

## SECTION 4 – RULES FOR RAPIER COMBAT

The purpose of this document is to establish minimum safety, performance, and equipment standards for Rapier Combat in the Kingdom of Ansteorra. These rules are subordinate to the SCA Rules of the Lists (Appendix B of Corpora), the SCA Conventions of Combat (found in the SCA Marshals' Handbook), and are subject to the Precedence of Law in the Society (Appendix A of Corpora).

NOTE: These rules do not apply to Historical Combat Techniques Studies under the office of Arts and Sciences. That has its own set of rules which must be observed.

### I. General Information

- A. Fighters must be at least 16 years of age to participate in Ansteorran Rapier Combat. For information on procedures and restrictions that apply to minors participating in Ansteorran Rapier Combat, see section VIII of this document. The rules for the Ansteorran Youth Rapier program exist as a separate document.
- B. Fighters and marshals must be authorized by the Marshalate to participate in combat activities outside of fighter practice. They need not be authorized to participate in a fighter practice. For further restrictions on practice (including Cut & Thrust), see section VII.L.
- C. All fighters and marshals are responsible for understanding and abiding by these Rules for Ansteorran Rapier Combat, the SCA Rules of the List, and the SCA Conventions of Combat before they are authorized.
- D. There are three categories of rapier combat, each requiring a separate authorization. These categories are:
  - Epee & foil
  - Heavy Rapier
  - Cut and thrust

Except where noted, all rules apply to all three forms of rapier combat. One of the major differences in the three forms is the allowable blades, which are specified in Blades for Ansteorran Rapier and Cut & Thrust Combat at (<http://rapier.ansteorra.org>).

- E. Rapier combat authorizations from other SCA Kingdoms may be considered valid in Ansteorra subject to a demonstrated ability to abide by these Rules for Ansteorran Rapier Combat. The period of this temporary validity will not exceed three months, during which time the fighter will be allowed to use only those weapons and techniques for which he is authorized in his home Kingdom.

### II. Rules of the Field

- A. All fighters shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to further disciplinary action.
- B. Disagreements with the marshals overseeing the field shall be resolved through the steps outlined in Section VII.R. of this document.
- C. Each fighter shall maintain control over his or her temper and behavior at all times or risk being removed from the field.
- D. Some actions are not allowed because they are unsafe. These include, but are not limited to:
  1. Punching, kicking, shoving, tripping, or grabbing an opponent.
  2. Grappling or wrestling with an opponent or for control of a weapon.

3. Whipping or chopping with a weapon in epee & foil or rapier combat.
  4. Striking or pressing an opponent with any piece of equipment not approved for such use.
  5. Throwing a weapon or other piece of equipment not approved for such use.
  6. Hitting with excessive force.
  7. Attempting to injure an opponent.
- E. Some actions are not allowed because they are obstructive to normal rapier activities. These include, but are not limited to:
1. Consistently ignoring blows.
  2. Deliberate misuse of the rules (purposefully retreating into the ropes, calling "Hold" when pressed, or ignoring another fighter's valid attempt to engage you).
  3. Attacking from the back or side any opponent who may not turn to face you, such as an opponent grounded by a valid blow to the leg.
- F. "Hold" will be called if unsafe or obstructive actions are noticed, or if any other significant concern is manifest. Upon a call of "Hold", all fighters must stop, check for hazards in their immediate area, and then assume a non-threatening position with weapons pointed away from their opponents.
- G. Melees:
1. Fighters may strike any opponent with any legal blow if they are within the 180 degree arc of the opponent's front. A fighter who approaches an opponent from behind shall not deliver a blow until he is within that frontal arc. A fighter may never deliberately strike an opponent from behind.
  2. Melees may utilize an optional "killing from behind" rule. In these scenarios, a fighter may "kill" his opponent by laying his blade over his opponent's shoulder, to at least a third of the blade, while calling out "Dead, my Lord/Lady!" (or other similar courteous phrases) in a loud, clear voice. The opponent will be deemed "killed" from the instant the blade touches his shoulder and may thus make no attempt to elude or engage his attacker.
- H. It is the responsibility of fighters to agree upon what weapons or optional blow calling conventions (such as use and length of tip cuts or "armor as worn") shall be used, and to so inform the marshals, prior to combat. If this agreement cannot be reached, the fighters may not engage in combat. The Marshal-in-Charge of the combat activity will then make the determination as to how this situation will affect those fighters' continued participation in that event's activities.
- I. Armored Combat and Rapier Combat may never be conducted on the same list field at the same time.
- J. Only weapon simulators may be allowed on the field of combat. No real weapons will be allowed on the field during combat.

