

## SECTION 6 – YOUTH RAPIER RULES

The goal of Ansteorran Youth Rapier is to recreate bated-blade fencing as practiced in various fencing schools of Europe during the 15th and 16th centuries. The purpose of this combat will be to train younger students in the art of combat with those bated rapiers and various secondaries.

The Responsible Adults should read and understand these rules and standards and make sure that their child follows them.

### I. General

- A. Youths participants must be at least 12, but less than 18 years old to participate in Ansteorran Youth Rapier.
- B. An authorized Youth Rapier Marshal must be present and actively participating at all Youth Rapier activities.
- C. Youth participants will not be required to be divided into age groups for tournament.
- D. Youth participants must have a Youth Rapier Authorization to participate in tournaments. Minors with an adult Rapier Authorization will not be allowed to participate in Youth Rapier single combat tournaments. See Authorization and Training for more information.
- E. Upon completion of an adult Rapier Authorization, the Kingdom Youth Rapier Marshal shall graduate the youth by removing their Youth Rapier Authorizations for single combat. The youth will be allowed to retain a Youth Rapier Authorization for Melee combat and will be allowed to train and practice with other youth rapier combatants.
- F. For a youth to participate in training, practice or in tournament a minimum of two adults (age 18 or older), unrelated to one another by blood or marriage, must be present. This policy does not relieve parents or guardians from their primary responsibility for the welfare of their children.
- G. To participate in training, practice or in tournament a youth must:
  1. show a blue SCA membership card OR
  2. the Youth's Parent or Legal Guardian may sign a *Minors Consent to Participate* Form for the youth for each event or practice. See Accompanying handbook for details.
- H. To attend any SCA event including training, practice or to participate in tournaments, youths must be accompanied by a Responsible Adult who is:
  1. the Youth's Parent or Legal Guardian OR
  2. another adult aged at least 21 years with a *Minors Permission Form/Event Waiver* Form and a *Medical Authorization for Minors* Form. Both forms must be signed and notarized from the parent or legal guardian for each event or practice. See Accompanying handbook for details.

### II. Authorization and Training

- A. Adults may work with youths in controlled practice or training situations. Adults do not have to be authorized to work with youth but a Youth Rapier Marshal must be present and actively marshaling if the adult is not authorized.
- B. Youths need not be authorized to practice or train. Youths must be authorized by the Youth Rapier Marshalate to participate in tournaments.
- C. Participants will authorize in the use of foils, epees, offensive secondaries and defensive secondaries separately. See Weapons and Secondaries for more information.

- D. In tournaments, a youth combatant may only face an opponent with a weapon or weapons combination in which both participants are authorized.
- E. Youth combat may be conducted one on one or as melee or group combat activities. The choice to participate in melee activities by any particular youth shall be up to the youth, the Parent or legal guardian and the Youth Rapier Marshal in charge of the practice or tournament. Youth must be at least 14 years of age to participate in melee activities. Participating in melees requires a separate authorization.

### III. Rules of the Field

- A. Youth rapier will not be conducted on the same field at the same time as any other activities.
- B. The #5 French foils (35") shall be considered the default weapon for all Youth Rapier participation. In tournaments a youth may refuse to face an epee but may not refuse to face a foil without forfeiting the bout.
- C. In training and practice the choice of whether to face a foil and/or an epee shall be up to the youth and their parent or legal guardian.
- D. A fighter shall not use a weapon his opponent is not authorized to use in tournament.
- E. The entire body is valid target.
- F. Blows are to be struck by thrusting with the tip or cutting with the edge of the blade. Slapping with the blade and percussive blows are not allowed.
- G. Valid blows:
  - 1. Thrust: 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 1/2 inch (1.5cm).
  - 2. Draw Cut: Any where the edge of the epee blade slides at least 10 inches (24cm) when drawn across any body part is a valid blow. Cuts may not be performed with foil blades. If one fighter is using a foil and one an epee then the fighters must agree beforehand how or if cuts will be used.
  - 3. Push Cut, Tip Cut: At the discretion of the combatants, push cuts and tips with an epee blade shall be allowed but not required to be used. Cuts may not be performed with foil blades.
  - 4. Fighters may call blows as having a greater effect than is required by these rules.
- H. Acknowledgment of Blows:
  - 1. Youths shall acknowledge all valid blows per the following:
    - a. A valid blow to the torso, mask, head or neck will end the fight, resulting in defeat for the recipient.
    - b. A valid blow to the brachial artery (arm pit and inside upper arm down to one hand's width from the armpit) will end the fight, resulting in defeat for the recipient.
    - c. A valid blow to the Femoral artery (inside of thigh down to one hand's width from the leg crease) will end the fight, resulting in defeat for the recipient.
    - d. A valid blow to the arm will disable that arm.
    - e. A valid blow to the hand will disable the hand, but not the entire arm.

