

THE AN TIR BOOK OF CUT AND THRUST COMBAT



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KING, AN TIR

QUEEN AN TIR

KINGDOM SENESCHAL, AN TIR

KINGDOM EARL MARSHAL, AN TIR

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PREFACE

This manual has been written as the definitive rule set for Cut and Thrust Combat in the Kingdom of An Tir. Cut and Thrust is a very new combat arte in our Kingdom and what you find within this handbook reflects the knowledge and experience of marshals who have been active participants of the Cut and Thrust journey since it was first introduced as the Sidesword Experiment in 2004. Our purpose here is to lay out the minimum requirements for equipment and conduct allowable for participation in SCA Cut and Thrust combat, as well as requirements for authorisation, warranting Marshals and running fields.

As we gather at our events to recreate the ideals of Honour and Chivalry, remember that these rules and standards are merely the foundation. No book of rules can replace common sense, which must also be exercised to keep all combatants and spectators safe. In all combat activities, safety must always be paramount.

Cut and Thrust is new to the Society and whenever we perform demos or hold tournaments we will have curious eyes upon us. We must strive to portray this arte in the most positive light possible. Chivalry, Honour and Safety are extremely important of course, but also we must strive to dress appropriately and portray the techniques and weapon combinations accurately. Always strive to pair your weapons with appropriate secondaries; an English Backsword would not likely be seen with a Square Target; a Rotella or Buckler would be much more apropos. Appropriate garb to match weapon styles should be a common goal.

We all participate in the SCA because we enjoy it. So remember to have fun and to help others do the same. The rules must be followed and safety must be considered first above all, but always remember why we're here. Have fun, and be safe!

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An example of a pledge that was commonly found in Salles d'Esgrime across France in the 16th Century.

Fidelity to the King and Queen of An Tir
Obedience to the Master
Honour to the Arms
Glory to the Victor
Respect to the Vanquished

CUT AND THRUST COMBAT RULES AND GUIDELINES

DRAFT

1. Introduction

- 1.1. The goal of Cut and Thrust Combat within the Kingdom of An Tir is to safely recreate Western European swordsmanship as applied to arms, commonly referenced by period Western Martial Arts Masters, such as side swords, backswords and two handed swords.
- 1.2. This document has a primary focus on safety for all participants of the Cut and Thrust discipline while providing a framework to practice and compete in the art of Cut and Thrust.

2. Overview

- 2.1. The An Tir Cut and Thrust Book of Combat defines the rules, expectations, and policies necessary for conducting and promoting Cut and Thrust combat within the Kingdom of An Tir.
- 2.2. Due to the different skills and safety concerns between Rapier and Cut and Thrust combat in the Kingdom of An Tir, the Cut and Thrust rules have been separated from the Rapier combat rules.
- 2.3. Cut and Thrust Combat in An Tir shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., the Society Cut and Thrust rules, Kingdom rules, and such further directives as are established for and within the Kingdom of An Tir.
- 2.4. Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with Cut and Thrust Combat is the Earl Marshal, then the Kingdom Rapier Marshal, then the Kingdom Cut and Thrust Marshal, and then by delegation, members of the Kingdom Rapier Marshallate.
- 2.5. In addition, these rules apply to all participants of Cut and Thrust combat in the Kingdom of An Tir, whether combatant or marshal, and supersede any previous publication of the An Tir Book of Rapier Combat, the Rapier Marshals Handbook and the 1st Edition of the An Tir Book of Cut & Thrust Combat. This document will stand alone to govern to policies of Cut and Thrust Combat in the Kingdom of An Tir.

3. Purpose

- 3.1. The purpose of these rules is to encourage period techniques using period weapon simulators while maintaining a safe and fun environment for all participants.
- 3.2. Cut and Thrust Combat participants are to be courteous, safe, and respectful of one another and spectators. All An Tir Combatants shall behave in a knightly and chivalrous manner.

4. Glossary, General

- 4.1. *“Arm and Stand Ready”:*
Being prepared to enter the field and fight when called. This means a fighter has done the following: Put on all required armour, selected the appropriate weapons and moved to the designated field.
- 4.2. *Attack:*
A blow (q.v.) or Death From Behind (q.v.); an attempted blow.
- 4.3. *Authorization:*
The process where a potential fighter demonstrates adequate knowledge of the rules, adequate safety with weapons and adequate ability to call blows.
- 4.4. *Blind Attack:*
An attack made when unable to see the intended opponent. This type of attack is usually a reaction to an opponent approaching from behind during a melee, or attacking an opponent around an obstacle.
- 4.5. *Blow:*
The impact caused by a blade or shot.
- 4.6. *Blow Calling (Call Blows):*
The ability to recognize and properly acknowledge a blow.
- 4.7. *Case fighting:*
A fighting style wherein the fighter has a sword in each hand. Also known as Florentine.
- 4.8. *Cloth:*
A blow which only strikes the fighter's clothing (or other attire) and would miss, even if the attack would have continued un-impeded. Shots that are stopped by clothing that would have connected without the clothing present are still valid.
- 4.9. *Cut:*
A blow completed by the relative motion of the blade's edge upon the target. The motion may be percussive, percussive with draw, or draw only. If it is draw only the draw must be 6 inches or equal to at least 1/4 the circumference of the body part contacted.
- 4.10. *Death from Behind:*
A specialized attack sometimes allowed during melee combat where the attacker "kills" an opponent from behind without attempting to strike. Death from Behind is a minimal contact, or no contact, form of attack.
- 4.11. *Field of Contact Engagement (FCE):*
A 180° field in front of a fighter as defined by an imaginary line drawn through both shoulders of the fighter. The FCE has no size limit.