### III. Use of Weapons and Parrying Devices

- A. Valid blows are struck by the following :
1. Thrusting with the point of the blade (thrust).

2. Sliding the edge of the blade by drawing or pushing (draw/push cut).
  3. Optionally, fighters may place the tip of their weapon and then draw it across an opponent (tip cut).
  4. Cut and thrust combat also includes the use of percussive cuts as a valid blow. Percussive cuts must always be delivered with sufficient control as not to injure the opponent while still delivering the necessary impact for a valid cut.
- B. Chopping or hacking blows are not permitted in epee & foil or heavy rapier combat. For cut and thrust combat, they still must be delivered with sufficient control. Fast circular movements (such as moulinets) may be used to place a blade for allowable cuts in all three categories of rapier combat.
  - C. Parrying devices may be used to move, deflect, or immobilize an opponent's weapon or parrying device, so long as such use does not endanger the safety of the combatants.
  - D. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.

#### IV. Acknowledgement of Blows

- A. In judging blows, all fighters are presumed to be wearing common civil attire of the period, not armor. For the sake of definition, the standard for civil attire is assumed to be lower stocks (hose), upper stocks (pants), a shirt, a doublet or doublet/jerkin combination, and shoes (not boots). No blow may be discounted because of actual clothing or equipment worn unless agreed upon ahead of time.
- B. The entire body is target for the delivery of blows.
- C. Tourneys may be held which define areas of the body as if armored, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat.
- D. In rapier combat, blows will be counted as though they were struck with a real blade, extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a good blow. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh. The following must be acknowledged as valid blows:
  1. Any thrust that strikes with 4 pounds (1.8kg) of force will be considered a valid blow. This is the amount of force it takes to flex a #5 French foil by 2 inches (5cm) or a #5 epee by ½ inch (1.5cm).
  2. Any draw/push cut that the fighter perceives against himself, where the edge of the blade slides at least 10 inches (24cm).
  3. At their discretion, fighters may call those tip cuts they believe would have wounded them.
  4. A valid blow to the following areas will end the fight, resulting in defeat for the recipient:
    - Torso
    - Groin
    - Neck
    - Head
    - Brachial artery (arm pit and inside upper arm down to within one hand's width from the arm pit)

- Femoral artery (inside of thigh down to one hand's width from the groin)
  - For cut and thrust, a valid blow to the leg or foot
5. A valid blow to the arm disables that arm and hand.
  6. A valid blow to the hand disables that hand, though the arm may still be used.
  7. For **epee & foil** or heavy rapier, a valid blow to the leg or foot disables that entire leg, prohibiting the recipient from standing or using that leg to move or rise to his knees. For cut and thrust, as mentioned above, a valid blow to the leg or foot results in defeat.
  8. Fighters may call blows as having a greater effect than is required by these rules.
- E. Parries may be performed with weapons, parrying devices, the gloved hand or any other part of the body. Though the gloved hand may be used to parry, it shall not be used to grasp or strike an opponent. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking or other unsafe behavior occurs.
  - F. In heavy rapier and cut and thrust, upon agreement of all involved fighters, fighter may choose to grasp blades, rather than parry them. If the blade that is grasped moves or twists in the grasping hand, that hand is deemed disabled. Grasping techniques shall be used only to immobilize a blade, not to bend it or wrest it from the opponent's grip. Prolonged wrestling over a grasped blade is sufficient grounds for calling a "hold" and forcing the release of the blade.
  - G. If an effective blow is thrown before, or at, the same moment as an event that would stop a fight (a "Hold" being called, the fighter being "killed" himself, etc.), the blow shall count. If the blow is thrown after the hold, killing blow, or other event, it shall not count.