- f. A valid blow to the leg or foot will disable that leg and ground the recipient. A grounded combatant will sit on the ground to continue the fight and may not rise from that position.
- 2. Participants may, at their discretion, yield at any time.
- I. A combatant may not attack a grounded opponent from the far sides or from behind the position the grounded opponent indicates as his front.
- J. An open hand may be used to parry an opponent's weapon or secondary. However, it may not be used to strike an opponent or grasp an opponent's weapon or equipment.
- K. Some actions are not allowed because they are unsafe and are grounds for removal from the field or from the Ansteorran Youth Rapier Program for a time specified by the marshal. These include, but are not limited to:
  - 1. Punching, kicking, shoving, tripping, or grabbing an opponent or his weapons
  - 2. Grappling or wrestling for control of a weapon
  - 3. Whipping or chopping with a weapon
  - 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
- L. Conduct that is obstructive to normal rapier activities is not allowed and is grounds for removal from the field or from the Ansteorran Youth Rapier Program for a time specified by the marshal. 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 attempt to engage you)
  - 3. Striking an opponent who is unaware of your presence
  - 4. Any other action the marshals feel is obstructive
- M. No real weapon (live steel) will be allowed upon the field at any time during combat.
- N. Engaging in youth rapier with the deliberate intent to inflict injury on an opponent is strictly forbidden.
- O. Upon hearing the call of "Hold" all fighting shall immediately stop. The fighters shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents. "Hold" will be called by the marshals or any others present including fighters on the field, when unsafe or obstructive actions are noticed or any other significant concern is manifest.
- P. **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. Youth must be at least 14 years of age to participate in melee activities. Participating in melees requires a separate authorization. Minors with an adult Rapier Authorization will be

allowed to participate in all Youth Rapier melee activities.

#### IV. Protective Equipment Standards

##### A. General Requirements

1. All protective equipment must be tested prior to initial use. Subsequent testing will take place at the discretion of the marshalate. It is the parent's or legal guardian's responsibility to be sure that equipment is tested and meets these standards.
2. All equipment should be inspected before use at any Society event by someone authorized to do so.
3. All required protection shall be constructed and worn so as to provide the specified coverage in all combat situations, regardless of stance or maneuver.
4. No piece of armor or protection that will prevent the wearer from properly judging the validity of blows shall be allowed.

##### B. Specific Standards

1. Overall: 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. See Materials Standards below.
2. Face/Head: The face must be covered by either 12 kilogram mesh (e.g., a standard fencing mask) or perforated metal. Such metal must not have holes larger than 1/8" (3 mm) in diameter, with a minimum offset of 3/16" (5 mm) and shall also meet the definition of rigid material. The sides of the head back to and including the ears must be covered with 12-kg mesh or rigid material, excluding leather. The back of the head must be covered with at least puncture resistant material. This protection must be fastened securely so as not to come off during combat. See Materials Standards below.
3. Neck: All youths will wear neck protection covering (at minimum) the entire throat and the sternal notch. This protection will be constructed of a minimum of 8-oz leather (or equivalent) with the throat area backed by at least 1/4 inch (6mm) of open cell foam or similar padding. It must not have openings large enough to permit an untipped blade to enter any of the covered areas.
4. Torso: The torso is defined so as to include the chest from the neck out to the shoulder joint, the back from the neck to the top of the pelvis out to the shoulder joints, the abdomen, groin, and sides from the top of the pelvis up to and including the armpits. The torso shall be covered with puncture-resistant material. See Materials Standards below.
  - a. 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.
  - b. Male participants shall wear an athletic cup or similar rigid protection. All holes large enough to admit a broken blade will be covered on the outside with puncture resistant material.
  - c. Female participants are NOT required but are encouraged to consider using breast protection and a female athletic cup or similar protection.
5. Participants must wear properly fitting, closed-toe shoes that provide safe, reliable footing. Sandals with socks are not sufficient footwear for youth participants.
6. Materials Standards:

