to stop the violation will use the following emergency procedures:

A. CROWN REQUEST FOR INTERVENTION

The Marshal-In-Charge will immediately go to the Crown or ruling noble in attendance and say, "Your Majesty/Highness, it is my duty to inform you of a violation of Rule number ____ and to advise you to use Your authority to correct the situation. If this situation is allowed to continue, the S.C.A., Inc. will be forced to withdraw its sanction from this event (tournament, revel, etc.) and you will be held legally responsible for any consequences."

B. SENESCHAL REQUEST FOR INTERVENTION

If the Crown or ruling noble is unavailable, unable, or unwilling to act, the Marshal-In-Charge shall go to the Seneschal and say, "My Lord/Lady Seneschal, it is my duty to inform you of a violation of Rule number _____. In the name of the S.C.A., Inc. I request that you aid me in correcting this situation, and if the situation cannot be corrected, I desire you to withdraw the Society sanction from this event."

C. MARSHAL-IN-CHARGE PROCEDURE FOR HALTING THE EVENT

If the previous prescribed procedures do not work, the Marshal-In-Charge is instructed to summon a herald and require the following announcement be made, "My Lords and Ladies, I regret to inform you that since the Rules of the Lists are not being obeyed, this event can no longer be considered an official event of the Society for Creative Anachronism, Inc., and is officially closed. Any activity taking place on this field from this time forward is a private affair, for which activity the individuals concerned will be totally and solely responsible." If no herald is available to make the announcement, the Marshal-In-Charge shall make it. The Marshal-In-Charge should then withdraw from the Lists, taking all S.C.A., Inc. officers. The Marshal-In-Charge must immediately report the action to the Kingdom Earl Marshal by telephone, followed by a report in writing with copies to the entire Marshallate chain of authority, the Crown, the Marshal of the Society and the B.O.D.

This has never happened in the Middle Kingdom as of this writing.

END OF MARSHAL FIELD DUTIES

3.4 MARSHALLATE ARBITRATION AND GRIEVANCE PROCEDURES

Any participant, marshal, herald, or constable has accepted by signing the S.C.A., Inc. Combat Waiver the Society-wide system of arbitration established by the Board for that purpose. This section defines that system for the Marshallate. The Marshal's Courts are set up for the sole purpose making decisions about infractions of the Rules of the Lists and the Conventions of Combat (plus the rules and regulations that support them contained in all of the Middle Kingdom Marshal's Handbooks). This includes combatant authorizations, marshal's warrants, and the ability of a non-combatant to function and participate within the area designated for that activity. In the latter case, the Courts can only bar the individual from direct participation in the particular activity.

This effectively standardizes and formalizes the current procedures and authority that the Kingdom Earl Marshal (and, by delegation, the Kingdom Deputies, Principality/Regional Marshals, the Group Marshals, and all Marshals of the Field) have for dealing with problems.

3.4.1 MARSHALS COURT

A. GENERAL

The Marshal-in-Charge of an event may, from time to time, have to discipline an individual. As a representative of the Crown and the Kingdom Earl Marshal, the Marshal-in-Charge may remove a participant, a warranted Marshal, or other persons who have supporting functions (heralds, constables, chirurgeons, etc.) from the area of activity. The Marshal-in-Charge may also suspend a participant's authorization card for the duration of the event.

In order to resolve a complex issue, the Marshal-in-Charge or an affected individual may request that a "Marshal's Court" be convened to examine the issues and determine what actions (if any) will be taken. The decision of the Marshal's Court then supersedes the decision of the Marshal-in-Charge (if different) unless the Marshal-in-Charge is the Kingdom Earl Marshal.

B. STANDARDS AND RESTRICTIONS

- 1) Marshal's Courts may be convened
 - a) For unchivalrous conduct
 - b) For use of excessive force
 - c) For violations of the Rules of the List/ Conventions of Combat/any of the supporting rules and regulations for an activity
 - d) For use of illegal or uninspected equipment
 - e) As a fact-finding body (for example, examining the events leading to an injury) to determine if specific fault needs to be addressed
- 2) The Marshal's Court actions include
 - a) Removing a person from participation in the activity for the duration of the event.
 - b) Confiscation of the person's Authorization Card. If the card is confiscated the Principality/Regional Marshal, the Kingdom Deputy, and Kingdom Earl Marshal must be notified within 48 hours after the event and the report of the Court and the confiscated authorization card forwarded to the Kingdom Deputy as soon as possible.
 - c) Warn an individual that these actions may be taken.
 - d) Taking no action at all, if the complaints were unfounded.
- 3) The Court is composed of
 - a) The Marshal-in-Charge of the event, who shall preside and who is responsible for a Report of the Court. In the event the Marshal-in-Charge has a conflict of interest the marshal highest in the chain of authority present will be selected as a replacement. (NOTE: The fact that a Marshals Court is being convened to review a decision of the Marshal-in-Charge does not necessarily constitute a conflict of interest).
 - b) A warranted marshal chosen by the affected individual(s).
 - c) A member of the Chivalry chosen by the Marshal-in-Charge or the Chivalry present. Should no members of the Chivalry be present or all have conflicts of interest, the Marshal-in-Charge shall select one of the most experienced combatants present as a replacement.
 - d) The Principality/Regional Marshal should attend the proceedings to advise, but should avoid being on the panel if practical, when at an event where a Marshals Court is called.

C. MARSHALS COURT OPERATIONS

- a) The Marshal-in-Charge must schedule the Court to meet during the event, preferably the same day
- b) Decisions are reached by simple majority vote of the Court members.
- c) The Marshal-in-Charge must see that a Court Report is forwarded up the reporting chain
- d) The Principality/Regional Marshal will review the proceedings and submit an evaluation and recommendation to the Kingdom Deputy and Kingdom Earl Marshal
- e) Appeals of any decision by the Marshal's Court by either the defendant or the complainant are presented to the Quarter Court. Decisions of the Marshal's Court stand until the Quarter Court review unless suspended by the Kingdom Deputy or Kingdom Earl Marshal

3.4.2 REPORTS AND SUSPENSIONS

A. GENERAL

The Kingdom Deputy and Kingdom Earl Marshal shall review an individual's behavior after receiving two or more unsolicited written complaints about violations of the Rules of the List, the Conventions of Combat, or other rules and customs governing S.C.A., Inc. martial activities. This review will include a recommendation from the Principality/Regional Marshal.

B. STANDARDS

- 1) If the complaints have merit but are not deemed to be an immediate safety issue the individual shall be put "on report" for six months. The individual and the Principality/Regional Marshal will be privately informed of that status; the local Group Marshal will not be notified. If no further complaints are received, the "on report" status will be removed after the six months period.
- 2) An individual "on report" may request a hearing before the Quarter Court so that the individual may view the evidence and confront the complainants. The Kingdom Earl Marshal may cancel the "on report" status, (for example, if the complainants decide not to participate in the Court), in that case the affected individual would then not view the reports or learn the identities of the complainants.
- 3) If additional reports are received, or the Kingdom Deputy or Kingdom Earl Marshal considers that there is an immediate safety issue, they may investigate the complaints and then make a decision for further sanctions based on the facts discovered in that investigation. That decision could then be appealed to the Quarter Court by the affected party.

3.4.3 QUARTER COURT

A. GENERAL

The Quarter Court is the principal court of appeals for this system of arbitration, and is the last step prior to a Kingdom Court of Chivalry.

B. STANDARDS AND RESTRICTIONS

- 1) The Quarter Court reviews:
 - a) Appeals of Marshals Court decisions
 - b) Authorization suspensions and revocations
 - c) Warrant suspensions and revocations
 - d) Issues such as interpretations of the rules, fighting conventions, etc. brought before it by any members of the Court. In this case the Court may only make recommendations to the appropriate office/body.
- 2) The Quarter Court actions include:
 - a) Overturning, augmenting, or otherwise altering any lower court or administrative ruling, given the constraints as listed in the Operations section below.
 - b) Clearing a participant from any charges or penalty given by a lower unit or administrative fiat
 - c) Barring an individual from participation for a specified length of time
 - d) Recommending that a Kingdom Court of Chivalry be conducted.
- 3) The Quarter Court is composed of:
 - a) The Kingdom Earl Marshal, who presides. Where the Kingdom Earl Marshal is unavailable or has a conflict of interest, the Kingdom Deputy or Principality/Regional Marshal for the affected activity will preside.

- b) The Secretary of the Order of the Chivalry. Where the Secretary of the Order of Chivalry is unavailable or has a conflict of interest, an alternate member of the Chivalry will serve as the replacement.
- c) A representative appointed by the Crown. Where the Crown's representative has a conflict of interest, the Crown must appoint an alternate.

C. QUARTER COURT OPERATIONS

- 1) The Quarter Court meets quarterly (at each Crown Tourney, Pennsic, and a winter event chosen by the Court's members) if there are issues on the docket.
- 2) Decisions are reached by majority vote of the Court members.
- 3) Minutes of all court proceedings are taken and passed on to the Crown and the Society Marshal.
- 4) All decisions of the Quarter Court are considered final, but may be appealed to a Kingdom Court of Chivalry, subject to the provisions for those courts in Kingdom Law and Corpora.
- 5) Any decision of the Quarter Court shall remain in effect as indicated unless reviewed and overturned, augmented, or otherwise altered by a Kingdom Court of Chivalry, the Crown, Society Marshal or the Board of Directors of the S.C.A., Inc.