## V. Weapons and Parrying Devices

- A. Sharp points, edges or corners are not allowed anywhere on any equipment.
- B. All equipment must be able to safely withstand combat stresses within a given combat class.
- C. Equipment that is likely to entangle, break, or otherwise damage equipment or to seriously injure a combatant is prohibited.
  1. **Epee & foil** fencing does not permit any equipment that has small rigid openings large enough to admit a properly tipped epee or foil blade (i.e. small holes in bell guards, small openings in a cage or swept hilt, any design which has acute angles where a blade could easily be wedged and bent). Knuckle bows are deemed safe for use with **epee and foil** blades.
- D. BLADES:
  1. The Kingdom Rapier Marshal shall maintain a list specifying which blades will be allowed for each category of rapier combat (i.e. **Epee & Foil**, Heavy Rapier, or Cut and Thrust).
    - a. This list will be available in the rapier combat area of the kingdom web site (<http://rapier.ansteorra.org>).
    - b. Some blades may be allowed in more than one type of rapier combat so care must be taken by the fighters as to agree on which set of rules (i.e. which category of rapier combat) apply to each bout.
  2. All are subject to the following:

- a. Any rapier or dagger blade in a given rapier class may be used against any other blade in that same class, but NOT against blades of the other classes. Remember that some blades are allowed in more than one class and so can face a wider range of other blades. Blades must follow all restrictions for a class to be used in it.
- b. All blades must be reasonably flexible. "Reasonable" is at the discretion of the Marshalate. A minimum test for flexibility may be found in the Society Rapier Combat Handbook Appendix 1.
- c. Steel blades will not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter their temper, flexibility or durability. Normal combat stresses and blade care do not violate this rule. Exceptions are:
  - The tang of the weapon may be altered.
  - Heavy rapier and cut and thrust blades may be shortened so long as they maintain acceptable flexibility.
  - The tips of heavy rapier and cut and thrust blades must be flattened (perpendicular to the long axis of the blade) with the corners rounded off so that no surface presents a sharp angle.
  - A nut or other blunt metal object designed to spread impact may be welded to the tip of heavy rapier and cut and thrust blades so long as care is taken to prevent damage to the temper of the blade. The blunt object will still need some form of coverage as described below.
- d. All steel blades must be reasonably flexible. Rigid steel "parrying only" daggers such as those made from cut down blades will not be allowed.
- e. All blade ends must be capped with rubber, plastic, or leather.
  - Tips will have a blunt striking surface, presenting a cross-section of at least 3/8" (9mm) diameter.
  - Tips must be firmly taped or glued in place. The tip must be of a color contrasting with the blade so that the tip's absence is readily apparent. If tape is used, it must contrast both blade and tip.
- f. Any blade with kinks, sharp bends, or cracks shall not be used. Steel blades that develop these defects cannot be repaired and must be retired. Epee & foil blades or flexi-daggers with "S" curves shall not be used unless they can be properly re-curved.
- g. Weapons may use a hand guard such as a cup hilt, swept hilt, or quillons and knucklebow. Quillons must be no longer than 12" (30cm), and the ends must be blunt.
- h. Orthopedic (or "Pistol") grips will not be used unless the fighter had approval for medical reasons, supported by documentation from their health care provider.