- a. "Abrasion-resistant" material is any material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Nylon stockings or cotton gauze shirting are examples of unacceptable materials. Acceptable materials include:
  - 1. broadcloth
  - 2. a single layer of heavy poplin cloth (35% cotton, 65% polyester / Trigger)
  - 3. sweatpants material
  - 4. woven knit or Lycra-spandex-mix tights
- b. "Puncture-resistant" material is any material or combination of materials that will pass the officially sanctioned punch-tests. Kevlar is not an acceptable material, as it degrades rapidly. Examples of acceptable materials include:
- c. four ounce (4mm) leather
- d. four (4) layers of heavy poplin cloth(35% cotton, 65% polyester / Trigger)
- e. ballistic nylon rated to at least 550 Newtons
  - 1. 3 layers of 5.7 oz or greater, tightly woven 100% linen.
  - 2. "Rigid" material: 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:
    - 3. a 12-kilo fencing mask
    - 4. 22 gauge stainless steel (0.8 mm)
    - 5. 20 gauge mild steel (1.0 mm)
    - 6. 16 gauge aluminum, copper, or brass (1.6 mm)
    - 7. one layer of heavy leather (8 ounce, 4 mm)

## **V. Weapons and Secondaries**

### **A. Bladed weapons:**

- 1. The #5 French foil (a foil 35" long) shall be considered the standard weapon for all Youth Rapier Combat. A participant may refuse to face any other blades. Using a foil requires a separate authorization. Cuts may not be performed with foil blades.
- 2. Foils, epees and sheet metal epees of any length will be allowed for Youth Rapier. Using an epee requires a separate authorization.
- 3. "Safeflex" daggers will be the Ansteorran Standard Youth daggers. The use of "flexidagger" dagger blades will be allowed. Use of daggers requires an Offensive Secondary Authorization.
- 4. Quillions or cross guards, if used, must be no longer than twelve inches (12" / 30cm) overall, and the ends must be blunt.
- 5. Orthopedic (or "pistol") grips will not be used unless the youth participant has approval from the Kingdom Youth Rapier Marshal for medical reasons.
- 6. Blades must be of commercial manufacture. Blades may not be altered by filing, cutting,

heating, hammering, or other such actions that could significantly alter their temper, flexibility, or durability. Normal combat stresses and blade care do not violate this rule. The tang of the weapon may be altered to facilitate attaching handles, hilts and/or pommels.

7. Blade ends must be capped with a manufactured rubber or plastic tip. These tips will be at least 3/8 inch (9mm) in diameter. They will be firmly affixed to the blade and be taped at the base with tape of a color contrasting with the blade and the tip.
  8. Blades with serious defects, such as kinks, sharp bends, cracks, or irrecoverable "S" bends shall not be used.
  9. **Minors shall not use Heavy Rapiers in practice, tournaments or melee combat.**
- B. Secondary Devices: Shall consist of two types: Offensive Secondaries and Defensive Secondaries. Youth Rapier participants will be required to authorize in the use of each type of secondary.
1. Offensive Secondaries: a device used in addition to the rapier blade to deflect an opponent's weapon and/or secondary that may also be used to attack an opponent. This requires a separate authorization. These include but are not limited to:
    - a. Dagger: a long knife that must be constructed so as to meet the rules for bladed weapons.
    - b. Case or second rapier: using two rapiers, one in each hand.
    - c. All other offensive secondaries will be considered non-standard and must be approved by a marshal designated by the Kingdom Youth Rapier Marshal in addition to the regular inspection process.
  2. Defensive Secondaries: a rigid or non-rigid item used in addition to the rapier blade to deflect an opponent's weapon and/or secondary. This requires a separate authorization. These include but are not limited to:
    - a. Bucklers: A small, rigid shield. A buckler shall be constructed of lightweight, sturdy materials, resistant to splintering and breakage. They shall not exceed 283.5 square inches (the area of an 18-inch diameter circle).
    - b. Cloaks: a non-rigid item that must be recognizable as a cloak, though the size, weight, and shape are left to the discretion of the user. They may be weighted using soft hem weights such as rolled cloth or rope. Metal or rigid weights or fastenings are not allowed.
    - c. All other defensive secondaries will be considered non-standard and must be approved by a marshal designated by the Kingdom Youth Rapier Marshal in addition to the regular inspection process.
- C. Any weapon or secondary that is likely to seriously injure a combatant or to entangle, break, or otherwise damage equipment is prohibited. Thus, equipment with small, rigid openings large enough to admit a tipped foil may not be used.
- D. **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.**