- 4.12. *Flat:*
Any blow that is delivered with the flat of the blade.
- 4.13. *Glancing:*
A term used to describe an indirect or skipping cut. Glancing cuts are not valid.
- 4.14. *Hold:*
A command used to immediately stop all fighting on a field.
- 4.15. *Incidental Blow:*
Any blow that was not premeditated. An incidental blow is not invalid because it is incidental, however many incidental blows are called back by fighters because they were not delivered with intent, proper technique or the fighter may not have felt any positive pressure. It is a call made "on your honour."
- 4.16. *Incidental Contact :*
Brief contact between fighters during a bout. Incidental contact is allowed but prolonged contact is grounds for stoppage of the bout and could result in action from the marshallate.
- 4.17. *Invalid Blow:*
A blow is invalid when it is Flat, Cloth, Glancing or Late.
- 4.18. *Late Attack:*
An attack delivered by a fighter AFTER they have received a valid blow that would have ended the fight (death, or an attack that disables the weapon arm). If a fighter begins their attack PRIOR to receiving a valid blow, and cannot halt their motion before striking their opponent the attack is not considered late.
- 4.19. *"Light" (Light Blow):*
A term used ONLY in armoured combat by the receiver of the blow to describe a blow that strikes with insufficient force. While this may seem to fall into the "Short" or "Incidental" categories, this term DOES NOT apply to An Tir Cut and Thrust combat.
- 4.20. *Localized Hold ("Bubble Hold"):*
A hold that stops all fighting in a portion of the fighting field. Localized holds are typically used during melee combat.
- 4.21. *Melee Combat:*
Any fighting scenario with more than one combatant on each side. Examples of melees include tavern brawls, team tourneys, wars, or ship battles.
- 4.22. *Offensive Buckler:*
A buckler made of soft flexible materials such as cloth, tape, foam and golf tubes that can be used offensively.
- 4.23. *Percussive Cut:*
A forceful yet controlled blow delivered by the edge of a simulator, irrespective of cutting movement.

- 4.24. *Posting:*
When a combatant has taken a wound to the leg and is then standing without stepping with both feet no more than shoulder width apart. This term and action is not applicable to Cut and Thrust Combat.
- 4.25. *Practice Tourney (Phoenix Tournament):*
A tourney designed to teach proper list behaviour to new or inexperienced fighters and marshals. A practice tourney follows all the rules for normal tourneys, except that a fighter is not required to have an authorization in order to fight. These tourneys are typically held at practice and must be supervised by a Senior marshal.
- 4.26. *Cut and Thrust Authorization:*
Permission to fight with any of the basic Cut and Thrust weapon combinations.
- 4.27. *Rubber Band Gun (RBG):*
A type of missile weapon that uses surgical tubing bands as ammunition
- 4.28. *Secondaries:*
Secondaries are offensive or defensive and held in the off-hand. They include Daggers, shields, Cloaks and Batons.
- 4.29. *Senior Marshal:*
A person approved by the Crown (or representative) to authorize fighters for Cut and Thrust Combat.
- 4.30. *Shot:*
A blow delivered by the round of a rubber band gu, arrow or crossbow bolt.
- 4.31. *Simultaneous Kill ("Double Kill"):*
A situation where both fighters land valid "killing" blows. For a simultaneous kill to occur, both blows must happen at the same time, OR if fighter A is struck while in mid motion (and logically unable to halt action), and strikes fighter B within that same time.
- 4.32. *Single Combat:*
Fighting where a single fighter faces a single fighter on the field.
- 4.33. *Tactical Rules and Parameters (TRPs):*
Rule enhancements used to clarify application of the ABCs for a particular tourney or melee scenario. TRPs explain proper blow acknowledgement, the objective of a melee scenario, the use of RBGs, or other situations left to the MiC's discretion. The TRPs must not contradict any of the rules specified in the Cut and Thrust Combat Handbook.
- 4.34. *Thrust:*
A blow that directs pressure down the long axis of the blade, through the point. Tip Cut In the Kingdom of An Tir, this is defined as a cut that draws the point (tip) of the blade across the target.
- 4.35. *Two Handed Weapons:*
Two Handed weapons are defined as any style where a weapon is a simulator for period two

handed, hand and a half or practice two handed swords, this includes authorised spear and pike simulators.

4.36. *Warranted Marshal:
See Senior Marshal.*

4.37. *Weapons Safety:
The ability to attack and defend in a coordinated fashion without presenting a hazard to one's self or their opponent. A fighter who demonstrates proper weapons safety has control of their attacks and defensive responses, their movement on the field, the force of their blows, and their temper.*

5. General Information

- 5.1. All combatants, prior to every combat or practice, shall ensure their equipment (clothing, weapons, secondaries and armour) is safe, in good working order and has been inspected by a Cut and Thrust Marshal as designated by the MiC.
- 5.2. Even though a member of the Kingdom Marshallate has inspected the armour and weapons used by a fighter, each fighter accepts full responsibility for the condition of their own equipment and has the obligation to oneself, the Marshal, and all opponents to see that their equipment meets all Society and Kingdom requirements.
- 5.3. At any inter-kingdom event guest combatants shall meet the SCA minimum standards for protective gear, but shall comply with whatever weapons standards are being used by the host kingdom for that tourney, melee or war.
- 5.4. Should a situation arise that is not explicitly covered by Kingdom Cut and Thrust combat rules, the marshals should NOT assume that the situation is forbidden or inappropriate.
 1. No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants.
 2. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all participants.
- 5.5. A fighter must provide written proof that they have a valid Cut and Thrust Authorization to fight in tourneys, melees, or wars.

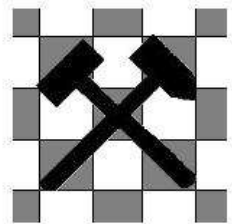
6. Authorizations

- 6.1. Combat authorizations are not rights - they are privileges extended to the fighter by the Crown of An Tir.
- 6.2. Fighters who abuse these privileges are subject to disciplinary action as described in the Marshal's section of this guidebook. Consistent patterns of abuse can lead to the suspension of a fighter's authorization.

- 6.3. The authorization card is proof that a fighter has demonstrated knowledge of the rules, armour requirements, safe use of weapons, safe conduct on the field, and has a current fighter waiver on file with the Kingdom Lists Office.
- 6.4. Due to SCA corporate rules, a fighter may not possess authorization cards from two different kingdoms. If a fighter resides in An Tir, they may only possess and maintain an An Tir authorization card. See Section 42 for more information.
- 6.5. Ownership of weapons and armour is not required for authorization; however, any equipment used must meet the requirements of these rules.
- 6.6. It is the fighter's responsibility to make arrangements with a Senior Cut and Thrust Marshal to test for authorization.
 1. **NOTE:** Fighters authorizing at an event are allowed to compete in any tournaments or combat scenarios which occur during the same event, after they have been approved.