## E. PARRYING DEVICES

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

2. Soft, non-rigid devices such as cloaks may be made of cloth, foam, leather, and similar materials. They may be weighted with soft material such as rope or rolled cloth. They shall not be weighted with any rigid material, nor with materials which are heavy enough to turn the device into a flail or impact weapon.
3. For heavy rapier and cut and thrust, mail Gauntlets shall be allowed as a parrying device, provided they are constructed in a reasonably similar fashion to that of historical examples. (i.e. chain mail and a leather glove, all chain mail, etc.) A fighter will not be allowed to cover a glove with duct tape and call it a mail gauntlet, or anything likened to such action. When wearing a mail gauntlet, the hand will be protected from cuts wherever it is covered by steel.
4. Devices that predictably cause entangling of an opponent or their equipment, either by design or by repeated mishap, are not allowed.
5. All other parrying devices will be considered non-standard. Such items include, but are not limited to mugs, bottles, bar stools, and offensive bucklers.
  - a. Non-standard equipment must be approved on a case by case basis, per user, by a marshal designated to do so by the Kingdom or Regional Rapier Marshal.
  - b. Fighters wishing to use non-standard equipment must inform each opponent regarding the construction and function of that equipment.
  - c. Any opponent may decline to face non-standard equipment without forfeiture of the bout. Non-standard equipment, declined as part of a melee, may not be used in that melee.
  - d. Equipment that will be used to strike an opponent shall be made of soft flexible materials such as cloth, tape, foam or golf tubes.

#### F. PROJECTILE WEAPONS

1. Combat archery is allowed in conjunction with rapier melee. Users must meet archery standards and abide by the combat archery rules. A combat archery marshal must be present.
2. Mock gunnery gear (i.e. rubber band guns) constructed of sturdy materials to fire loops of surgical tubing may be allowed in melees. Once fired, they may be used to parry, subject to the rules governing construction of parrying devices.
3. The use of any projectile weapon is forbidden within formal rapier Tournament lists (single combat), or in any situation where spectators cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used.

### VI. Protective Gear

#### A. General Standards:

1. All protective equipment should be tested prior to initial use and at least every two (2) years afterwards. Subsequent testing between those dates will take place at the discretion of the Marshalate. Regardless, all equipment should be inspected before use at any Society event.
2. All required protection will be constructed and worn so as to provide the specified coverage, in all combat situations, regardless of stance or maneuver.

3. ABRASION-RESISTANT material is any material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Nylon pantyhose or cotton gauze shirting are examples of unacceptable materials. Acceptable materials include:
  - a. Broadcloth
  - b. A single layer of heavy poplin cloth (35% cotton, 65% polyester; "trigger")
  - c. Sweatpants material
  - d. Woven knit or lycra-spandex mix tights
4. PUNCTURE-RESISTANT material is any material or combination of materials that will pass the officially sanctioned punch-tests found in Appendix A of this document. Kevlar is not an acceptable material, as it degrades rapidly. Examples of acceptable materials include:
  - a. Four-ounce (2 mm) leather
  - b. Four layers of heavy poplin cloth
  - c. Ballistic nylon rated to at least 550 Newtons
  - d. Commercial fencing clothing rated to at least 550 Newtons
5. RIGID MATERIAL is any puncture-resistant material that will not significantly flex, spread apart, or deform under pressure of 12 Kg applied repeatedly to any single point. With the exception of the mesh of a fencing mask, such material must not have holes larger than 1/8" (3 mm) in diameter, with a minimum offset of 3/16" (5mm). Examples of rigid material are:
  - a. The mesh of a 12kg fencing mask
  - b. 22 gauge stainless steel (0.8 mm)
  - c. 20 gauge mild steel (1.0 mm)
  - d. 16 gauge aluminum, copper, or brass (1.6 mm)
  - e. One layer of hardened heavy leather (8 ounce, 4 mm minimum)

B. Specific Standards:

1. Abrasion-Resistant material is the minimum allowable protection for any area of the body. All portions of the body not specifically requiring the heavier protection detailed below will be covered with abrasion-resistant material.
2. FACE / HEAD / NECK:
  - a. The front and top of the head must be covered by rigid material to below the jaw line and behind the ears.
  - b. Masks and helms must be secured to the fighter, so that they cannot be easily removed or dislodged during combat. The combination of snug fit and the spring-tongue in a conventional fencing mask is **NOT** sufficient, by itself, to secure the mask to the fighter.