3.4.4 KINGDOM COURT OF CHIVALRY

The nature and function of this court is defined by the Corpora of the Society and the Laws of the Middle Kingdom and therefore is not discussed here.

END OF ARBITRATION AND GRIEVANCE PROCEDURES

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3.5 MARSHAL TRAINING

To become a fully warranted marshal for, Rapier Combat, an authorized participant must go through a period of training as an Marshal-in-Training, or Marshal-in-Training. There are several different sets of activities that are performed by marshals, and the Marshal-in-Training is expected to diligently observe and participate in all activities to become familiar and comfortable with the processes. The Marshal-in-Training is also expected to be familiar with Marshallate information sources and the rapier Marshallate chain of authority.

3.5.1 GENERAL REQUIREMENTS

A. STARTING THE PROCESS

Rapier Marshals-in-Training are expected to be authorized in three weapon styles before beginning official training. The first step in the training process is to contact the Regional Marshal for the activity and receive a Rapier Marshal-in-Training form. The Marshal-in-Training candidate should also arrange the local supervision and guidance of a Group or Field Marshal. In cases where the Marshal-in-Training candidate is from a group some distance from others, the support of the nearest and most often seen local marshal should be arranged. Marshals are required as officers of the S.C.A., Inc. to maintain membership in the organization for the duration of the term of office.

B. TOOLS OF THE OFFICE

Marshals-in-Training are expected to obtain for personal use the tools required of a Marshal:

- 1) A copy of the Middle Kingdom Rapier Combat Marshals Handbook
- 2) A copy of the Society Rules for Rapier Combat
- 3) A Rapier Combat Marshal's baldric
- 4) A whistle (for large melees)
- 5) A marshal's staff
- 6) A broken foil, for testing puncture resistant material.

3.5.2 ADMINISTRATIVE TRAINING

A. REPORTS AND REPORTING

Marshals-in-Training are trained in and become familiar with the reporting process, including using the report forms, what information is required on a particular report, and the reporting schedule. Principality and Region Rapier Marshals **MAY** require Marshals-in-Training to report either quarterly or semi-annually.

B. TRAINING PARTICIPANTS

Marshals-in-Training are trained to help train and inform participants in an activity

3.5.3 FIELD OPERATIONS TRAINING

A. GENERAL

The Marshal-in-Training is trained and actively participates in each area of marshal operations to receive the corresponding signature. A minimum participation in four events is required and more is strongly recommended, including a training session with the Regional Deputy Marshal. The sponsoring marshal or the marshal supervising the Marshal-in-Training in each aspect of operations will review guidelines, expectations and requirements, and then oversee the Marshal-in-Training in executing the operation until the Marshal-in-Training shows a reasonable level proficiency. Participating in the day's activities while training is discouraged.

B. EVENT AND ACTIVITY PLANNING

The Marshal-in-Training is expected to learn how to plan for the activity at an event, including:

- 1) Area and equipment needs
- 2) Arranging marshals and support staff
- 3) Understanding special needs for tournaments, competitions, melees, and demos as applicable to the activity

C. SET-UP

The Marshal-in-Training is trained to and learns how to do the actual set-up for the activity including:

- 1) Crowd control and restricting access to hazardous areas
- 2) Assessment of the site for use
- 3) Placement of the List table and other support tables

D. INSPECTIONS

The Marshal-in-Training is trained in enforcing the equipment requirements for the activity including:

- 1) Inspection of weapons and equipment used in the activity
- 2) How to respond to a failure and repair situation
- 3) Using proper equipment inspection tools
- 4) Dealing with experimental weapons and equipment

E. AUTHORIZATIONS

The Marshal-in-Training is trained to run both first-time and advanced authorizations

F. RUNNING THE ACTIVITY

The Marshal-in-Training is trained to run the activity, including, where applicable:

- 1) Tournaments
- 2) Melees
- 3) Competitions
- 4) Arbitration of disagreements
- 5) Responses to violations of the rules

G. RIGHTS AND RESPONSIBILITIES

The Marshal-in-Training will learn the limits and procedures of the authority of the office

3.5.4 TESTING AND WARRANTING

A. PREREQUISITE TO TESTING

The Marshal-in-Training must complete training as a marshal in the activity, obtain the signatures of the supervising marshals in each category, and present the completed training form to the Regional Deputy Marshal.

B. TESTING

The Regional Deputy Marshal or an appointed warranted marshal administers the test. The test will be graded by the Regional Deputy Marshal after the completed training form is presented by the Marshal-in-Training to the Regional Deputy Marshal. If the Marshal-in-Training passes the test, the Regional Deputy Marshal will review the Marshal-in-Training candidate and send the completed training form, test and recommendation to the Kingdom Deputy, who will confirm the candidate and award the warrant. If the Marshal-in-Training does not pass the test, the Regional Deputy Marshal or warranted marshal should allow the Marshal-in-Training to review the test as taken to see where the problems occurred. A second test may be taken at a later date.

C. WARRANTS

The initial warrant is signed by the Crown and the Kingdom Earl Marshal, or by the Principality Earl Marshal and Coronet on behalf of and as directed by the Crown and Kingdom Earl Marshal. Subsequent warrants can be the roster type, depending on the needs of the Kingdom Deputy, Kingdom Earl Marshal and Crown.

SECTION 4

Youth Combat and Marshal Regulations

Rev. 2.0
20th of July, A.S. XXXV
4-2

4.1 SUMMARY OF YOUTH COMBAT AND YOUTH MARSHAL REGULATIONS

These changes are reflected throughout the preceding handbook and are summarized here for convenience.

4.1.1 MINOR PARTICIPATION

A. AUTHORIZATIONS AND WARRANTS

The Middle Kingdom will permit minors to authorize in Youth Armored Combat or as a Non-Contact Participant at age 16. In addition, at age 16, minors may begin the Youth Marshal Program. At age 18, all youth authorizations and warrants automatically transfer to adult status.

B. RULES, CONVENTIONS, AND EQUIPMENT STANDARDS

All Society and Middle Kingdom rules, conventions, and equipment standards apply to youth combat activities. Boffer fighting will have its own set of parallel rules and standards.

C. PARENTAL APPROVAL AND ATTENDANCE

No minor may participate in any martial activity-- to include practices and demos-- without parental approval and attendance during the activity.

D. MINOR VS MINOR

All combat competitions are minor verses minor.

E. MELEES PARTICIPATION

No minor may participate in melees except as Non-Contact Participants.

4.1.2 ADULTS AND MINORS

A. TRAINING

Only specially warranted adult marshals (and the parent/guardian of the minor) may train with minors in full-speed or near-full-speed sparring. Marshals who wish to train with minors may do so under the current Middle Kingdom law, which allows for such training provided it, does not involve any technique, which could result in a bruise or worse.

B. SPECIAL WARRANT REQUIREMENTS

Marshals who wish to get the additional warrant to spar with minors will be required to:

- 1) Provide vouchers of their experience and competence as marshals.
- 2) Provide vouchers for their expertise and control as participants.
- 3) Show proof of experience working with youth.
- 4) Provide a police background check from their local municipality or county.
- 5) Undergo any additional training as required by the Earl Marshal or designate.

4.1.3 YOUTH MARSHALS

A. YOUTH MARSHAL-TRAINING

The Youth Marshal-Training program will exactly parallel the adult marshal-training program. Upon successful completion of the training program, the minor will receive a special warrant as a Youth Marshal.

B. FUNCTIONS

This warrant grants authority to the minor to function as a marshal in youth activities and as a sort of "perpetual MIT" in adult activities. In both environments, the Youth Marshal must be under the supervision of a fully warranted marshal.

C. TRANSFERENCE

The warrant carries the privilege of automatic transference to full marshal status when the minor becomes an adult, upon approval by the Earl Marshal or designate.