7. Minors

- 7.1. The minimum age for training and authorizing in Cut and Thrust is 14.
- 7.2. All minors must check the 'Minor' Box on their authorization card until they reach the age of 18.
- 7.3. All minors must have an An Tir Minor marking on their mask/helm →
 1. Any minor participating in martial activities with adults will have An Tir's helm marking, on the front half of their helmet / mask. The marking will be Checky Or and Argent, in Saltier a Bec de Corbin and a Warhammer Sable. Also, all minors will have "minor" marked on their authorization card large enough that a list person can easily see it.
- 7.4. Minors may train and authorize, provided these conditions are met:
 1. The parents (or guardians) of the minor shall observe the minor's Cut and Thrust combat acknowledge that they are aware of the risks inherent in this martial art, and have executed a "Minor's Waiver and Informed Consent to Participate in SCA Combat".
 2. Kingdom Rapier Marshal or their deputy, the Kingdom Cut and Thrust Marshal, are the only witnesses that the above conditions are met and then sign the authorization paperwork.
 3. At any event in which the minor is involved in SCA Combat-Related Activities the minor must have either a parent or guardian present during combat, or must be in possession of a properly executed "Medical Authorization Form for Minors." The Medical Authorization Form must designate an adult that is present during the combat activity who has the parent or guardian's permission to authorize medical treatment in the case of an emergency.



8. Offensive and Defensive Actions

- 8.1. Attacks that are permitted for Cut and Thrust combat in An Tir are Cuts, Thrusts, Shot and Death From Behind.
- 8.2. Attacks are invalid when it is a Late Attack, Death Lunge or an Invalid Blow; Flat, Glancing or cloth.
- 8.3. A draw cut must meet one of the following requirements, with positive pressure, or it shall be considered to be Short:
 1. The edge has at least 6 inches of continuous contact.
 2. The edge has continuous contact equal to $\frac{1}{4}$ " of the target circumference.
 3. The edge and the point are simultaneously drawn over the target.

*Note: if the draw cut has a percussive element then it is valid as a percussive cut.
- 8.4. Percussive cuts must always be delivered with sufficient control so as not to injure the opponent while still delivering the necessary impact for a valid cut.
- 8.5. Any fighter consistently delivering percussive cuts without control during Cut and Thrust combat will first be given a warning for improper conduct, followed by the appropriate level of Discipline/Sanction(s), as listed in the Marshalate section of this document.
- 8.6. A thrust shall be considered valid even when the point slides after initial contact.
- 8.7. In Melee, blows delivered by the Shot from RBGs, Combat arrows and blows delivered by blades are equivalent. A fighter must acknowledge being struck by a Shot or arrow just as if a blade struck him.
- 8.8. Combat arrows must have a minimum distance of fifteen (15) feet for safety reasons.
- 8.9. An opponent's weapon or parrying device may be moved, deflected or immobilized except by any action that endangers the safety of the combatants.
- 8.10. Striking an opponent with anything except a blade, properly constructed and approved offensive buckler or shot is prohibited and will result in an appropriate level of Discipline/Sanction(s), as listed in the Marshalate section of this document.
- 8.11. In Cut and Thrust combat, fighters may choose to grasp blades, rather than parry them.
 1. If the blade that is grasped moves or twists in the grasping hand, that hand is deemed disabled and thus stopping the fight, or removing that fighter from the melee scenario.
 2. Grasping techniques shall be used only to immobilize a blade, not to bend it or wrest it from the opponent's grip.
 3. Prolonged wrestling over a grasped blade is not in the spirit of this rule and is sufficient grounds for calling a 'hold", forcing a release of the blade and an appropriate level of Discipline/Sanction(s), as listed in the Marshalate section of this document.

9. Acknowledgement of Attacks

- 9.1. In judging blows, all fighters are presumed to be wearing common civil attire of the period, not armour.
- 9.2. In Cut and Thrust combat, blows will be counted as though they were struck with a real blade, extremely sharp on point and edge.
 1. The goal is to recreate combat as if we were fighting with real weapons.
 2. Any blow that would have penetrated the skin shall be counted a good blow.
 3. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh.
- 9.3. A valid blow to a combatant shall be judged incapacitating, rendering the fighter incapable of further combat.
- 9.4. TRP's may be put in place that will alter the incapacitating nature of blows. These TRP's must be made clear and approved by the MiC of the event and in consultation with the Kingdom Cut and Thrust Marshal.
- 9.5. Tournaments may be held which define areas of the body as if armoured, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat.
- 9.6. In the event of a simultaneous or double kill situation both combatants are deemed dead, however the winner may be determined as the combatant that landed the Greater Blow. It is possible that the blows are deemed equal and both fighters are dead.
- 9.7. Parries may be performed with weapons, parrying devices, the gloved hand or any other part of the body.

10. Behaviour on the Field

- 10.1. During combat, only the assigned field marshal(s) active fighters and the Sovereign (Crown/Coronet) are permitted within the boundaries of the fighting field.
- 10.2. All combatants must maintain themselves with the highest standard of honour and chivalry at all times.
- 10.3. Improper conduct is not permitted. Some examples of improper conduct are:
 1. Deliberately misusing, manipulating, or violating the rules.
 2. Improper calling of hold to escape a disadvantage or moving in contact with the list ropes to force a hold.
 3. Consistently ignoring attacks.
 4. Consistently letting invalid attacks stand.
 5. Striking without control or with intent to injure.
 6. Blind attacks.
 7. Intentionally pushing, grabbing, grappling, or running into an opponent.