## VI. Marshaling

- A. Marshals: The activity of Youth Rapier Combat within Ansteorra shall be regulated and monitored by the Office of the Kingdom Earl Marshal, through the Kingdom Rapier Marshal and the Kingdom Youth Rapier Marshal, and any other authorized deputies including Regional, At-Large, Local, Adult and Junior Youth Rapier Marshals.

1. Warranted Youth Rapier Marshals: The Kingdom Youth Rapier Marshal and the Regional Youth Rapier Marshals will be authorizing Warranted Youth Rapier Marshals under the terms of their Warrants. Other authorizing Warranted Youth Rapier Marshals At-Large may be warranted by the Kingdom Youth Rapier Marshal as needed. These warranted officers will be allowed to grant authorization for officially recognized activities for Youth Rapier in the Kingdom of Ansteorra. These are the only marshals allowed to sign any authorization portion on Youth Rapier Authorization documents.
  - a. A Warranted Youth Rapier Marshal is a person at least age 21 who in addition to their reporting duties as a kingdom, regional or at-large officer:
    1. is an authorized Youth Rapier Marshal
    2. is allowed to teach the pre-authorization class
    3. is allowed to grant authorization to youth combatants in all weapon combinations
    4. is allowed to grant authorization to Adult and Junior Youth Rapier Marshals
    5. It is strongly suggested that a Youth Rapier Marshal have a current authorization to marshal Adult Rapier combat
2. Local Youth Rapier Marshals shall have authority over Youth Rapier activities in their area and shall report regularly to their regional marshal on those activities.
  - a. A Local Youth Rapier Marshal is a person at least age 18 who in addition to their reporting duties:
    1. is an authorized Youth Rapier Marshal
    2. has authority over Youth Rapier activities in their area
3. Youth Rapier Marshals, shall have authority over Youth Rapier activities on a field of combat or in tournament, training or practice and shall report to their Local Marshal or the Marshal in Charge on those activities as needed.
  - a. An authorized Youth Rapier Marshal is a person at least age 18 who in addition to their reporting duties:
    1. is authorized to marshal on the Youth Rapier combat field
    2. is authorized to inspect weapons and armor for Youth Rapier combat
    3. is authorized to practice with, train and supervise the participation of youth in Youth Rapier activities
    4. A Youth Rapier Marshal in Training is a person at least age 18 allowed to, under the active supervision of an authorized Youth Rapier Marshal:
      - a. marshal on the Youth Rapier combat field
      - b. inspect weapons and armor for Youth Rapier combat
      - c. practice with, train and supervise the participation of youth in youth rapier activities
      - d. is actively pursuing the training and experience necessary to become an authorized Youth Rapier Marshal.
4. A Junior Youth Rapier Marshal is a person aged 14-17 authorized to, under the active

supervision of an authorized Youth Rapier Marshal:

- a. marshal on the field of Youth Rapier combat
- b. inspect weapons and armor for Youth Rapier combat