Rev. 2.0
20th of July, A.S. XXXV
4-4

APPENDIX 1 FORMS

MIDDLE KINGDOM MARTIAL AUTHORIZATION TRACKING FORM

<input type="checkbox"/> Armored Combat	<input type="checkbox"/> Rapier	<input type="checkbox"/> Equestrian	<input type="checkbox"/> Archery	<input type="checkbox"/> Other (please list)
---	---------------------------------	-------------------------------------	----------------------------------	--

PARTICIPANT'S COPY

FIRST-TIME AUTHORIZATIONS: KEEP THIS FORM AS YOUR 45-DAY TEMPORARY AUTHORIZATION CARD
 PROVIDE ALL INFORMATION REQUESTED BELOW (PLEASE PRINT LEGIBLY AND FILL OUT BOTH HALVES OF THIS FORM)

S.C.A., Inc NAME	DATE	EQUESTRIAN USE ONLY
FULL MODERN NAME	EVENT	NAME OF HORSE
STREET ADDRESS		NAME OF OWNER
CITY	STATE/PROV	POSTAL CODE
		MINOR'S USE ONLY
TELEPHONE	EMAIL ADDRESS	DATE OF BIRTH
I do affirm that I am a paid member of the Society for Creative Anachronism, Inc.	LEGAL SIGNATURE	SIGNATURE OF PARENT/LEGAL GUARDIAN

STYLE (S) ATTEMPTED	AUTHORIZATION PARTNER (S)	LIST MANAGEMENT USE ONLY RESULTS: PASSED / FAILED

1ST AUTHORIZING MARSHAL (S.C.A., Inc & Modern Name) PLEASE SIGN BELOW	2ND AUTHORIZING MARSHAL (S.C.A., Inc & Modern Name) PLEASE SIGN BELOW
---	---

Revised: 06/00

<SEPARATE FORMS HERE>

MIDDLE KINGDOM MARTIAL AUTHORIZATION TRACKING FORM

<input type="checkbox"/> Armored Combat	<input type="checkbox"/> Rapier	<input type="checkbox"/> Equestrian	<input type="checkbox"/> Archery	<input type="checkbox"/> Other (please list)
---	---------------------------------	-------------------------------------	----------------------------------	--

CLERK OF THE ROSTER'S COPY

SEND THIS FORM AND YOUR COMPLETED WAIVER TO THE CLERK OF THE ROSTER
 FIRST-TIME AUTHORIZATIONS: INCLUDE A SASE TO RECEIVE AN AUTHORIZATION CARD
 PROVIDE ALL INFORMATION REQUESTED BELOW (PLEASE PRINT LEGIBLY AND FILL OUT BOTH HALVES OF THIS FORM)

S.C.A., Inc NAME	DATE	EQUESTRIAN USE ONLY
FULL MODERN NAME	EVENT	NAME OF HORSE
STREET ADDRESS		NAME OF OWNER
CITY	STATE/PROV	POSTAL CODE
		MINOR'S USE ONLY
TELEPHONE	EMAIL ADDRESS	DATE OF BIRTH
I do affirm that I am a paid member of the Society for Creative Anachronism, Inc.	LEGAL SIGNATURE	SIGNATURE OF PARENT/LEGAL GUARDIAN

STYLE (S) ATTEMPTED	AUTHORIZATION PARTNER (S)	LIST MANAGEMENT USE ONLY RESULTS: PASSED / FAILED

1ST AUTHORIZING MARSHAL (S.C.A., Inc & Modern Name) PLEASE SIGN ABOVE	2ND AUTHORIZING MARSHAL (S.C.A., Inc & Modern Name) PLEASE SIGN ABOVE
---	---

INSTRUCTIONS: If Participant passes, give them this whole, completed form.

Revised: 06/00

MIDDLE KINGDOM MARTIAL ACTIVITY REPORT

<input type="checkbox"/> Armored Combat	<input type="checkbox"/> Rapier	<input type="checkbox"/> Equestrian	<input type="checkbox"/> Archery	<input type="checkbox"/> Other (please list)
---	---------------------------------	-------------------------------------	----------------------------------	--

Event	Date
Group	Location (City, State/Prov.)
Number of Authorizations	Number of Waivers

ATTACH MARSHALS ROSTER FOR LIST OF ASSISTING MARSHALS

Form of Activity/Tournament	Number of Participants
Marshal-in-Charge	List Minister
Tourney Winner(s)	

Form of Activity/Tournament	Number of Participants
Marshal-in-Charge	List Minister
Tourney Winner(s)	

Form of Activity/Tournament	Number of Participants
Marshal-in-Charge	List Minister
Tourney Winner(s)	

PROBLEMS

- A. SIGNIFICANT INJURIES _____

- B. UNUSUAL EQUIPMENT FAILURES _____

- C. SANCTIONS _____

IF ANY OF THESE ARE FILLED OUT, YOU **MUST** REPORT TO YOUR PRINCIPALITY/REGIONAL MARSHAL AND TO THE KINGDOM DEPUTY FOR YOUR MARTIAL ACTIVITY WITHIN 48 HOURS.

COMMENTS: _____

REPORTING MARSHAL: COMPLETE ALL INFORMATION BELOW

Marshal	Modern Name	
Street Address	City, State/Prov., Postal Code	
Telephone (include area code)	E-mail Address	Signature

INSTRUCTIONS:	Upon completion of the Event, send a copy of this report and attachments to your Principality/Regional Marshal and to the Kingdom/Principality Clerk of the Roster, as applicable.
----------------------	--

MIDDLE KINGDOM MARTIAL ACTIVITY REPORT

MARTIAL AUTHORIZATIONS

<input type="checkbox"/> Armored Combat	<input type="checkbox"/> Rapier	<input type="checkbox"/> Equestrian	<input type="checkbox"/> Archery	<input type="checkbox"/> Other (please list)
---	---------------------------------	-------------------------------------	----------------------------------	--

Event	Date
Group	Marshal-in-Charge

S.C.A. Inc Name	STYLE (S) ATTEMPTED	RESULTS: PASS/FAIL
Modern Name		
Region	<input type="checkbox"/> Constellation	<input type="checkbox"/> Midlands
<input type="checkbox"/> Oaken	<input type="checkbox"/> Pentamere	<input type="checkbox"/> Northshield
1st Authorizing Marshal	2nd Authorizing Marshal	

S.C.A. Inc Name	STYLE (S) ATTEMPTED	RESULTS: PASS/FAIL
Modern Name		
Region	<input type="checkbox"/> Constellation	<input type="checkbox"/> Midlands
<input type="checkbox"/> Oaken	<input type="checkbox"/> Pentamere	<input type="checkbox"/> Northshield
1st Authorizing Marshal	2nd Authorizing Marshal	

S.C.A. Inc Name	STYLE (S) ATTEMPTED	RESULTS: PASS/FAIL
Modern Name		
Region	<input type="checkbox"/> Constellation	<input type="checkbox"/> Midlands
<input type="checkbox"/> Oaken	<input type="checkbox"/> Pentamere	<input type="checkbox"/> Northshield
1st Authorizing Marshal	2nd Authorizing Marshal	

S.C.A. Inc Name	STYLE (S) ATTEMPTED	RESULTS: PASS/FAIL
Modern Name		
Region	<input type="checkbox"/> Constellation	<input type="checkbox"/> Midlands
<input type="checkbox"/> Oaken	<input type="checkbox"/> Pentamere	<input type="checkbox"/> Northshield
1st Authorizing Marshal	2nd Authorizing Marshal	

S.C.A. Inc Name	STYLE (S) ATTEMPTED	RESULTS: PASS/FAIL
Modern Name		
Region	<input type="checkbox"/> Constellation	<input type="checkbox"/> Midlands
<input type="checkbox"/> Oaken	<input type="checkbox"/> Pentamere	<input type="checkbox"/> Northshield
1st Authorizing Marshal	2nd Authorizing Marshal	

S.C.A. Inc Name	STYLE (S) ATTEMPTED	RESULTS: PASS/FAIL
Modern Name		
Region	<input type="checkbox"/> Constellation	<input type="checkbox"/> Midlands
<input type="checkbox"/> Oaken	<input type="checkbox"/> Pentamere	<input type="checkbox"/> Northshield
1st Authorizing Marshal	2nd Authorizing Marshal	

S.C.A. Inc Name	STYLE (S) ATTEMPTED	RESULTS: PASS/FAIL
Modern Name		
Region	<input type="checkbox"/> Constellation	<input type="checkbox"/> Midlands
<input type="checkbox"/> Oaken	<input type="checkbox"/> Pentamere	<input type="checkbox"/> Northshield
1st Authorizing Marshal	2nd Authorizing Marshal	

S.C.A. Inc Name	STYLE (S) ATTEMPTED	RESULTS: PASS/FAIL
Modern Name		
Region	<input type="checkbox"/> Constellation	<input type="checkbox"/> Midlands
<input type="checkbox"/> Oaken	<input type="checkbox"/> Pentamere	<input type="checkbox"/> Northshield
1st Authorizing Marshal	2nd Authorizing Marshal	

S.C.A. Inc Name	STYLE (S) ATTEMPTED	RESULTS: PASS/FAIL
Modern Name		
Region	<input type="checkbox"/> Constellation	<input type="checkbox"/> Midlands
<input type="checkbox"/> Oaken	<input type="checkbox"/> Pentamere	<input type="checkbox"/> Northshield
1st Authorizing Marshal	2nd Authorizing Marshal	

INSTRUCTIONS: Attach this form to the Martial Activity Report.

MIDDLE KINGDOM MARSHAL-IN-TRAINING APPOINTMENT

<input type="checkbox"/> Armored Combat	<input type="checkbox"/> Rapier	<input type="checkbox"/> Equestrian	<input type="checkbox"/> Archery	<input type="checkbox"/> Other (please list)
---	---------------------------------	-------------------------------------	----------------------------------	--

Be it known to all by these presents that _____
(Legal Name)
 of _____
(Street Address) (City) (State/Prov.) (Postal Code) (Country)
 _____, known in the Society for Creative Anachronism, Inc. (SCA) as
(Area Code) (Telephone) (E-Mail Address)
 _____, is hereby appointed as Marshal-in-
(SCA Name)
 Training, of _____, until fully warranted or removed.
(Group Name or Field Status)

The duties of a Marshal in Training (MiT) are identical to those of any fully warranted Marshal except that he or she may not authorize fighters to participate in SCA combat and may not act as Marshal-in-Charge of martial activities at an official event. MiTs may only run local practices if they have a GMiT Warrant. MiTs shall become fully warranted upon fulfillment of all requirements of the office as defined by the Earl Marshal of the Middle Kingdom under the Marshal of the Society for Creative Anachronism, Inc., including the requirements listed below. Completion of this form does not guarantee that the MiT will be warranted. The Principality/Regional Marshal may require further training before recommending MiTs for advancement.