- 10.4. A fighter is warned on the first instance of improper conduct. A second occurrence results in forfeiture of the bout. A pattern of improper conduct will result in disciplinary action, as described in the Marshallate section of this Handbook.
- 10.5. A fighter must be aware of their opponent's position on the field and not force their opponent into any field hazards.
- 10.6. If a fighter loses their only offensive weapon, it is up to their opponent whether the fighter may recover the lost weapon.
- 10.7. Disagreements between combatants or with the marshals overseeing the field shall be resolved through the established mechanisms outlined in Section 56: Disputes.
- 10.8. At the end of a combat, the supervising marshal shall ask whether the combatants are satisfied with the conduct of the bout.
 1. All issues shall be resolved on the field.
- 10.9. If the fighters cannot come to a mutually satisfactory solution, both fighters will receive a loss for the round, and the issue will be remanded to the MiC for later resolution.

11. Halting Combat:

- 11.1. Holds may be called by anyone for any reason. Marshals and fighters shall pay special attention for missing tips or broken blades, other faulty equipment, bare skin, and non-combatants entering the field.
- 11.2. Upon hearing the call of "HOLD" all fighting shall immediately stop. The combatants shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.
- 11.3. Once a hold is called only the marshal on the field can lift it.

EQUIPMENT STANDARDS

12. General

- 12.1. Sharp points, sharp edges or sharp corners are not allowed anywhere on any equipment.
- 12.2. All equipment must be able to safely withstand combat stresses.
- 12.3. Equipment that is likely to break a blade or damage other equipment is prohibited.

13. Blades

- 13.1. Only blades listed in **Appendix 1 – Blade Types** are permitted for use, regardless of their original, unaltered flexibility.
- 13.2. All steel blades must be reasonably flexible. Rigid steel "parrying-only" daggers such as those made from cut down blades are not allowed.
- 13.3. 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:
- 13.4. The tang of the weapon may be altered by cutting or extending so long as it does not affect the temper of the blade
- 13.5. Blades may be shortened so long as they maintain acceptable flexibility.
- 13.6. If doubt exists about a weapon's flexibility, an acceptable field test is:
 1. Hold weapon parallel to the ground, supporting handle against table or bench if necessary.
 2. Hang a 3-ounce weight (85 grams) just behind the tip.
 3. If the blade of a dagger (out to 18" blade length) flexes visibly (more than 1/4 inch <6 mm>), the blade is sufficiently flexible.
 4. For a blade (greater than 18"), the flex must be 1/2 inch (12 mm).
- 13.7. A nut or other blunt metal object designed to spread impact may be welded to the tip of a blade 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 per below.
- 13.8. All blade ends must have a rigid cap firmly attached to the tip end.
 1. Tips will have a blunt striking surface, presenting a cross-section of at least 3/8 inch (9 mm) diameter.
 2. Tips must be firmly taped or glued in place.
 3. The tip must be of a color contrasting with the blade so that the tip's absence is readily apparent.

4. If tape is used, it must contrast with both blade and tip. The tape shall not cover the tip of the striking surface.
 1. The exception being the Hanwei Federschwert Sword (both first and second generation), which only needs coloured tape to distinguish the tip of the blade. This is due to the overall surface area of this particular blade.
- 13.9. Any blade with kinks, sharp bends, "S" curves, or cracks shall not be used. Steel blades that develop these defects cannot be repaired and must be retired.
- 13.10. Weapons may use a hand guard such as a cup hilt, swept hilt or quillons and knuckle bow.
- 13.11. The ends of quillons must be blunt.
- 13.12. Quillons must not be wider than 12 inches at their widest point.
- 13.13. Handles shall not be longer than 8 inches from the quillons to the end of the pommel for single handed swords.
 1. Any weapon having grip length of greater than 8" as measured from the quillons to the extreme end of the pommel shall be considered a two handed weapon.
- 13.14. Orthopaedic (or "Pistol") grips will not be used unless the fighter has approval for medical reasons, supported by documentation from their health care provider.

14. Parrying Devices

- 14.1. Solid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering.
- 14.2. 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 or with materials which are heavy enough to turn the device into a flail or impact weapon.
- 14.3. Devices that predictably cause entangling of an opponent or their equipment, either by design or by repeated mishap, are not allowed. This does not exclude curved quillons.
- 14.4. A shield must have a maximum silhouette area of 530 square inches. This is equivalent to a circle with a 26" diameter.
 1. A shield may have any shape as long as the area of that shape does not exceed the maximum silhouette area.
 2. Wooden shields must be at least 1/4" thick.
 3. The edges of a wooden shield must be covered to prevent splinters. The other surfaces of the shield must be kept free of splinters, cracks, or other damage.
 4. Metal shields must have rolled edges or the equivalent.

- 14.5. Batons made from plastic tubing or plastic pipe must have a rigid cover on the end facing the opponent. Some examples of acceptable end covers are plastic caps glued onto the ends or wooden plugs glued into the ends.

15. Offensive bucklers

- 15.1. The inclusion of offensive bucklers is to encourage the use of period buckler techniques. Offensive Bucklers will be considered non-standard secondaries and include any non-bladed weapons used to strike an opponent. This may include small shields, bottles, mugs and other items.
- 15.2. Offensive bucklers shall be made of soft flexible materials such as cloth, tape, foam, latex rubber, leather and golf tubes.
- 15.3. These devices must be approved on a case by case basis, in accordance with rules established by the Kingdom's Cut and Thrust Marshallate.
- 15.4. How these items will be used; the techniques and methods of combat, must be discussed at the time of the review, and will have an effect on whether or not it is approved.
1. Offensive bucklers may not be used to "bash" an opponent. Rather, they should be used to "check" an opponent's blade or body only. Contact between buckler and opponent is not considered disabling.
- 15.5. Fighters wishing to use these secondaries must so inform each opponent.
- 15.6. An opponent may decline to face non-standard devices without forfeiting a bout.
- 15.7. A construction example for an offensive buckler would be:
1. Cut the desired shape from 3" closed cell foam.
 2. Hollow out 2" at center to fit your hand and a handle mounting.
 3. Fix handle with rubber cement and tape.
 4. Cover with broadcloth.
 5. One may want to make a centre boss of leather and edge the buckler with leather under the broadcloth cover. This will add longevity to the offensive buckler.