- c. The rest of the head and neck must be covered by at least puncture resistant material.
  - d. For heavy rapier and cut and thrust, additional throat protection is required. It shall consist of rigid material covering the entire throat, and shall be backed by either puncture resistant material (as a hood), one quarter inch (1/4") (6mm) of open-cell foam, or their equivalents. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.
  - e. For cut and thrust, the back of the head must be covered either by the helm or the equivalent in rigid material. The padding on a coif or the protection offered by the helm must be sufficient to abate any injury from a percussive hit to the back of the head.
3. TORSO AND OTHER KILLING ZONES
- a. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material.
  - b. Acceptable minimum armpit coverage is provided by a triangle extending from the armpit seam, covering the lower half of the sleeve at the seam, and extending down the inner/under arm, one third the distance to the fighters elbow.
  - c. Male fighters shall wear rigid groin protection. Any ventilation holes large enough to admit a broken blade must be covered from the outside with at least puncture-resistant material. Female fighters shall wear puncture-resistant groin protection.
4. ARMS AND LEGS
- a. Hands shall be protected by gloves, made of abrasion resistant material, that overlap any sleeve openings as described in Section VI.B.4.c. Feet shall be protected by boots, shoes, or sandals comprised of at least abrasion resistant material. For cut and thrust combat, the backs of hands and wrists shall be protected by eight oz. leather half-gauntlets or the equivalent in padded material. Standard abrasion-resistant gloves alone will not be sufficient, unless the hilt of the sword protects the area in question.
  - b. Abrasion resistant material is required on arms (saved as noted above for armpits), legs, and any area not otherwise mentioned in these rules.
  - c. No skin shall be bared. There shall be sufficient overlap between separate pieces of protective clothing, regardless of the fighter's stance or movements, that the minimum protection for that body area be preserved.
  - d. For cut and thrust, elbows are required to have rigid protection ('cops') and knees must be protected by a minimum of athletic pads or equivalent materials. At the minimum, a fighter should wear commercially available "street hockey" style elbows and athletic knee pads or their equivalent as judged by an authorizing Cut & Thrust marshal.

## VII. Marshalling

- A. The purpose of the Marshalate is to facilitate fighters' safe, orderly, and enjoyable participation in Ansteorran Rapier Combat.
- B. Cut and Thrust Combat: There shall be a separate marshalate maintained for cut and thrust combat headed by the Kingdom Cut and Thrust Marshal appointed by the Kingdom Rapier Marshal.