B. Marshalate guidelines

1. All Youth Rapier Marshals and Junior Youth Rapier Marshals are required to attend a pre-authorization class.
2. At least one (1) Youth Rapier Marshal must be present for any practice bouts. One or more Adult or Junior Youth Rapier Marshals or Marshals-in-training may also be present.
3. **Marshals required on the field**
  - a. **At least (1) authorized Youth Rapier Marshal and one other Youth Rapier Marshal or Marshal-in-training must be on the field for any tournament rapier bout. One Junior Youth Rapier Marshal may also be present. (Adult Rapier Marshal Authorization will not substitute for Youth Rapier Marshal Authorization.)**
  - b. **For melees or group combat activities there shall be at least one Youth Rapier Marshal for every 5 fighters. In no case shall there be less than 2 Authorized Youth Rapier Marshals on the field for any melee combat. Youth Marshals-in-training may assist with marshaling melee activities; Junior Youth Rapier Marshals may not.**
4. Youth Rapier marshals are responsible for combat safety. This includes, but is not limited to, checking weapons and equipment, observing combat, warning a combatant of inappropriate or dangerous actions, disallowing dangerous weapons, and, if necessary, removing a combatant from the field.
5. The marshals on the field are expected to take an active role in safety, sportsmanship, and assistance with blow calling.
6. Before any combat, Youth Rapier Marshals, in the presence of the Responsible Adult, must inspect the gear of all the participants to ensure it is safe and functional. Before each bout the responsible adult and the marshal(s) on the field should take a moment to glance over each participant to be sure their equipment is properly in place and to assure that no real weapons are carried on the field.
7. The inspecting marshals will reject any weapons not following these rules or any equipment they feel is unsafe.
8. Combat Marshalling.
  - a. One (1) of the Youth Rapier Marshals on the field will be the designated "controlling marshal" and the other marshal(s) on the field will be assisting marshal(s). The controlling marshal will be responsible for starting bouts and taking any disciplinary actions.
  - b. It is suggested to allow Junior Youth Rapier Marshals and Youth Rapier Marshals in Training as much control and authority over combat as possible, however the final responsibility on the field is with the Youth Rapier Marshal designated as the controlling marshal.
  - c. Any participant who refuses to obey the commands of the marshals, including Junior Rapier Marshals or Youth Rapier Marshals in Training, shall be removed from the field.
  - d. The controlling marshal may override the decision of a Junior Rapier Marshal or Youth Rapier Marshal in Training.

9. Before the marshals may begin a bout, they must receive a verbal acknowledgment from each participant declaring their readiness to begin.
10. Anyone who sees an unsafe situation on the field must call "Hold". The marshals should see that the problem is corrected before continuing.
  - a. The marshal(s) should be particularly alert for any situations that might compromise safety on the field. Such situations include, but are not limited to:
    1. any injury occurs on the field
    2. a blade breaks or tip comes off a weapon
    3. any weapon, protective gear or other equipment fails
    4. anyone on the field trips or falls
    5. anyone other than the fighters and marshals enters the field
    6. fighters move out of field boundaries
    7. a weapon is grabbed or becomes entangled
    8. dangerous conduct by either or both fighters
    9. an animal or child wanders onto the field
    10. a warning needs to be issued
    11. a situation exists that the marshal feels is unsafe
    12. a Responsible Adult becomes a nuisance on or by the field.

## **VII. Disciplinary and Marshalate Actions**

- A. The marshals may bar anyone who they feel is disruptive from the vicinity of the list field. If, as a result of that action, a child has no Responsible Adult present, he/she cannot continue and must be withdrawn from the tournament or practice.
- B. Those who wish to appeal any marshalate actions must appeal to the next person in the chain of command. That chain is, in order:
  1. Youth Rapier Marshal in charge of the field/inspecting marshal
  2. Youth Rapier Marshal in charge of the tournament or practice
  3. Local Youth Rapier Marshal
  4. Regional Youth Rapier Marshal
  5. Kingdom Youth Rapier Marshal
  6. Kingdom Rapier Marshal
  7. Kingdom Earl Marshal
  8. The Crown of Ansteorra
- C. A marshal may issue a participant and/or the Responsible Adult a warning or may remove a participant from the field anytime the marshal feels circumstances warrant that action. The

following should be considered guidelines.