Offensive Buckler: Example of a foam rotella from Edhellen Armoury <http://www.edhellen.com>



ARMOUR STANDARDS

16. Definitions

16.1. Abrasion-resistant material:

1. *Material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Examples include, but are not limited to:*
 1. *Broadcloth*
 2. *A single layer of heavy poplin cloth (35% cotton, 65% polyester; "trigger" cloth)*
 3. *Sweat pants*
 4. *Opaque cotton, poly-cotton or lycra/spandex mix tights*
 5. *Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.*

16.2. Puncture-resistant material:

1. *Any fabric or combination of fabrics that will predictably withstand puncture (as outlined by the Drop Test process). Examples include, but are not limited to:*
 1. *Four-ounce (2 mm) leather*
 2. *Four layers of heavy poplin cloth*
 3. *Ballistic nylon rated to at least 550 Newtons*
 4. *Commercial fencing clothing rated to at least 550 Newtons*
2. *Kevlar is not an acceptable material, as it degrades rapidly.*
3. **NOTE:** *These materials need only be tested at the marshal's discretion; all other materials must be tested the first time new gear is used, or if no marshal on the field knows a given piece of gear to have been tested.*

16.3. Rigid Material:

1. *Puncture-resistant material that will not significantly flex, spread apart, or deform under pressure of 12 Kg applied by a standard mask tester, repeatedly to any single point. Examples of rigid material are:*
 1. *22 gauge stainless steel (0.8 mm)*
 2. *20 gauge mild steel (1.0 mm)*
 3. *14 gauge aluminum, copper, or brass (1.6 mm)*
 4. *One layer of hardened heavy leather (10 ounce (5 mm), 12 ounce (6 mm) ounce is better).*
 5. *Reinforced Padding:*
 - a. *Padding with added pieces of heavy leather, scale, etc, to further distribute the force of a blow.*

17. Armour Requirements

17.1. Head and Neck:

1. The front and top of the head must be covered by rigid material to below the jaw line and behind the ears. Standard 12 kg fencing masks are known to meet this standard. If built to this standard, fencing helms are also acceptable.
2. 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.
3. 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.
4. Both modern fencing masks and Cut and Thrust helms, when inspected, shall comply with the rigid material standard, provisions on facial coverage, and shall show no evidence of impending failure (e.g., rust which weakens the metal involved, dents or other defects which spread open mesh, broken weld points, etc). If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard commercial 12kg mask punch. Marshals doing the testing shall be trained in the use of the punch. The Kingdom Cut and Thrust Marshals may elect to designate certain deputies to administer such testing.
5. The back of the head must also be covered by rigid material as noted above sufficient to protect against percussive cuts.
6. Throat protection shall consist of rigid material, as noted above, covering the entire throat and shall be backed by either a 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.
7. Additional padding is required over the collar bones, if not already covered by the gorget.

17.2. Torso:

1. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material.
2. 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.
3. 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. Additional padding over the ribs is recommended.
5. Kidney protection in the form of Reinforced Padding is recommended for single combat and required for melee combat.

17.3. Arms and Legs:

1. Gloves of abrasion resistant material are required to protect the hands. Overlapping glove cuffs are adequate to cover sleeve openings.
2. The back of the fingers, thumb and the back of the hand require Reinforced Padding. Examples include but are not limited to demi-gauntlets (paired with a guard) Revival Sparring Gloves, hockey/ lacrosse gloves. Additional protection is highly recommended. The weapon or parrying device may provide some of the protection.
3. Rigid protection is required to cover all three points of the elbows and knees.

4. Feet shall be protected by boots, shoes, or sandals, comprised of at least abrasion-resistant material.
5. Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.
6. 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.
7. Padding is required to cover the forearms.

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Figure 1 - Armour Requirements - Cut and Thrust Combat - Front View

