

Section 3 Rapier Combat

The purpose of this document is to establish minimum safety, performance, and equipment standards for Rapier Combat in the Kingdom of Ansteorra. In addition to these rules on *Rapier Combat*, Section 1 *Rules of the List* and Section 10 *Marshaling for All Branches* of this handbook shall apply except where this section gives more specific guidance. These rules are subordinate to various rules of the SCA inc. and a change to any of those rules will also apply here.

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. 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.
- B. Fighting Styles
 - 1. Ansteorra allows three styles of rapier play. They are:
 - a. Epee & Foil
 - b. Heavy Rapier
 - c. Cut & Thrust
 - 2. The allowable weapons for each style is different, and some techniques are allowed in one style but not another.
 - 3. Authorizations for each of these styles is handled separately.
- C. Age of Fighters
 - 1. Fighters age 18 and up will participate in the adult programs for Ansteorran Rapier Combat.
 - 2. Fighters age 12 to 17 may participate in Ansteorra's Youth Rapier program and shall compete only with other Youth Rapier fighters.
 - 3. Fighters age 16 and 17 may petition the Kingdom Rapier Marshal for permission to participate in adult rapier activities.
 - 4. The details of how minors may participate in rapier combat are outlined in Section 3 - IX of these rules
- D. Authorizations
 - 1. Fighters must be authorized to participate in rapier tournaments or competitions. Fighters are not required to be authorized to participate in practice. Further restrictions on practice are outlined in Section VII. G.
 - 2. Marshals must be authorized to run combat. Marshals in training may assist. For more information about marshals and marshaling, see Section VII.
 - 3. For the adult rapier fighter there are 3 separate authorizations available matching the three fighting styles: Epee & Foil, Heavy Rapier and Cut & Thrust.
 - 4. Minors participating in the adult rapier program may authorize in Epee & Foil and Heavy Rapier but they shall not authorize for, **nor** participate in or practice Cut & Thrust combat.
 - 5. Combatants in the Youth Rapier program shall authorize separately in Foil, Epee and Heavy Rapier. In addition, separate authorizations are required for offensive secondaries such as shields, defensive secondaries such as daggers and melee (mass combat). Minors shall not participate in Cut & Thrust.
 - 6. 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. Since the two

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kingdoms may have different authorization procedures fighters and marshals should consider which Ansteorran authorizations best fit those authorizations the fighter has in his home kingdom. For example, a fighter who is only authorized with Heavy Rapier in his home kingdom should not be allowed to compete with Epee & Foil.

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 may be subject to disciplinary action.
- B. Disagreements with the marshals overseeing the field may be appealed following the chain of command as outlined in Section 3 - VII.I.
- 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 (except for allowed cuts in Cut & Thrust).
 - 4. Striking or pushing 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.
 - 3. ~~Youth rapier fighters shall not participate in adult rapier melees even for training purposes. However, authorized Youth Rapier Marshals may participate in youth rapier melees for training purposes only. Adult authorized minors may participate in melee with adults.~~

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Comment [JTC1]: Changed this to:
1. Allow adult authorized minors to participate in melee.
2. Allow YR Marshals to participate in YR training melees.

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- H. It is the responsibility of fighters to agree upon what weapons or optional blow calling conventions (such as "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 & 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 except in Cut & Thrust combat. For Cut & 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 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. Tournaments 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.

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4. A valid blow to the following areas will end the fight, resulting in defeat for the recipient:
 - a. Torso
 - b. Groin
 - c. Neck
 - d. Head
 - e. Brachial artery (arm pit and inside upper arm down to within one hand's width from the arm pit)
 - f. Femoral artery (inside of thigh down to one hand's width from the groin)
 - g. For Cut & 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. 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 & 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 & 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. When epees or foils are used equipment shall not have 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 style of rapier combat (i.e. Epee & Foil, Heavy Rapier or Cut & 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 style of rapier combat so care must be taken by the fighters as to agree on which set of rules (i.e. which style of rapier combat) apply to each bout.
 2. All are subject to the following:

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- a. Foils and epees may be used in the same bout but they shall not be used against heavy rapiers.
- b. All blades must be reasonably flexible. "Reasonable" is at the discretion of the Marshallate. 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:
 - i. The tang of the weapon may be altered.
 - ii. Heavy Rapier and Cut & Thrust blades may be shortened so long as they maintain acceptable flexibility.
 - iii. The tips of Heavy Rapier and Cut & 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.
 - iv. A nut or other blunt metal object designed to spread impact may be welded to the tip of Heavy Rapier and Cut & 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.
 - i. Tips will have a blunt striking surface, presenting a cross-section of at least 3/8" (9mm) diameter.
 - ii. 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 quillions and knucklebow. Quillions 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 has 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. Devices that predictably cause entangling of an opponent or their equipment, either by design or by repeated mishap, are not allowed.
- 4. Offensive bucklers include any non-bladed weapons used to strike an opponent. This may include small shields, bottles, mugs and other items. These 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. Fighters wishing to use these secondaries must so inform each opponent. An

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opponent may decline to face an offensive buckler without forfeiting a bout. Offensive bucklers shall be made of soft flexible materials such as cloth, tape, foam and 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. Guns 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 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 Marshallate. 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)

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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 & 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. All minors must wear the additional throat protection (gorget) described above for any type of rapier combat, regardless of what blades are used.
 - f. For Cut & 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 3 - VI.B.4.c. Feet shall be protected by boots, shoes, or sandals comprised of at least abrasion resistant material. For Cut & 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.

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- d. For Cut & 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 Marshallate is to facilitate fighters' safe, orderly, and enjoyable participation in Ansteorran Rapier Combat.
- B. The general procedures and sequence of events for marshaling tournaments and bouts, and the rules on warnings and sanctions are found in Section 10 - Marshaling for All Branches. Additional applicable information can be found in, Section 11-/Chivalric Appendix I, Rules of the List. Those rules will apply unless more specific guidance is given here.
- C. Field and authorizing marshals for rapier should adhere to the standards for chivalric field and authorizing marshals as outlined in Section 10 - Marshaling for All Branches.
- D. Rapier does not have separate inspecting marshals but all marshals who inspect must be authorized, a warranted rapier marshal or the designated deputy of a warranted rapier marshal, and must adhere to the standards outlined in Section 10 - Marshaling for All Branches for chivalric inspecting marshals.
- E. 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 to the Marshal In Charge who shall include that information in his tournament report or, for practices, in the group's monthly report.
- F. 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.
- G. For any tournament bouts or melees fighters must be marshaled by persons authorized to marshal that particular style of rapier combat. In a practice bout, authorized combatants may marshal themselves, except for Youth Rapier fighters. 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. Youth Rapier fighters must always have at least one authorized Youth Rapier Marshal actively participating.
- H. Any rapier injury which must be reported to the Earl Marshal must also be reported to the Kingdom Rapier Marshal within 24 hours of occurrence. A hard copy of the Injury Report must accompany the official Tournament report, as well.
- I. Those who wish to appeal the decisions of any member of the marshallate 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 Marshal for Cut & Thrust (Cut & Thrust issues only)
 - 7. Kingdom Rapier Marshal (or his Warranted Emergency Deputies)

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- 8. Earl Marshal
- 9. Crown

J. 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. Cut & Thrust

- A. Combatants wishing to participate in Cut & Thrust, even in practice, must first attend an orientation on Cut & Thrust conventions from an authorized Cut & Thrust marshal or fighter, which will include blow calling, the force of blows, delivery techniques and target areas.
- B. There shall be a separate marshallate maintained for Cut & Thrust combat headed by the Cut & Thrust Marshal appointed by the Kingdom Rapier Marshal.
- C. For Cut & Thrust combat, the following will apply to authorizations:
 - 1. The Kingdom Rapier Marshal shall appoint a deputy as the Kingdom Cut & Thrust Marshal with the authority to authorize fighters and marshals for Cut & Thrust and to revoke those authorizations.
 - 2. 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.
 - 3. 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.
 - 4. Authorization as a Cut & Thrust Combat Marshal shall be separate from that of Rapier Marshal. For all authorizations for C&T marshals one of the authorizing marshals must be the Kingdom Cut & Thrust Marshal.
- D. 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.
- E. Melees: Cut & Thrust combat is prohibited in melees.