This appointment takes effect on the _____ day of _____, 20____ and supersedes any existing or previous Appointment or Warrant for this office.

Signed (by Regional Marshal or above): _____ Date: _____

MARSHAL TRAINING LOG

Four signatures are required for each item. A maximum of 1 per item may come from training seminars.

	Equipment Inspection	Authorizations <small>(Archery: range setup/layout)</small>	Conducting Activity	Administration
SIGNATURE				
EVENT/DATE				
SIGNATURE				
EVENT/DATE				
SIGNATURE				
EVENT/DATE				
SIGNATURE				
EVENT/DATE				

Special Requirements	Date	Signed by Principality/Reg. Marshal
Armored Combat Only - Marshalled Melee		
Rapier Only - Able to perform Puncture Resistance Test		
Equestrian Only - Viewed Marshal Workshop/Training Video		
Archery Only - Conducted Junior Archery Activity		

Rules and Conventions Examination Taken at: _____

Date Exam Taken: _____ Pass/Fail: _____

Signature of Proctor: _____

Marshal Recommendations

Marshal's SCA Name & Modern Initials	Modern Signature	Date
Sponsoring Marshal		
Sponsoring Marshal		
Regional/Principality Marshal		
Kingdom Deputy Marshal		

MIDDLE KINGDOM GROUP MARSHAL'S REPORT

QUARTERLY AND DOMESDAY

<input type="checkbox"/> Armored Combat	<input type="checkbox"/> Rapier	<input type="checkbox"/> Equestrian	<input type="checkbox"/> Archery	<input type="checkbox"/> Other (please list)
---	---------------------------------	-------------------------------------	----------------------------------	--

Quarter			Domesday
1 st March 1 <input type="checkbox"/>	2 nd June 1 <input type="checkbox"/>	3 rd Sept. 1 <input type="checkbox"/>	(Dec. 1) <input type="checkbox"/>

Full Group Name and Status		
Location (City, State/Prov., Country)		
Marshal	Modern Name	
Street Address	City, State/Prov., Postal Code	
Telephone (include area code)	E-mail Address	Warrant Status _____ Warranted _____ GMIT

NEW AND INCIPIENT GROUPS must include a complete Roster of Participants with all Quarterly and Domesday reports.
ALL GROUP MARSHALS must include a complete Roster of Participants with each Domesday Report.
CHANGES to the roster should be reported with each Quarterly Report.
ALL REPORTS (both Quarterly and Domesday) should be sent to your Principality/Regional Marshal.
 All Domesday Reports and all Quarterly Reports containing **CHANGES** to the Roster should also be sent to the Kingdom/Principality Clerk of the Roster, as applicable.

I.	STATUS
_____ number of authorized participants _____ ± since last quarter _____ no change since last	
If Domesday, also attach Participant's Roster. If Quarterly, but changes have occurred, attach changes	
PRACTICES:	
Practices are considered to be official events. GMITs are allowed to officially run practices, if they have a GMIT Warrant. All participants are required to sign a roster waiver. Roster waivers are sent directly to the Member Services Office of the SCA, Inc. Retaining local copies is unnecessary.	
_____ We are currently not holding regular practices.	
_____ We have regular practices: _____ weekly + _____ twice a month _____ monthly	
THE GROUP HOSTED THE FOLLOWING EVENTS THIS QUARTER:	
Name: _____	Date: _____
Name: _____	Date: _____
Name: _____	Date: _____

II.	EXPERIMENTS
Observations on Experimental Equipment and Forms, if applicable:	

III.	PROBLEMS
A. Significant Injuries _____	

B. Unusual Equipment Failures _____	

C. Sanctions _____	

IV.	Summary

MIDDLE KINGDOM GROUP MARSHAL'S REPORT

PARTICIPANTS ROSTER

<input type="checkbox"/> Armored Combat	<input type="checkbox"/> Rapier	<input type="checkbox"/> Equestrian	<input type="checkbox"/> Archery	<input type="checkbox"/> Other (please list)
---	---------------------------------	-------------------------------------	----------------------------------	--

Quarter			Domesday
1 st March 1 <input type="checkbox"/>	2 nd June 1 <input type="checkbox"/>	3 rd Sept. 1 <input type="checkbox"/>	(Dec. 1) <input type="checkbox"/>

Full Group Name and Status	Date
Reporting Marshal	Warrant Status _____ Warranted _____ GMIT

FULL-STATUS GROUPS:

Submit a roster for Domesday only.

NEW AND INCIPIENT GROUPS:

Submit a Roster each Quarterly and Domesday.

QUARTERLY REPORTS:

Send to the Regional/Principality Earl Marshal.

DOMESDAY REPORTS:

Send to the Principality/Regional Marshal, and the Kingdom/Principality Clerk of the Roster, as applicable.

Include mailing address for Warranted Marshals on comment line

Authorizations Held	Status
---------------------	--------

SCA Name	Modern Name				
Phone ()	E-mail				
Comments					
SCA Name	Modern Name				
Phone ()	E-mail				
Comments					
SCA Name	Modern Name				
Phone ()	E-mail				
Comments					
SCA Name	Modern Name				
Phone ()	E-mail				
Comments					
SCA Name	Modern Name				
Phone ()	E-mail				
Comments					
SCA Name	Modern Name				
Phone ()	E-mail				
Comments					
SCA Name	Modern Name				
Phone ()	E-mail				
Comments					
SCA Name	Modern Name				
Phone ()	E-mail				
Comments					
SCA Name	Modern Name				
Phone ()	E-mail				
Comments					
SCA Name	Modern Name				
Phone ()	E-mail				
Comments					

LEGEND

ARMORED COMBAT			RAPIER		EQUESTRIAN	
WS	PA	CA	SR	DGR	BEG	AD
Weapon/Shield	Pole Arm	Combat Archery	Single Rapier	Dagger	Beginner	Adult
TW	DGR	1FT	RP	CR	INT	MI
Two Weapon	Dagger	1-Hand Face Thrust	Rigid Parry	Case Rapier	Intermediate	Minor
GW	SP	2FT	NRP		ADV	
Great Weapon	Spear	2-Hand Face Thrust	Non-rigid Parry		Advanced	
OTHER AUTHORIZATIONS			GENERAL STATUS		MARSHAL STATUS	
IT	THR	NC	MVD	MIA	IT	W
In Training	Thrown	Non-Contact	Moved In/Out	Inactive	In Training	Warranted

THE MIDDLE KINGDOM
RAPIER COMBAT MARSHAL'S HANDBOOK

THE MIDDLE KINGDOM
RAPIER COMBAT MARSHAL'S HANDBOOK

THE MIDDLE KINGDOM
RAPIER COMBAT MARSHAL'S HANDBOOK

Society for Creative Anachronism, Inc.
MINOR'S CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT
(hereafter referred to as "the minor")

(Print Minor's Legal Name)

does hereby state that the minor wishes to participate in activities sponsored by the organizations known as the Society for Creative Anachronism, Inc., a California not-for-profit corporation (hereafter "SCA"). The SCA has rules which govern and may restrict the activities in which the minor can participate. These rules include, but are not limited to: Corpora, the By-laws, the various kingdom laws and Rules for combat related activities.

The SCA makes no representations or claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by the SCA.

The minor's parent(s) or guardian(s) understand that all activities are VOLUNTARY and that the minor does not have to participate. It is understood that these activities are potentially dangerous or harmful to the minor's person or property, and that by participating, the minor's parents(s) or guardians(s) voluntarily accepts and assumes the risk of injury to the minor or damage to the minor's property.

It is understood that SCA does NOT provide any insurance coverage for the minor's person or property; and minor's parent(s) or guardian(s) acknowledge that they are responsible for the minor's safety and the minor's own health care needs, and for the protection of the minor's property.

In exchange for allowing the minor to participate in:

(Name of Event)

(Date of Event) (Location of Event) (Owner of Site)

these activities and events, the minor by and through the undersigned, agrees to release from liability, agrees to indemnify, and hold harmless the SCA, any SCA agent, officer or SCA employee acting within the scope of their duties, for any injury to the minor's person or damage to the minor's property.

This Release shall be binding upon the minor, the parent(s) or guardian(s), any successors in interest, and/or any person(s) suing on the minor's behalf.

The minor's parent(s) or guardian(s) understand that this document is complete unto itself and that any oral promises or representations made to them concerning this document and/or its terms are not binding upon the SCA, its officers, agents and/or employees.