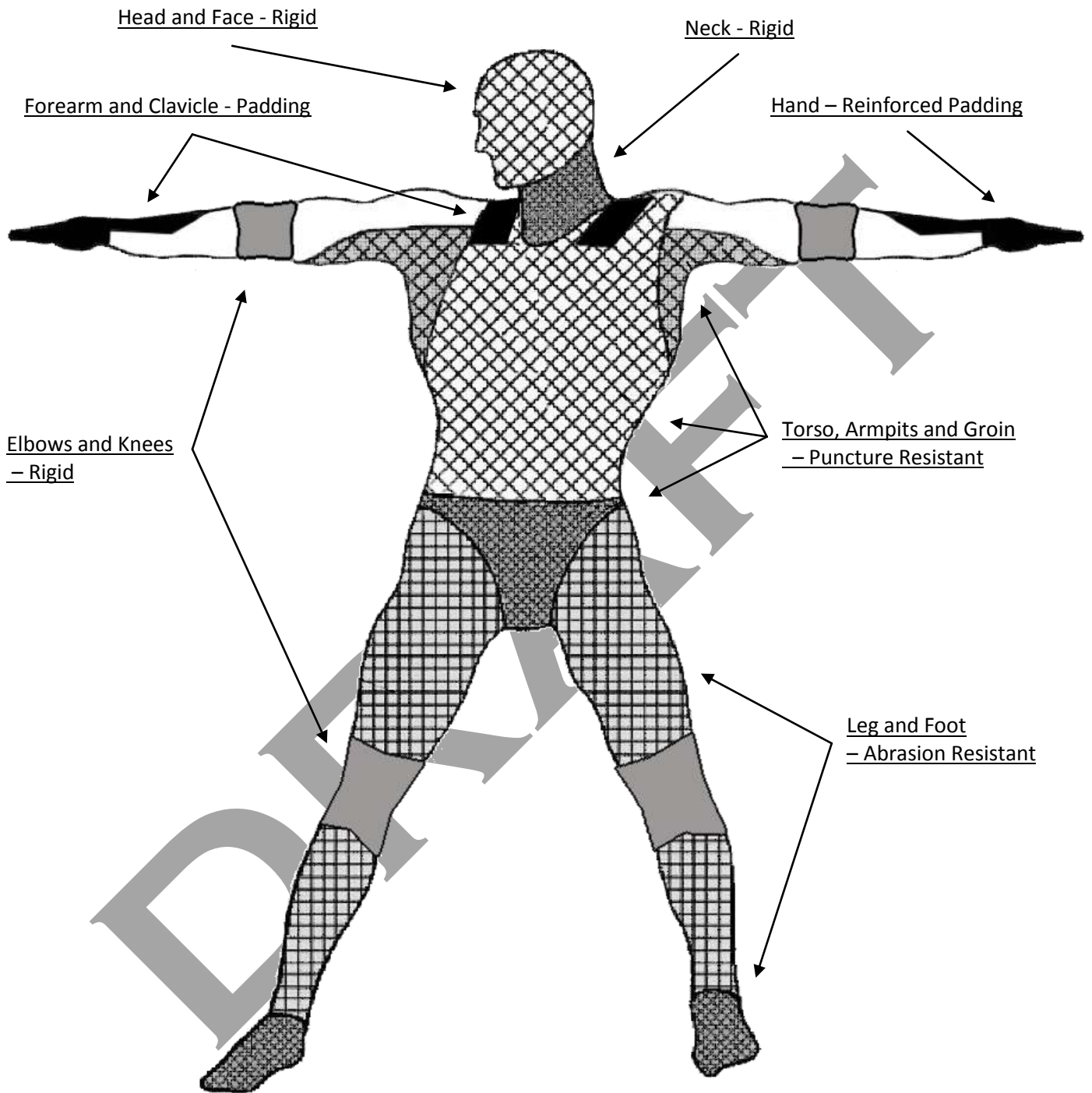
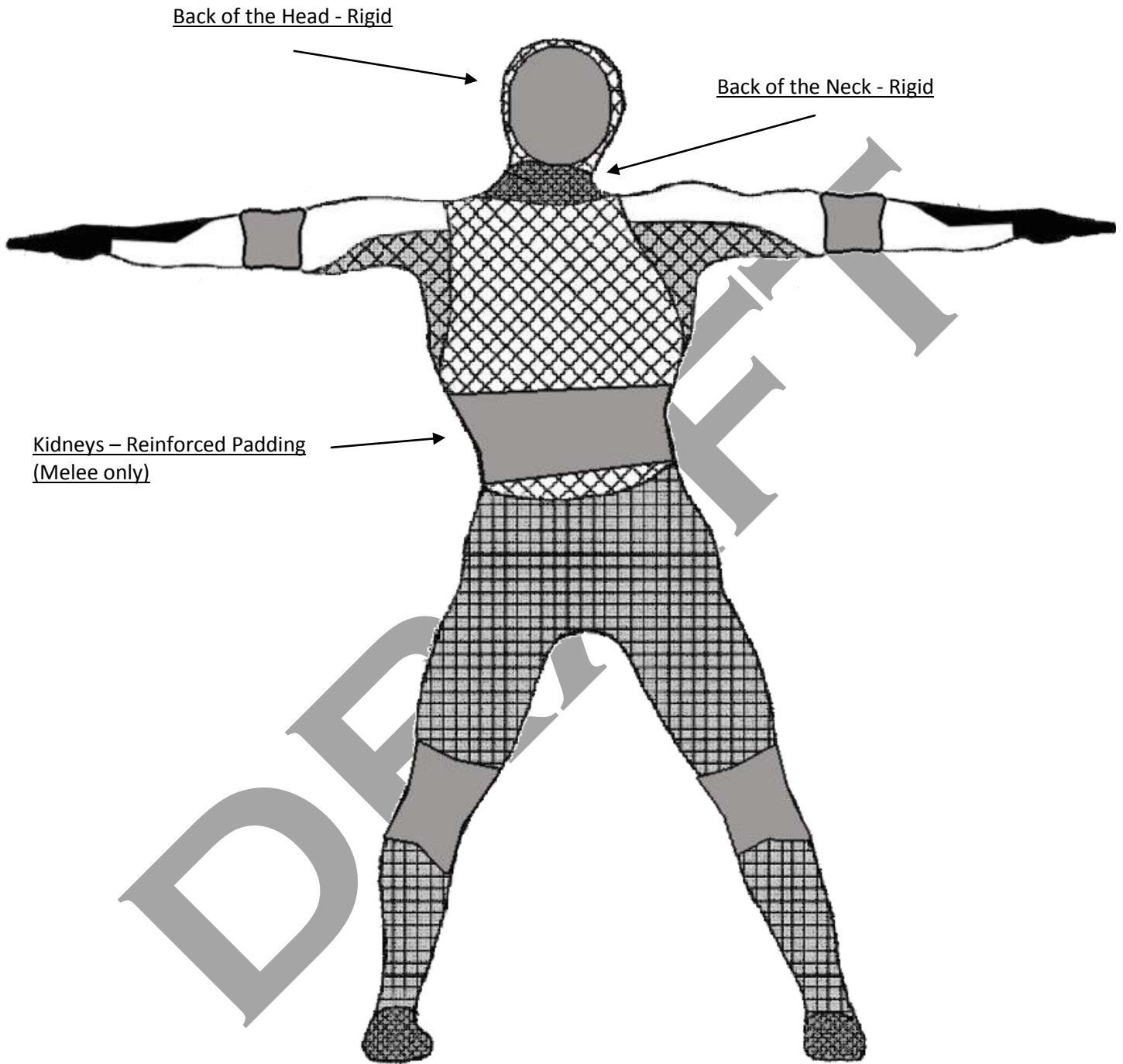


Figure 2 - Armour Requirements – Cut and Thrust Combat - Rear View



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AUTHORIZING FOR CUT AND THRUST COMBAT

18. Overview

- 18.1. See the Marshallate section of this handbook for more details.
- 18.2. The fighter sets a time for the authorization with a Senior Cut and Thrust Marshal.
- 18.3. Temporary ("Day") fighter authorizations are not permitted.
- 18.4. Fighters who allow authorizations to expire shall retest. The Kingdom Rapier Marshal or Kingdom Cut and Thrust may waive re-testing requirements.
- 18.5. Only a Senior Marshal shall perform authorizations.
An experienced, authorized Cut & Thrust fighter shall witness and/or fight bouts during combat authorizations.
- 18.6. If the fighter is a minor, the WC&TM must be the Kingdom, Principality or Regional Cut and Thrust Marshal (see section 1.4 above for additional requirements).
- 18.7. Authorization tests the fighter's knowledge of the rules, and the ability to apply these rules by engaging safely in single combat.
- 18.8. IF the fighter successfully demonstrates the requirements above:
- 18.9. Then the WM will fill out and sign the authorization form.
- 18.10. Separates the "authorization card" from the bottom of the form, and provides it to the fighter.
- 18.11. Returns the top part of the completed form to the Kingdom Lists Officer.
- 18.12. A fighter is not officially authorized until they receive confirmation from the Kingdom Lists Officer.
- 18.13. IF the fighter does not demonstrate the requirements above then the WM provides a detailed explanation of the areas where the fighter needs improvement.
- 18.14. Combat Archery authorizations are covered under the An Tir Book of Combat.