1. If the actions of a participant or Responsible Adult violate the rules but do not create a dangerous situation, caution the participant and/or the Responsible Adult, making sure he understands the violation.
  2. If violations are repeated and the marshal feels they were deliberate, or if they create a dangerous situation, the marshal must issue a warning to the participant and/or the Responsible Adult of that participant.
- D. Participants will be removed from the field or activity in the following circumstances:
1. If a participant or Responsible Adult loses control of his emotions and becomes violent or confrontational
  2. If a participant or Responsible Adult ignores a marshal's instructions or warnings, or refuses to obey the rules
  3. If a violation creates a dangerous situation.
- E. Removals from the field will be immediately reviewed by the marshal in charge of the tournament or practice.
- F. The marshal in charge of a tournament or practice may bar any participant from all rapier activities for the remainder of that event or practice if circumstances warrant. Normally, this is done when a participant has received multiple warnings or has been removed from the field for cause. Any participant who receives three (3) warnings in one tournament or practice must be barred from further combat in that tournament and the Kingdom Youth Rapier Marshal notified.
- G. Each time a participant is removed from a tournament or practice he will have the corner of his card "clipped." When a participant has had all four corners clipped off, then that participant will be banned from youth rapier for a period of time specified by the marshalate and must be Re-authorized to participate and issued a new card.
- H. Suspension
1. A Warranted Youth Rapier Marshal may suspend a participant for a specified length of time from all youth rapier activities, subject to immediate notification and review by the Kingdom Youth Rapier Marshal.
  2. The Crown, the Earl Marshal, the Kingdom Rapier Marshal, or the Kingdom Youth Rapier Marshal may suspend a participant from participation in Youth Rapier activities indefinitely.
- I. Marshals who fail to do their job or who create a dangerous situation on the field will be subject to the same disciplinary actions as participants and Responsible Adults.
- J. Reporting Actions
1. All disciplinary actions in excess of a simple caution (to include suspensions, warnings, removal from the field, barring the participant) must be reported immediately. Marshals on the field must report to the marshal in charge of the tournament or practice. The marshal in charge of the tournament or practice must report to his Local Youth Rapier Marshal. This is in addition to being included in writing in regular reporting.
  2. All marshals in the chain must report to their superior any suspensions by telephone or in person and also to the Kingdom Rapier Marshal and the Kingdom Youth Rapier Marshal within 48 hours of the incident. If one of these marshals cannot be reached, contact the next highest level in the chain. This is in addition to being included in writing in regular reporting.

3. Injuries:

- a. An Incident Report must be made if any injury occurs that requires medical attention beyond basic first aid. All injuries requiring an incident report must be reported by telephone or in person to the Kingdom Youth Rapier Marshal, the Kingdom Rapier Marshal, The Kingdom Earl Marshal and the Kingdom Seneschal within 24 hours of the injury. If one of these marshals cannot be reached, contact the next highest level in the chain. This is in addition to being included in writing in regular reporting.
- b. An injury requiring only basic first aid and resulting in a Chirurgeon's report must be reported to the immediate superior on site and must be included in writing in regular reporting.
- c. It is strongly encouraged that all injuries, even minor ones, which affect a combatant's participation in Youth Rapier, be included in regular reporting. Descriptions of the injury, details about how and why the injury happened and if or how it could have been prevented should be included.

4. Failure to report as required may result in loss of marshaling privileges.

**VIII. Responsibilities of Parents, Legal Guardians and Responsible Adults**

- A. Parents/legal guardians are to understand this is a contact sport and that injuries may occur.
- B. Parents/legal guardians should read and understand these rules and standards.
- C. At least one Responsible Adult must be present at all times while the child is engaged in rapier activities. "Present" is defined as within visual and vocal range of their child, and actively attentive to the rapier activity. (Note: This does not mean 100 yards away, but in close proximity to the rapier field.) The child or marshal(s) on the field should be able to find the responsible adult immediately.
- D. The Responsible Adult present is to have the child's authorization card and any additional paperwork in his/her possession at all times when youth rapier activities (official fighter practice, tournament) are occurring.
- E. The Responsible Adult is to behave in a courteous and responsible manner at all times.
- F. The Responsible Adult is urged to become an authorized Youth Rapier Marshal so that they can work closely with their child in this activity.
- G. The Responsible Adult is responsible for their child's safety, with the Youth Rapier Marshals guiding the armoring/safety process.
- H. The Responsible Adult is required to read and understand these rules and standards and is to make sure that their child follows them.