PARENT OR LEGAL GUARDIAN MUST SIGN BELOW:

I, the undersigned, state that I am the parent or legal guardian of the minor whose name appears above. I understand that the above terms and conditions apply to said minor and to myself. I further understand that said minor cannot participate under ANY circumstances in armored martial arts, and combat-related activities, combat-archery, fencing or boffers without parental consent where such participation is allowed by kingdom law. The minor will not be able to participate in any SCA activities without entering into this agreement. This document is binding on myself, the said minor and any person suing on behalf of said minor.

Minor's Name (PRINT) _____

Birth date of Minor: _____ Home State of Minor _____

Legal Name (PRINT) _____

Parent/Guardian

Legal Name (SIGN) _____ Date _____

Parent/Guardian

All non-member minors must have a parent or legal guardian complete and sign this form. Rev. 8/97

THE MIDDLE KINGDOM
RAPIER COMBAT MARSHAL'S HANDBOOK

UNIVERSAL CHIRURGEON'S INCIDENT REPORT SHORT FORM

EVENT:

CIC:

(PLEASE PRINT)

DATE	PT SCA NAME	PT LEGAL NAME
TIME		
ADDRESS	DATE OF BIRTH	
COMPLAINT		
TREATMENT		
TREATING CHIRURGEON	PT SIGNATURE	
INJURY <input type="checkbox"/> FIGHTING <input type="checkbox"/> KITCHEN <input type="checkbox"/> DANCING <input type="checkbox"/> OTHER	WITNESS SIGNATURE	

DATE	PT SCA NAME	PT LEGAL NAME
TIME		
ADDRESS	DATE OF BIRTH	
COMPLAINT		
TREATMENT		
TREATING CHIRURGEON	PT SIGNATURE	
INJURY <input type="checkbox"/> FIGHTING <input type="checkbox"/> KITCHEN <input type="checkbox"/> DANCING <input type="checkbox"/> OTHER	WITNESS SIGNATURE	

DATE	PT SCA NAME	PT LEGAL NAME
TIME		
ADDRESS	DATE OF BIRTH	
COMPLAINT		
TREATMENT		
TREATING CHIRURGEON	PT SIGNATURE	
INJURY <input type="checkbox"/> FIGHTING <input type="checkbox"/> KITCHEN <input type="checkbox"/> DANCING <input type="checkbox"/> OTHER	WITNESS SIGNATURE	

DATE	PT SCA NAME	PT LEGAL NAME
TIME		
ADDRESS	DATE OF BIRTH	
COMPLAINT		
TREATMENT		
TREATING CHIRURGEON	PT SIGNATURE	
INJURY <input type="checkbox"/> FIGHTING <input type="checkbox"/> KITCHEN <input type="checkbox"/> DANCING <input type="checkbox"/> OTHER	WITNESS SIGNATURE	

THE MIDDLE KINGDOM
RAPIER COMBAT MARSHAL'S HANDBOOK

UNIVERSAL CHIRURGEON'S INCIDENT REPORT FORM

EVENT _____ GROUP _____ DATE _____

CONSENT: I HAVE BEEN INFORMED OF THE TRAINING LEVEL OF THE TREATING CHIRURGEON(S) AND HEREBY GIVE CONSENT FOR:
 MYSELF MY CHILD TO BE TREATED

PATIENT/GUARDIAN SIGNATURE (LEGAL NAME)

WITNESS SIGNATURE (LEGAL NAME)

REFUSAL: I HAVE BEEN INFORMED OF THE TRAINING LEVEL OF THE TREATING CHIRURGEON(S). I UNDERSTAND THAT FIRST AID HAS BEEN RECOMMENDED FOR:
 MYSELF MY CHILD WHICH I REFUSED. I UNDERSTAND THAT IT IS MY RESPONSIBILITY TO SEEK APPROPRIATE MEDICAL CARE. I RELEASE THE CHIRURGEON(S) AND ALL SCA AUTHORITIES FROM ANY AND ALL LIABILITY FOR ANY ILL EFFECTS THAT MAY RESULT FROM MY DECISION TO REFUSE AID.

PATIENT/GUARDIAN SIGNATURE (LEGAL NAME)

PLEASE PRINT

BADGE #	TIME OF INCIDENT	ADULT <input type="checkbox"/> MINOR <input type="checkbox"/>
PT LEGAL NAME	ALLERGIES	
PT SCA NAME	MEDICATIONS	
GUARDIAN LEGAL NAME	MEDICAL HISTORY	
ADDRESS		
TRAUMA <input type="checkbox"/> ILLNESS <input type="checkbox"/> M <input type="checkbox"/> F <input type="checkbox"/> DOB //		
PHONE () - RECURRING INJURY? Y <input type="checkbox"/> N <input type="checkbox"/>		

INJURY TYPE KITCHEN <input type="checkbox"/> DANCING <input type="checkbox"/> COMBAT <input type="checkbox"/> CAMPING <input type="checkbox"/> OTHER <input type="checkbox"/>	IF KITCHEN: CUT <input type="checkbox"/> BURN <input type="checkbox"/> CRUSH <input type="checkbox"/> OTHER <input type="checkbox"/>
IF COMBAT: SINGLE <input type="checkbox"/> MELEE <input type="checkbox"/>	NOTES:
INJURED BY: WEAPON <input type="checkbox"/> TERRIAN <input type="checkbox"/> ARMOR <input type="checkbox"/>	
WEATHER <input type="checkbox"/>	
IF FROM WEAPON, WHAT TYPE: SS <input type="checkbox"/> WS <input type="checkbox"/> TW <input type="checkbox"/>	
BS <input type="checkbox"/> DGR <input type="checkbox"/> PA <input type="checkbox"/> SPEAR <input type="checkbox"/> GS <input type="checkbox"/> CBT ARCH <input type="checkbox"/>	
RAPIER <input type="checkbox"/> ARCHERY <input type="checkbox"/> UNKNOWN <input type="checkbox"/> OTHER <input type="checkbox"/>	

COMPLAINT:

ACTION TAKEN:

ADVICE GIVEN: ICE REST FLUIDS SEE DOCTOR OTHER

ATTENDING CHIRURGEON(S)			
SCA NAME	PRINT LEGAL NAME	LEGAL SIGNATURE	PHONE NUMBER
			() -
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CIC -			() -

VITAL SIGNS

TIME	RESPIRATION	PULSE	B/P	L.O.C.	R PUPILS L	TEMP.
	<input type="checkbox"/> REGULAR <input type="checkbox"/> SHALLOW <input type="checkbox"/> LABOURED <input type="checkbox"/>	<input type="checkbox"/> REGULAR <input type="checkbox"/> IRREGULAR		<input type="checkbox"/> ALERT <input type="checkbox"/> VOICE <input type="checkbox"/> PAIN <input type="checkbox"/> UNRESP	<input type="checkbox"/> NORMAL <input type="checkbox"/> <input type="checkbox"/> DILATED <input type="checkbox"/> <input type="checkbox"/> CONSTRIC <input type="checkbox"/> <input type="checkbox"/> UNRESP <input type="checkbox"/>	
	<input type="checkbox"/> REGULAR <input type="checkbox"/> SHALLOW <input type="checkbox"/> LABOURED <input type="checkbox"/>	<input type="checkbox"/> REGULAR <input type="checkbox"/> IRREGULAR		<input type="checkbox"/> ALERT <input type="checkbox"/> VOICE <input type="checkbox"/> PAIN <input type="checkbox"/> UNRESP	<input type="checkbox"/> NORMAL <input type="checkbox"/> <input type="checkbox"/> DILATED <input type="checkbox"/> <input type="checkbox"/> CONSTRIC <input type="checkbox"/> <input type="checkbox"/> UNRESP <input type="checkbox"/>	
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<input type="checkbox"/> PT WILL SEEK APPROPRIATE FOLLOW-UP CARE	<input type="checkbox"/> PT TRANSPORTED TO (FACILITY)
WHERE?	BY WHOM?
TIME LEFT SITE?	HOW?