- C. Authorizations: Competence in other SCA combat styles does not automatically mean competence in rapier. Separate warrants and authorizations in each class of rapier combat are required.
1. For cut and thrust combat, the following will apply to authorizations:
    - a. The Kingdom Rapier Marshal shall appoint a deputy **as the** Kingdom Cut and Thrust Marshal with the authority to authorize Cut and Thrust fighters and marshals and to revoke those authorizations.
    - b. The Kingdom C&T Marshal will authorize such C&T marshals as are needed. Those marshals will have the authority to authorize C&T fighters but not marshals.
    - c. Authorization as a Cut and Thrust Combat Marshal shall be separate from that of Rapier Marshal. C&T marshals will be authorized or re-authorized by the Kingdom C&T Marshal.
    - d. All authorizations for C&T fighters must be conducted by a minimum of two authorizing **marshals. The** two marshals must both be in agreement that the fighter is safe and capable before he/she is issued an authorization.
    - e. **For** all authorizations of C&T **marshals, one** of the authorizing marshals must be the Kingdom Cut and Thrust Marshal.
- D. Equipment Failure: Marshals and fighters shall pay special attention for missing tips, broken blades and other equipment failures. Broken blades and severe equipment failure must be reported.
- E. Excessive Force: Combat in the Society poses risks to the participant. This recognition, however, does not excuse fighters from exercising control over their techniques. If a blow is landed which forces a fighter to retire from the field, from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring.
- F. Melees: Cut and thrust combat is prohibited in melees.
- G. Tournaments: Any tournament use of Cut & Thrust must be approved on a bout-by-bout basis by the Kingdom Cut & Thrust Marshal. All combatants must also agree to the use of Cut & Thrust for it to be allowed.
- H. One marshal must be designated as the Marshal-in-Charge of rapier combat activities at any Society event.
- I. Before any combat may take place at a Society event, marshals designated by the Marshal-in-Charge must inspect the gear of all the fighters who will participate to ensure it is safe and functional. Inspecting marshals will reject any weapons or other equipment not meeting these rules.
- J. At least two authorized marshals must oversee a tournament field. A melee field should be overseen by enough authorized marshals to ensure the safety of the fighters and spectators.
- K. In melees and tournaments one marshal per field will be designated as the Controlling Marshal. All other marshals will be deemed Assisting Marshals. The Controlling Marshal will be responsible for controlling access to the field, starting combat, and initiating disciplinary actions.
- L. In a practice bout, authorized combatants may marshal themselves. If one, or more, of the combatants is unauthorized then one of the participants, whether as a fighter or as a marshal,

must be an authorized Marshal. For the purposes of disciplinary actions this authorized Marshal shall be considered the Controlling Marshal.

- M. Before a bout, the marshal(s) on the field should take a moment to glance over each fighter to be sure his equipment is properly in place and to assure that only weapon simulators were carried on the field.
- N. A verbal acknowledgement of readiness must be received from all fighters before combat may begin.
- O. The marshal(s) on the field will investigate any situation requiring a "Hold" and ensure that the situation is corrected before the Controlling Marshal allows combat to restart.
- P. Marshals will pursue disciplinary actions against any fighter or marshal who violates these rules.
  - 1. If a fighter or marshal violates the rules, the first step taken should always be to ensure that the violator is aware of the nature of the violation, how to correct it, and the ramifications of continuing to violate the rules.
  - 2. Violations that are considered deliberate or that jeopardize the safety of the participants, and those violations that are repeated after discussion with the marshals must be noted by the Marshal-in-Charge of the event and included in his official Tournament Report. The violation will be fully explained to the participant and he will be warned that his actions are being reported. These incidents must also be reported to the Regional Rapier Marshal and the Kingdom Rapier Marshal within 7 days.
  - 3. Any participant who's actions seriously endanger themselves or other participants, who cannot maintain control over their temper or physical actions on the field, or who refuses a lawful order of the Marshalate or Crown shall be removed from the field and will be suspended from participation in Ansteorran Rapier Combat until such time as the situation has been reviewed by the Kingdom Rapier Marshal. The Kingdom Rapier Marshal may specifically designate one of his Warranted Deputies to review the facts of the situation and make a binding decision. Further sanctions will be applied in accordance with the *Ansteorran Rules Of The List*.
    - a. All Sanctions must be reported to the Kingdom Rapier Marshal, the Kingdom Earl Marshal and the Marshalate Secretary in the timeframes outlined in the *Ansteorran Rules Of The List*.
    - b. Any decision to suspend a fighter from Ansteorran Rapier Combat will be forwarded by the Kingdom Rapier Marshal to the Earl Marshal for review.
- Q. Any injury requiring more than rudimentary first aid (band-aid, ice, rest, or the like) must be reported in person or by phone to the Kingdom Rapier Marshal within 24 hours of occurrence. If the KRM is not reachable, and time is of the essence, report the injury directly to the Earl Marshal or Kingdom Seneschal. Failure to report an injury within 24 hours may result in removal from office or suspension of marshalling privileges. A hard copy of the Injury Report should accompany the official Tournament report, as well.
- R. Those who wish to appeal the decisions of any member of the marshalate may do so only by appealing to the very next person UP the chain of command. The chain of command from lowest to highest is:
  - 1. Assisting Marshal
  - 2. Controlling Marshal/Inspecting marshal