## GLOSSARY

- abrasion-resistant material:** material that can withstand normal wear and tear during combat
- acknowledge blows:** decide what the weapon would have done to you if it had been real
- armor or protection:** what you wear to keep you safe if a dangerous situation occurs
- armored combat:** sword-and-shield fighting with rattan weapons, like Knights do
- assisting:** the marshals on the field who are not the controlling marshaling
- authorization card:** a card issued to you to show that you have passed the authorization process
- authorize:** demonstrate to the marshals that you can fight safely
- authorized:** a person who has been allowed by the marshalate to marshal on the field or participate in combat activities
- authorizing:** a warranted marshal who can authorize fighters and marshals
- bated rapier:** a rapier that has been blunted, usually with padding on the tip
- blows:** various hits with a weapon
- boffer combat:** fighting with pretend swords, like armored combat, but using soft weapons instead of rattan
- bout:** a single fight between you and your opponent
- buckler:** a small shield
- caution:** an informal notice that you have broken a rule
- chop:** a hard strike with the edge of the blade
- cloak:** a short cape used for parrying
- closed-cell foam:** a type of foam rubber that is somewhat rigid and hard to compress. It is commonly used for camping sleeping pads
- controlling:** the head marshal on the field
- cut:** a movement of the weapon, drawing the edge of the blade against your opponent
- dagger:** a longish knife that looks like a short rapier
- disciplinary actions:** actions taken by the marshals if you break the rules
- Earl Marshal:** the person in charge of all combat within the kingdom
- fencing:** using rapiers and related secondaries to try to defeat your opponent
- grounded:** you must fight while sitting on the ground
- hazards:** things and events that can cause a dangerous situation
- Hold:** a word that stops all action on the field
- injury:** a real hurt, not a pretend one
- inspect:** to look over your weapons and protective equipment to make sure it all follows the rules
- inspecting marshal:** the person who checks your equipment before you fight
- Kevlar:** a type of material used in bullet-proof jackets

**Kingdom Rapier Marshal:** the person in charge of all rapier combat in the kingdom

**Kingdom Youth Rapier Marshal:** the deputy of the Kingdom Rapier Marshal in charge of all youth rapier combat

**Local Youth Rapier Marshal:** the warranted marshal in the Barony, Shire, or Canton who is in charge of training the youth fighters in the area and reporting activities

**Local Rapier Marshal:** the warranted marshal in the Barony, Shire, or Canton who is in charge of training the fighters in the area and reporting activities

**marshal (n.):** a person who must keep the combat safe. (v.): to look for problems and potential problems while on the field during a fight

**marshal in charge:** the head marshal for the day at the tournament

**marshal on the field:** the people who must keep the combat safe during a bout

**marshalate:** the structure of the people who are marshals, from the Earl Marshal to all other marshals of all other types

**non-standard:** not specifically allowed by the rules, and needs approval before you can use it

**one-on-one:** one fighter against one other fighter; i.e., you and your opponent

**open-cell foam:** a type of foam rubber that is very squishy and compressible

**parent or legal guardian or duly designated adult:** the person who is legally in charge of you and can make decisions about you

**practice:** using what you have learned in training against other people who are learning or teaching

**press:** to keep moving toward an opponent, making him back up

**puncture-resistant material:** material specifically tested to withstand a puncture test

**quillions:** rods that stick out on either side of the grip

**rapier combat:** fighting with simulated rapiers in the style of the 15th and 16th centuries

**Rapier Marshal:** the person in charge of rapier combat

**rapier:** a type of sword, with a long thin blade, and sharp edges and point

**real weapon:** a weapon of any kind that has sharp edges or point, not a pretend weapon

**Regional Rapier Marshal:** the warranted marshal who oversees the local marshals in the region and may authorize participants

**Regional Youth Rapier Marshal:** the warranted marshal who oversees the local Youth Rapier marshals in the region and may authorize participants in the Youth Rapier program

**removal from the field:** you are no longer allowed to participate in today's tournament

**rigid material:** a type of puncture-resistant material that does not bend easily

**Responsible Adult:** the parent or legal guardian or other adult aged at least 21 years that has the proper paperwork to be responsible for a youth rapier participant

**S bend:** two bends in a blade going two different directions

**secondaries:** other weapons or defensive items used with a rapier

**standard:** specifically allowed by the rules

**suspension:** you are no longer authorized to participate in tournaments until the suspension is lifted

**tang:** the part of the blade that goes inside the grip

**thrust:** a strike with the tip of the blade

**tip:** the pointy end of the blade; a rubber or plastic cap that goes over the tip of the blade

**tournament:** a formal series of bouts to determine a winner

**training:** working with one or a few people to learn how to fight properly

**waiver:** a piece of paper that you or your parent/legal guardian sign that tells the marshallate that you know that you might get hurt while fighting

**warning:** a formal notice that you have broken a rule

**warranted:** a person who has been given a warrant by the marshallate to be in charge of a specified area, with specified duties

**weapon combination:** using a rapier and a secondary together

**weapon:** an item that you use to try to defeat your opponent

**yield:** to voluntarily give up a bout without having been defeated. For example, a fighter may decide to yield after being struck in the arm or leg