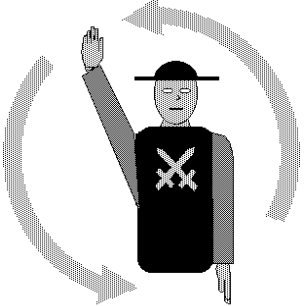
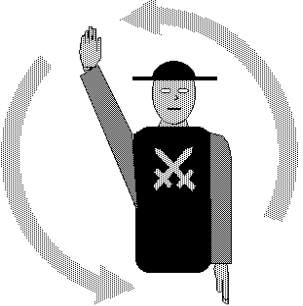
COMMENTS/PROGRESS/ADDITIONAL TREATMENT:

NOTES/COMMENTS/ADDITIONAL NAMES RELATIVE TO REPORT:

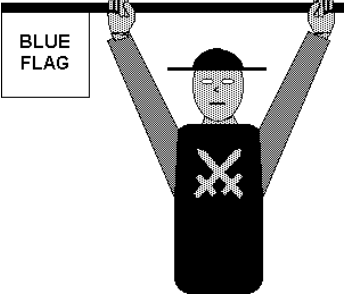
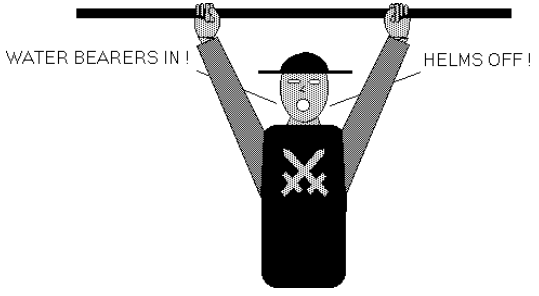
PLEASE MAIL TO THE REGIONAL CHIRURGEON WITH EVENT REPORT FORM

APPENDIX 2 BATTLEFIELD SIGNALS

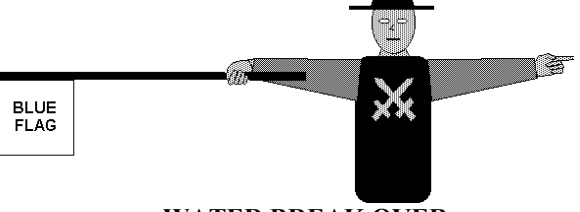
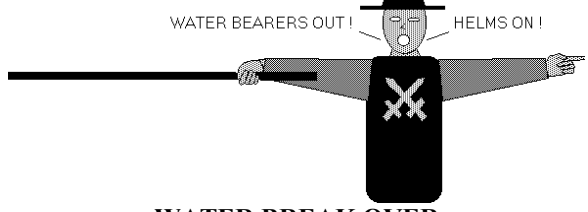
LET'S GO

D. MARSHAL IN CHARGE SIGNAL	E. RESPONSES FROM FIELD
 <p data-bbox="479 598 771 672">LET'S GO <i>Pay attention! It's time to start the battle.</i></p>	 <p data-bbox="868 598 1453 682">LET'S GO <i>I've seen the LET'S GO command and I am awaiting further instructions.</i></p>

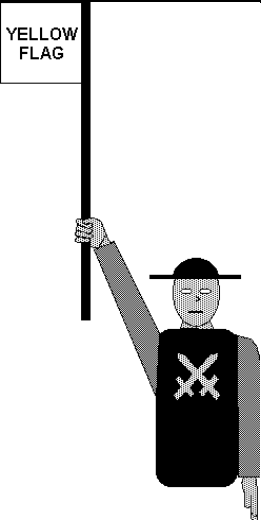
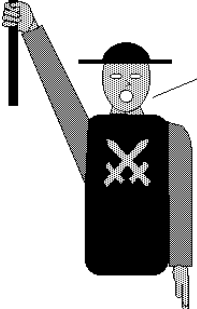
HOLD - WATER BREAK

MARSHAL IN CHARGE SIGNAL	RESPONSES FROM FIELD
 <p data-bbox="397 1092 706 1165">HOLD - WATER BREAK <i>Blue means "water".</i></p>	 <p data-bbox="885 1060 1453 1186">HOLD - WATER BREAK <i>I've seen the WATER BREAK command and I am repeating it to the water bearers and the fighters.</i></p>

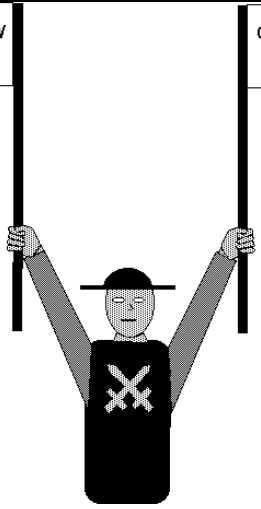
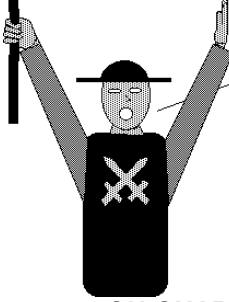
WATER BREAK OVER

MARSHAL IN CHARGE SIGNAL	RESPONSES FROM FIELD
 <p data-bbox="267 1491 828 1606">WATER BREAK OVER <i>The water break is over. Water bearers head for the sidelines now! Fighters put your helmets (back) on!</i></p>	 <p data-bbox="852 1491 1469 1585">WATER BREAK OVER <i>I've seen the WATER BREAK OVER command and I am repeating it to the water bearers and the fighters.</i></p>

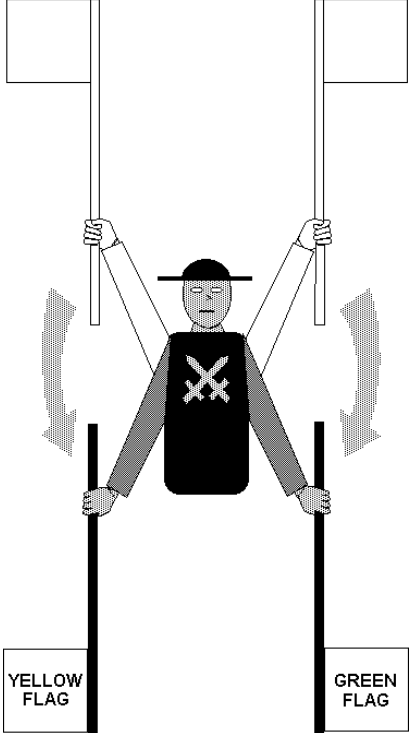
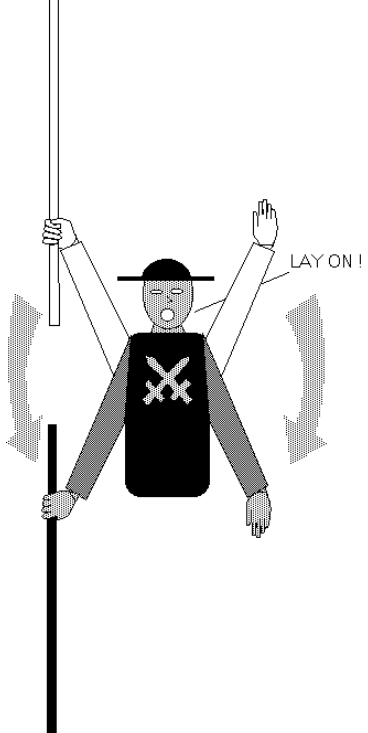
MAKE READY

MARSHAL IN CHARGE SIGNAL	RESPONSES FROM FIELD
 <p data-bbox="315 289 393 346">YELLOW FLAG</p> <p data-bbox="354 793 532 823">MAKE READY</p> <p data-bbox="155 827 734 886"><i>We're ready to start (resume) this battle. Rise in place and (or) make ready.</i></p>	 <p data-bbox="1117 487 1198 546">RISE IF YOU ARE ABLE!</p> <p data-bbox="964 793 1143 823">MAKE READY</p> <p data-bbox="789 827 1318 886"><i>I've seen the MAKE READY command and I am repeating it to the fighters.</i></p>

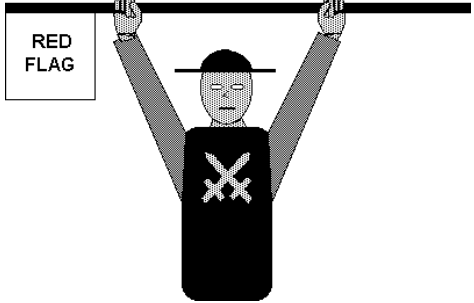
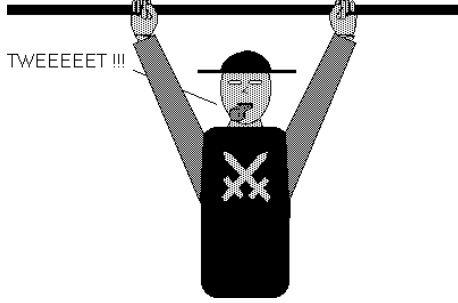
ON GUARD

MARSHAL IN CHARGE SIGNAL	RESPONSES FROM FIELD
 <p data-bbox="243 995 324 1054">YELLOW FLAG</p> <p data-bbox="568 995 646 1054">GREEN FLAG</p> <p data-bbox="370 1486 516 1516">ON GUARD</p> <p data-bbox="217 1520 672 1558"><i>Take your guard! The lay-on is imminent!</i></p>	 <p data-bbox="1127 1226 1240 1255">ON GUARD!</p> <p data-bbox="987 1474 1133 1503">ON GUARD</p> <p data-bbox="756 1507 1360 1566"><i>I've seen the ON GUARD command and I am repeating it to the fighters.</i></p>

LAY ON

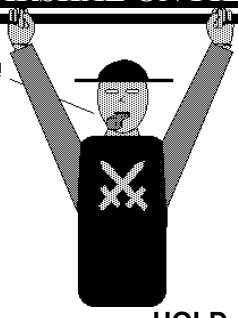
MARSHAL IN CHARGE SIGNAL	RESPONSES FROM FIELD
	
<p>LAY ON <i>When the flags drop, we go!</i></p>	<p>LAY ON <i>I've seen the LAY ON command and I am repeating it to the fighters.</i></p>

HOLD

MARSHAL IN CHARGE SIGNAL	RESPONSES FROM FIELD
	
<p>HOLD <i>Red means, "stop"!</i></p>	<p>HOLD <i>I've seen (heard) the HOLD command and I am repeating it to the fighters.</i></p>

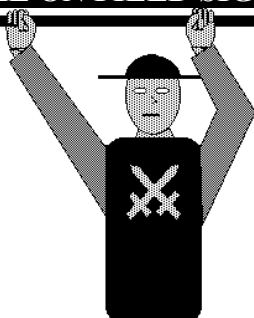
HOLD CALLED FROM THE FIELD & HOLD - CALLED OVER THERE

MARSHAL ON FIELD SIGNAL



HOLD
Stop the battle !