3. Marshal-in-Charge
  4. Local Rapier Marshal of hosting group
  5. Appropriate Regional Rapier Marshal
  6. Kingdom Deputy Marshal for Cut and Thrust (Cut and Thrust issues only)
  7. Kingdom Rapier Marshal (or his Warranted Emergency Deputies)
  8. Earl Marshal
  9. Crown
- S. Unforeseen Situations: Should a situation arise not explicitly covered by Corporate or kingdom rapier combat rules, the marshals should not assume that the situation is forbidden or inappropriate. No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants.

## **VIII. Minors**

- A. On an individual basis, minors over the age of 16 may be allowed to participate in Ansteorran Rapier Combat by following these procedures:
1. Before a minor may participate or train in the adult rapier program he must graduate from the Youth Rapier program. The Youth Rapier Marshalate will determine when graduation is appropriate; indicating that minor is ready for advancement into the adult rapier program.
  2. Once they have graduated from the Youth Rapier Program, minors must obtain written permission to participate or train in the adult rapier program.
    - a. A permission form must be signed by all of the following:
      1. Their parent or legal guardian.
      2. A rapier marshal from their region.
      3. A rapier marshal from another region.
      4. The Kingdom Rapier Marshal.
    - b. This form shall be filed with the Kingdom Rapier Marshal.
    - c. A copy of this permission form must be carried by the minor when engaging in any adult rapier combat activity, including training. It will be presented to the marshals on request and any time a marshal asks to see the minor's authorization card.
  3. Before competing in tournaments the minor must complete an epee & foil authorization for rapier combat. Once a minor is authorized to compete in adult rapier tournaments he will no longer be eligible to compete in Youth Rapier single combat tournaments.
- B. The minor and their Parent/Legal Guardian and Responsible Adult are responsible for knowing and adhering to all Kingdom and Society laws and rules that apply. In addition, they shall abide by the following restrictions:
1. Minors must have a Parent, Legal Guardian, or Designated Adult with the required paperwork at the field when participating in any rapier combat activities, including training.

2. Minors must wear a gorget during combat, regardless of what weapons are used.
3. Minors shall not participate in adult melee activities. This policy will be reviewed in June of 2008. Minors in the adult rapier program may still compete in melee with Youth Rapier fighters, but must abide by the melee rules for Youth Rapier.
4. Minors shall not use heavy rapiers, nor shall they participate in Cut & Thrust combat. This policy will be reviewed in June of 2008.
5. Failure to complying with these restrictions will result in disciplinary action by the marshalate, which is likely to include removal of permission to participate in adult rapier activities.

## Section 4 – Appendix A. - Testing Standards for Puncture-Resistant Material

### I. The "Four Thrust" Test:

- A. To conduct this test, lay the material to be tested on firm ground or penetrable material (not hard-packed dirt, concrete, or similarly hard surfaces). Holding a flat-bladed foil blade in both hands, punch the material four times in the same area, increasing the force each time. After each punch, examine the material.
- B. If the material being tested is a single layer, it fails if penetrated.
- C. If the material being tested is made up of multiple layers, the material fails if more than the top layer is penetrated.

### II. The "Single Drop" Test:

- A. Any testing device may be certified by the Kingdom Rapier Marshal to field-test protective gear as long as it produces consistent results and is constructed to:
  - deliver 4 joules force to the fabric sample
  - use a dull, flat 5/32" cylindrical surface to deliver the force to the fabric
  - test the gear, or fabric sample, when it is stretched securely, but not tautly, over a frame, so that nothing is under the test sample but air.
- B. If the material to be tested is made of a single layer, it fails if penetrated by the ½ (4 mm) dull, flat cylindrical rod.
- C. If the material to be tested is made of multiple layers of material, no more than the top layer may be penetrated when tested; if more than one layer is penetrated, the gear fails.