19. Body of Knowledge Requirements

- 19.1. All authorized Cut and Thrust Combatants are expected to have a thorough working knowledge of the rules laid out in this Handbook. Use the following list to review prior to authorization testing.
- 19.2. Armour Standards
 1. The areas of the body that must be protected; the minimum level of protection required for each area of the body.
- 19.1. Weapons Standards
 1. The types of blades permitted
 2. The types of Parrying Devices
 3. Permitted Attacks, Blows, and Gauging of Blows
 4. The permitted attacks, including "Death from Behind"
 5. What constitutes a valid attack.
 6. How to properly gauge received blows.
 7. When to call back an attack.
 8. The proper acknowledgement of blows.
 9. Who (and when) to ask for assistance when resolving a dispute.
- 19.2. Fighting Field Safety
 1. The proper response to a "Hold".
 2. Who may call a "Hold".
 3. The rules for engagement.
 4. The proper response to an equipment failure.
 5. The differences between melee and single combat.
- 19.3. Weapons Safety
 1. Demonstrate safe use of single sword, as well as the following:
 1. Sword and dagger, sword and shield, sword and baton, sword and cloak
 2. Two-handed sword.
 3. RBG
 4. AND demonstrate the ability to:
 - a. Call blows
 - b. Properly acknowledge a valid blow
 - c. Call back invalid blows

INFORMATION, PROCESS AND GUIDELINES FOR CUT AND THRUST MARSHALS

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20. Introduction

- 20.1. The Cut and Thrust Marshal's section of this handbook defines the procedures, processes, and requirements for Cut and Thrust marshals within the Kingdom of An Tir.
- 20.2. This section also covers topics such as marshal qualifications and responsibilities, grievance resolution, conduct of combat, authorization of fighters and marshals, and other processes necessary for the proper function of the Kingdom Cut and Thrust Marshallate.

21. Glossary, Marshalling Terms

21.1. Area Deputy (AD):

1. *An assistant to the Kingdom Cut and Thrust Marshal with administrative responsibilities for:*
 1. *A geographic region of the kingdom*
 2. *To perform and report on special projects as assigned by the Kingdom Rapier or Cut and Thrust Marshal. Examples of Area Deputies are Principality Marshals, and Branch Marshals*

21.2. Fair Witness:

1. *Provide an objective and impartial account of events as they appeared to have occurred. This account is used as evidence to resolve disputes or apply sanctions.*

21.3. Incident:

1. *A reportable event. Incidents typically involve safety issues, improper conduct, equipment failures, or combat related injuries.*

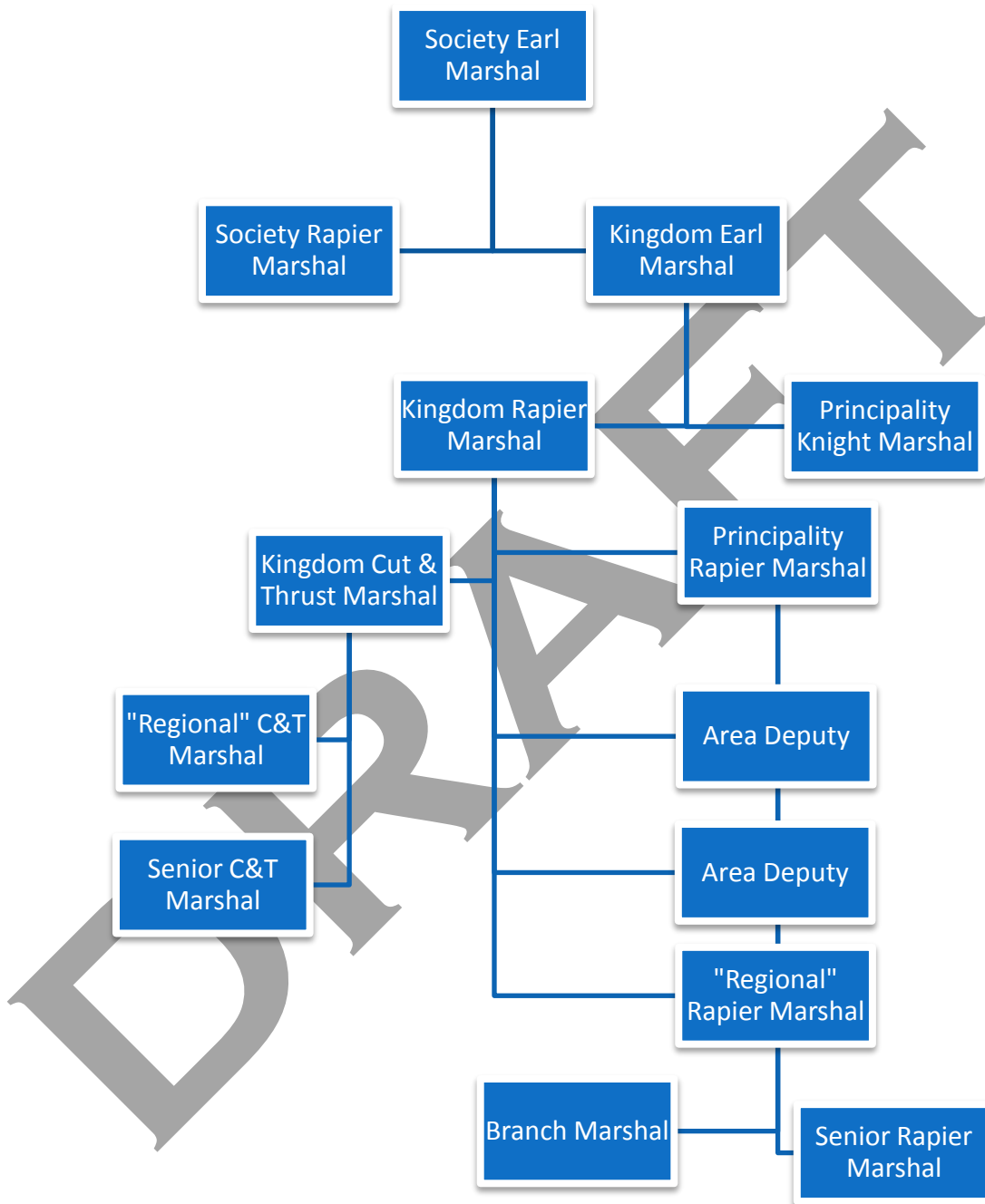
21.4. Marshal in Charge (MiC)