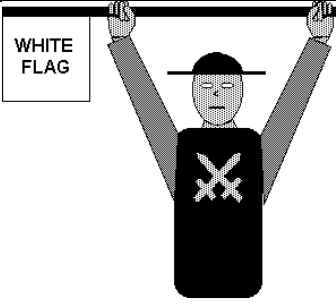
MARSHAL ON FIELD SIGNAL



THE HOLD WAS CALLED OVER THERE
I heard the HOLD called from over there.

HOLD - BATTLE OVER

MARSHAL IN CHARGE SIGNAL



HOLD - BATTLE OVER
White means "peace".

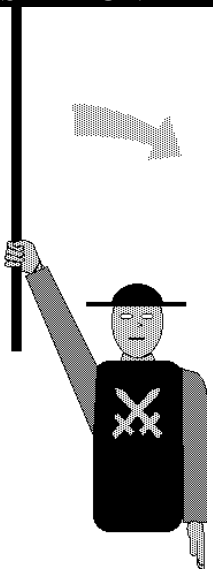
RESPONSES FROM FIELD



HOLD - BATTLE OVER
I've seen the BATTLE OVER command and I am repeating it to everybody.

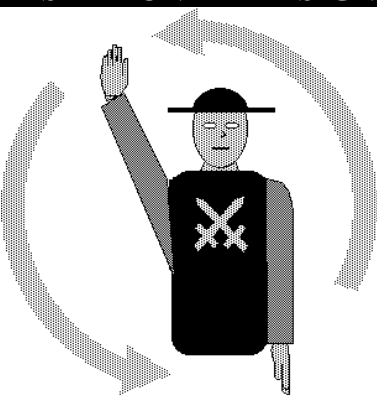
TROUBLE HERE & LET'S GO

MARSHAL ON FIELD SIGNAL



TROUBLE HERE
*We have a problem over here!
Send in a radio.
Do not start (resume) the battle yet.*

MARSHAL ON FIELD SIGNAL



LET'S GO
*The problem here has been resolved!
Go ahead & start (resume) the battle.*

APPENDIX 3 GLOSSARY

Abrasion Resistant – fabric or leather that resists being torn through normal wear and tear in combat. See Types of Protective Materials 2.1.2.

Absence of blade - when the blades are not touching; opposite of engagement.

Advance - to move forward.

Agrippa, Camillo - a Milanese fencing master of the sixteenth century

Attack - the initial offensive action made by extending the sword arm and continuously threatening the valid target of the opponent.

Attack au Fer - an attack that is prepared by deflecting the opponent's blade, e.g. beat, froissement, pressure.

Balestra - a forward hop or jump, typically followed by an attack such as a lunge or fleche. Illegal in the Middle Kingdom.

Beat - to knock the opponent's blade aside or out of line by using one's foible or middle against the opponent's foible.

Bell - the cup shaped guard of an epee or sword.

Bib - the cloth protection attached to the bottom of the fencing mask.

Bind - forcing the opponent's blade into the diagonally opposite line.

Bonnetti, Rocco - a sixteenth century Italian teacher who opened one of the first fencing schools that emphasized the use of the rapier in London.

Bout - an encounter between two fencers in the list.

Broken Foil Four Punch Test - used to test Puncture Resistant Material. See Testing Protective Gear 2.1.6.

Broken Time - a sudden change in the tempo of one the opponent's riposte fencer's actions, used to fool the opponent into responding at the wrong time.

Bronze Ring, Order of the - in the Middle Kingdom, a Grant level fencing award. See Warder.

Buckler - a small hand-held shield; a type of Rigid Parry Device.

Button - the safety tip on the end of practice swords,

Cage Hilt - a cup shaped guard on a rapier made from a cage of bars, see also bell.

Capo Ferro - the sixteenth century Italian fencing master who is credited with inventing the lunge.

Carranza, Jeronimo de - a famous sixteenth century Spanish fencing master

Case of Rapiers - twin rapiers carried in the same sheath. (Historical definition.) Or, the use of two rapiers by one fencer. See Florentine.

Castiglione, Baldesar - author of *The Book of the Courtier* a sixteenth century work expressing the Renaissance ideal of a cultured gentleman.

Castle, Egerton - a 19th century English author who wrote *Schools and Masters of Fence*.

Cavendish Knot, Order of the - in the Middle Kingdom, a fencing award, ranking below the Bronze Ring is precedence.

Change of Engagement - engagement of the opponent's blade in the opposite line.

Coif - See Hood.

Compace Pace - pivoting the body to avoid a thrust (according to DiGrassi). See Void.

Compound - an attack or riposte incorporating one or more feints to the opposite line that the action finishes in.

Conversation - the back-and-forth play of the blades in a fencing match, composed of phrases (phrases d'armes) punctuated by gaps of no blade action.

Counter-attack - an attack made in response to the opponent's attack.

Counter-disengage - disengaging in the opposite direction, to deceive the counter-parry.

Counter-parry - to parry in the opposite line to the attack; i.e. the defender first comes around to the opposite side of the opponent's blade.

Counter-riposte - to attack that following a parry of the opponent's riposte.

Counter-time - an attack that responds to the opponent's counter-attack, typically a riposte following the parry of the counter-attack.

Corps-a-corps - lit. body-to-body: physical contact between the two fencers during a bout.

CoupÈ - also cut-over; an attack or deception that passes around and above the opponent's tip.

Croise - also semi-bind; an action in which the opponent's blade is forced into the high or low line on the same side.

Cross - an advance or retreat by crossing one leg over the other; also passÈ avant (forward cross), passÈ arriere (backwards cross).

Cup - Male Groin Protection constructed of Rigid Material.

Cup Hilt - a cup shaped guard on a rapier, see also bell.

- Cut** - an attack made with a chopping motion of the blade, landing with the edge or point. See Draw Cut, Tip Cut.
- D'Anvers, Gerard Thibault** - A French instructor who published *Academy of the Sword*, a work on the Spanish Circle in 1628.
- Deception** - avoidance of an attempt to engage the blades; see disengage, coupÈ
- Del-tin Practice Rapier**- A purpose-made metal blade legally used for Rapier Combat in the Middle Kingdom and in several other kingdoms. See Weapons 2.2.2.
- Demo** - a demonstration of martial arts and/or other aspects of S.C.A., Inc. culture to non-S.C.A. folk.
- DiGrassi, Giacomo** - author of *DiGrassi, His True Arte of Defence* the first English language manual on the use of the rapier. Published in London in 1594 from the Italian
- Direct** - an attack or riposte that finishes in the same line in which it was formed, with no feints out of that line.
- Disengage** - a circular movement of the blade that deceives the opponent's parry (by moving under the opponent's blade), removes the blades from engagement, or changes the line of engagement.
- Displacement** - moving the target to avoid an attack; dodging.
- Double** - two attacks that arrive at or close to the same time.
- DoubleÈ** - an attack or riposte that describes a complete circle around the opponent's blade, and finishes in the opposite line.
- Draw Cut** - a cut with the blade edge laid on the opponent and then drawn away from the opponent's body. The only legal cut in the Middle Kingdom.
- Engagement** - when the blades are in contact with each other
- En Garde** - also On Guard; the fencing position; the stance that fencers assume when preparing to fence.
- Envelopment** - an engagement that sweeps the opponent's blade through a full circle.
- Epee** - a fencing weapon with a triangular cross-section blade (Also a light dueling sword of similar design, popular in the mid-Nineteenth century.) Epees are not used in the Middle Kingdom, but are used in other S.C.A., Inc. kingdoms.
- Estoc** - a long, narrow thrusting sword often used two-handed. The word became synonymous with the rapier.
- Federfechter** - sixteenth century society of German fencing masters that emphasized the use of the thrust.
- Feint** - attacking into one line with the intention of switching to another line before the attack is completed.
- Fencing** - in the S.C.A., Inc, a recreation of the Art of Defense using purpose-made blades, protective gear and other specifically designed equipment. Also called Rapier Combat and Rapier Fencing.
- FIE** - Federation Internationale d'Escrime, the world governing body of fencing
- Flat** - a draw cut that does not contact the target with the edge of the blade. An invalid blow.
- Fleche** - lit. "arrow"; an attack in which the aggressor leaps off his leading foot, attempts to make the hit, and then passes the opponent at a run. Illegal in the Middle Kingdom.
- Flexi-Dagger** - Currently the only legal dagger blade in the Middle Kingdom.
- Florentine** - a fencing style using two rapiers, one in each hand. See Case of Rapiers.
- Flying Parry or Riposte** - a parry with a backwards glide and riposte by cut-over.
- Foible** - the upper, weak part of the blade.
- Foil** - a fencing weapon with rectangular cross-section blade. Illegal in the Middle Kingdom, but used in other S.C.A., Inc. kingdoms. (Historically, any sword that had been buttoned to render it less dangerous could be called a foil.)
- Foin** - the Elizabethan term for a thrust.
- Fouling** - entangling a weapon or parrying device making to unusable.
- Fouling from Behind**- entangling a weapon or parrying device making to unusable without reaching around a opponent.
- Forte** - the lower, strong part of the blade,
- French Grip** - a traditional hilt with a slightly curved grip and a large pommel.
- Froissement** - an attack that displaces the opponent's blade by a strong grazing action.
- Gauntlet** - a glove.
- Glissade** - an attack or feint that slides along the opponent's blade.