IX. Minors

- A. All Minors -- The following rules and restrictions apply to all minors participating in Ansteorran rapier activities.
 - 1. Adult Marshals
 - a. Two Deep Rule: For all organized SCA functions for minors, a minimum of two adults (age 18 or older), unrelated to one another by blood or marriage, must be present and actively attentive. This includes tournaments and fighter practices.
 - b. Youth Marshals must undergo required background checks via the approved kingdom and corporate process.
 - 2. Responsible Adult
 - a. Any minor involved in SCA combat-related activities at an event MUST have present a Responsible Adult able to authorize medical treatment for that minor in the case of any emergency.
 - i. "Present" is defined as within visual and vocal range of the minor. The minor or marshal(s) on the field should be able to find the responsible adult immediately.
 - ii. The responsible adult may be

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- The parent or legal guardian OR
 - An adult age 21 or over with the properly-executed SCA form(s) allowing them to authorize medical treatment for the minor.
- iii. The minor and the responsible adult must know and follow to all Kingdom and Society laws and rules that apply and must behave in a courteous and responsible manner at all times.
- b. To participate in any marshal activities minors must have the required waivers and other paperwork as required by the SCA and the Kingdom of Ansteorra. A document describing the required paperwork can be found on the kingdom rapier web site (<http://rapier.ansteorra.org>) in the section on Rapier Rules.
3. Combat Restrictions
- a. Minors must wear a gorget during combat, regardless of what weapons are used.
 - b. Minors ~~authorized as adults may~~ participate in adult melee activities.
 - c. Minors shall not participate in Cut & Thrust combat.

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B. Youth Rapier

1. Marshals should be aware that Youth Rapier fighters may still be developing their skills in blow calling and blade control. Whether in training or tournament, marshals should watch for missed blows and excessive shots, and take an active role in helping the youth develop these skills. Minors participating in combat with adults are expected to have already developed these skills and should be afforded the same treatment as the adults on their field.
2. Youth Rapier combatants shall be authorized separately for foil, epee, heavy rapier, defensive secondary (buckler, cloak, etc), offensive secondary (dagger, case) and melee.
3. In Youth Rapier tournaments a fighter shall not use a weapon his opponent is not authorized to use.

Comment [JTC2]: Since YR is now mostly using heavy blades and few fighters even own a foil it makes little sense to make the foil the default. Like the adults, we will expect the youth to find a blade choice on which they can both agree.

4. Youth Rapier combatants shall not use heavy rapiers longer than 37". ~~However, they can fight against longer blades for training purposes.~~

Deleted: <#>The #5 French foil (35") shall be considered the default weapon for all Youth Rapier participation. In tournaments a youth may refuse to face an epee or heavy rapier but may not refuse to face a foil without forfeiting the bout.¶

C. Combat with Adults

1. On an individual basis, minors age 16 & 17 may be allowed to participate in Ansteorran Rapier Combat by following the procedures in Section 1-IV.

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X. Testing Standards for Puncture-Resistant Material

A. The "Single Drop" Test:

1. This will be the preferred test for rapier armor in Ansteorra and will be used when possible.
2. 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:
 - a. deliver 4 joules force to the fabric sample
 - b. use a dull, flat ⁵/₃₂" cylindrical surface to deliver the force to the fabric
 - c. 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.
3. If the material to be tested is made of a single layer, it fails if penetrated by the ⁵/₃₂" dull, flat cylindrical rod.

Comment [JTC3]: The point of limiting the blades to 37" is to prevent repetitive stress injuries in small youth. However, it is often a problem for their adult trainers to come up with shorter blades. This allows those adults to use the weapons they have.

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4. 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.
- B. The "Four Thrust" Test:
1. This test may only be used if the equipment is not available or it is not possible to perform the Single Drop test described above.
 2. 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-broken 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.
 3. If the material being tested is a single layer, it fails if penetrated.
 4. If the material being tested is made up of multiple layers, the material fails if more than the top layer is penetrated.

Signed this _____ day of _____

Kingdom Rapier Marshal

Kingdom Earl Marshal

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