Gorget - neck protection; a leather or metal collar that protects a fencer's throat and neck. See Head and Neck Protection 2.1.3.

Guard - the metal cup or bow that protects the hand from being hit. Also, the defensive position assumed when not attacking.

Herald - official charged with making announcements at an S.C.A., Inc. event.

Hilt - the handle of a sword, consisting of guard, grip, and pommel.

Hold - A verbal order to freeze and check for hazards in your immediate vicinity. See 1.2.11 and 1.4.4.

Hood - an item of protective gear, constructed of puncture resistant material, that covers the throat and neck; and the back, sides and top of the head. Also Coif. See Head and Neck Protection 2.1.3.

Hutton, Alfred - the 19th century author of *The Sword and the Centuries*.

In Quartata - an attack made with a quarter turn to the inside, concealing the front but exposing the back.

Indirect - an attack or riposte that finishes in the opposite line to which it was formed, by means of a disengage or coupÈ.

Insistence - forcing an attack through the parry.

Invitation - a line that is intentionally left open to encourage the opponent to attack.

Italian Grip - a traditional hilt with finger rings and crossbar.

Lanyard - String, cord, strap or leather thong sometimes used to secure head and neck protection. Also called a Mask Tie. See Head and Neck Protection 2.1.3.

Line - the main direction of an attack (e.g., high/low, inside/outside), often equated to the parry that must be made to deflect the attack; also point in line.

List Minister - official in charge of paperwork at an S.C.A., Inc. martial event. A gender-neutral title.

Lunge - an attack made by extending the rear leg and landing on the bent front leg.

Main Gauche - from the French for left hand. A type of parrying dagger, slightly out of the S.C.A., Inc. period, that has a guard that protects the hand.

Mal-parry - also mal-part; a parry that fails to prevent the attack from landing.

Manipulators - the thumb and index finger of the sword hand.

Marshal - official charged with maintaining safety in the lists. Definitions of various types of marshals are found in Marshal Responsibilities and Chain of Authority 3.1.

Marshal's Court - are set up for the sole purpose making decisions about infractions of the Rules of the Lists and the Conventions of Combat (plus the rules and regulations that support them contained in all of the Middle Kingdom Marshal's Handbooks).

Marshal-in-Charge - official charged with the management of a specific tournament, melee, demo, practice or other S.C.A., Inc. martial event.

Marxbruder - a society of German instructors in the use of the broadsword that due to competition with the Federfechter changed to the use of the rapier.

Mask - The most common head protection for fencers. The face is covered by wire mesh.

Masters of Defence - an English corporation that taught the use of broadsword and buckler, long sword, backsword and polearm. Fought strongly to keep the teaching of rapier out of England.

Measure - the distance between the fencers.

Melee - two or more fencers on a side fencing against each other.

Middle - the middle third of the blade, between foible and forte. Also slang for Middle Kingdom or Middle Kingdom.

Middle Kingdom - a chapter of the S.C.A., Inc. Also Midrealm.

Midrealm - See Middle Kingdom and Middle.

Moulinet - A circular or windmill swing of the sword, in which the blade arcs above and behind the fencer's head. Used to reposition the sword from one side of the fencer's body to the other, usually to deliver a parry or cut.

Opposition - holding the opponent's blade in a non-threatening line; a time-hit; any attack or counter-attack with opposition.

Orthopedic grip - a grip of the fencing sword molded to fit the hand of the fencer. Orthopedic grips are only allowed for use under special circumstances. Otherwise, illegal in the Middle Kingdom. See Pistol Grip.

Parry - a block of the attack, made with the forte of one's own blade.

Pass - an attack made with a cross; e.g. fleche, "Russian lunge." Also, the act of moving past the opponent.

Passata-sotto - a lunge made by dropping one hand to the floor.

PassÈ - an attack that passes the target without hitting; also a cross-step (see cross).

Phrase - a set of related actions and reactions in a fencing conversation.

Pistol Grip - a modern, orthopedic grip, shaped vaguely like a small pistol; varieties are known by names such as Belgian, German, Russian, and Visconti. Illegal in the Middle Kingdom (with exceptions). See Orthopedic Grip.

Playing the Prize - the term used by the English Masters of Defence for the promotion tests within their corporation. Used in the S.C.A., Inc. either as a term for an authorization or to describe a challenge from one fencer to all comers to celebrate an award or other special event.

Point - a valid blow; the tip of the sword; an attack made with the point (i.e. a thrust)

Point in Line - also line; an extended arm and blade that threatens the opponent.

Pommel - a fastener that attaches the grip to the blade.

Presentation - offering one's blade for engagement by the opponent.

Protective Gear - the protective covering a fencer must wear. See Middle Kingdom Standards for Rapier Combat Protective Gear 2.1.

Press - an attempt to push the opponent's blade aside or out of line; depending on the opponent's response, the press is followed by a direct or indirect attack.

Principle of Defence - the use of forte against foible when parrying.

Prise de Fer - also taking the blade; an engagement of the blades that forces the opponent's weapon into a new line. See bind, croise, envelopment, and opposition.

Puncture Resistant - a number of layers of fabric or leather that resists punctures. See Types of Protective Materials 2.1.2. Puncture Resistant material is tested with the Broken Foil Four Punch Test.

Quarter Court - The Quarter Court is the principal court of appeals for arbitration, and is the last step prior to a Kingdom Court of Chivalry.

Quillons - The bar that is perpendicular to the blade of a sword and just before the handle that prevents an opponent's blade from reaching the wielder's hand.

Rapier Combat - See Fencing.

Rapier Fencing - See Fencing.

Redoublement - a new action that follows an attack that missed or was parried; see also Reprise.

Remise - immediate replacement of an attack that missed or was parried, without withdrawing the arm.

Reprise - renewal of an attack that missed or was parried, after a return to en-garde; see also Redoublement.

Retreat - step back; opposite of advance

Rigid Material - Puncture Resistant Material that sufficiently inflexible to be used to protect the face, throat, back of the neck and male groin. See Types of Protective Materials 2.1.2.

Riposte - an attack made immediately after a parry of the opponent's attack.

Sabre - a fencing weapon with a flat blade and knuckle guard, used with cutting or thrusting actions; a military sword popular in the eighteenth to twentieth centuries; any cutting sword used by cavalry. Illegal in the Middle Kingdom. Also Saber.

Saint Didier - a 16th century French teacher who published *Tract Containing the Secrets of the First Book of the Single Sword* in 1573.

Salle - a fencing hall or club

Salute - with the weapon, a customary acknowledgment of one's opponent, consort, royalty and referee at the start and end of the bout.

Saviolo, Vincente - an Italian rapier instructor who taught in Elizabethan England. Author of, *Vincente Saviolo, His Practice In Two Books* the second English rapier manual to be printed.

Second Intention - a false action used to draw a response from the opponent, which will open the opportunity for the intended action that follows.

S.C.A., Inc. - Society for Creative Anachronism. The umbrella organization of which the Middle Kingdom is a chapter.

Schlager - a German fencing sword of the nineteenth century. In the Middle Kingdom and in several other kingdoms, a purpose-made metal blade legally used for rapier combat. Middle Kingdom See Weapons 2.2.2.

Simple - an attack or riposte that involves no feints,

Silver, George - Champion of the traditional English longsword and buckler. Author of *Paradoxes of Defence*.

Slope Pace - a pace or step on an oblique angle, used both in defense and offence (according to DiGrassi).

Small Sword - a light dueling sword popular in the eighteenth century, precursor to the foil.

Stop Hit - a counter-attack that hits.

Swashbuckler - a period term derived from the sound of sword and buckler clashing together. A derisive name for an over exuberant fencer or thug.

Swept Hilt - the interlocking ring guards on a sixteenth century rapier.

Tang - the portion of the blade of a rapier that extends into the handle

Tip Cut – a Draw Cut performed with only the tip of the blade. A fencer does not have to accept a Tip Cut in the Middle Kingdom, but may choose to do so.

Thibault - See D'Anvers, Gerard Thibault.

Thrust - an attack made by moving the sword parallel to its length and landing with the point.

Tournament - a structured **S.C.A., Inc.** martial competition.

Tuck - the English word for estoc

USFA - United States Fencing Association, body governing collegiate and other amateur fencing in the United States.

Void - moving the body to avoid an attack.

Ward - a guard or invitation to attack (according to Di Grassi); in the Middle Kingdom, the student of a Warder.

Warder - in the Middle Kingdom, a Companion to the Order of the Bronze Ring.

Yield - the act of surrendering to your opponent.

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