1. *The Cut and Thrust marshal with the responsibility to coordinate all Cut and Thrust combat at an official Society for Creative Anachronism, Inc. (SCA) event.*
2. *The MiC is also responsible for maintaining and enforcing the rules and regulations of Cut and Thrust combat.*

21.5. Warrant or Warranting:

1. *The official process of recognizing an officer of the SCA.*
2. *A warrant is necessary for signing official paper work (such as authorization forms) on behalf of the corporation.*
3. *To be an officer of the corporation, an individual must maintain a current SCA membership.*
4. *Senior Marshals include both Branch Marshals and "At Large" Senior Marshals.*

22. Marshallate Structure



Note: "Regional" Marshal Structure is similar to the one laid out for Principalities

23. Marshal Requirements

The following table defines the minimum requirements for marshals.

Marshal Type	Requirements
Junior Marshal	<ul style="list-style-type: none"> • Be at least 18 years old • Be willing to enforce the rules • Be able to control Cut and Thrust combat safely, whether it is single combat, team combat, general melee, or a war environment
MiC	<ul style="list-style-type: none"> • Must be a Senior Marshal • Be the branch marshal OR have the approval of the sponsoring branch's seneschal, marshal, and event autocrat
Senior Marshal (Includes Branch Marshal)	<ul style="list-style-type: none"> • Be at least 18 years old • Be a paid member of the SCA • Possess a copy of the current edition of the Kingdom of An Tir Cut and Thrust Book of Combat • Be willing to enforce the rules • Be able to conduct weapon and armour inspections • Be able to control Cut and Thrust combat safely, whether it is single combat, team combat, general melee, or a war environment • Attend periodic Cut and Thrust Book of Combat workshops, as required • Possess and maintain an excellent knowledge of the rules • Have excellent knowledge of the An Tir Armour and Weapon standards • Have good knowledge of the Society armour and weapon standards • Be acceptable to the KC&TM
Area Deputy	<ul style="list-style-type: none"> • Is a Senior Marshal • Be acceptable to the KC&TM
Principality Marshal	<ul style="list-style-type: none"> • Is a Senior Marshal • Appointed by the Principality Rapier Marshal as an Area Deputy for Cut and Thrust within the Principality • Be acceptable to the Coronet and KC&TM
Kingdom Cut and Thrust Marshal	<ul style="list-style-type: none"> • Is a Senior Marshal • Appointed by the Kingdom Rapier Marshal • Be acceptable to the Crown and the Earl Marshal
Kingdom Rapier Marshal	<ul style="list-style-type: none"> • Has been a Senior marshal for at least three years • Be acceptable to the Crown and the Earl Marshal • See The An Tir Book of Rapier Combat for more details

24. Marshal Responsibilities

Marshal	Areas of responsibility
All Marshals	<ul style="list-style-type: none"> • Enforcing compliance with the rules • Providing fair witness during combat • Ensuring the safety of the fighters and spectators • Halting or disallowing any combat activity for cause • Approving or disapproving any equipment, weapon, or combat style, so long as said decision is in keeping with the rules • Reporting what they personally observed of any incident, during or related to combat, on which the MiC is required to report
Senior Marshal	<ul style="list-style-type: none"> • <i>In addition to the areas listed for All Marshals...</i> • Be acceptable to the Crown, via the Kingdom Rapier Marshal • Testing and recommending new marshal candidates for promotion • Authorizing fighters, and sending completed authorization forms to the Kingdom Lists Officer • Settling disputes over armour, weapons, combat or behaviour on the field • Submitting "incident reports" to the KC&TM for cause • Conferring with and advising the KRM on matters concerning the rules • Regular reporting to the AD on their activities, and other reports as required by the AD or this Handbook
Branch Marshal	<ul style="list-style-type: none"> • <i>In addition to the above list(s)...</i> • Submitting regular reports as described in these rules • Ensuring that information is available to all fighters about armour and weapon standards, rules of combat, and any other information they are directed to distribute • Ensuring that their branch has trained marshals present at events • Ensuring that fighters and marshals in the branch receive proper training • Supervising marshal activities at local events • Keeping records on all fighting events in the branch. • Training a successor • Ensuring that all participants at official local practices sign an SCA combat waiver
Marshal-in-Charge (MiC)	<ul style="list-style-type: none"> • <i>In addition to the areas listed for All Marshals...</i> • Overseeing combat at an event • Checking the safety of the field • Overseeing the inspection of all weapons and equipment for compliance with SCA and Kingdom standards • Arranging for enough marshals for a particular type of combat • Consulting with the event Chirurgeon • Suspending any Cut and Thrust combatant or Cut and Thrust marshal should the need arise (not to exceed the length of the specific event) <ul style="list-style-type: none"> ○ And filing an Incident Report to the KC&TM within 24 hours of the event end • Reporting as required by these rules • Other functions as described by this document
Area Deputy (AD)	<ul style="list-style-type: none"> • <i>In addition to the above list(s)...</i> • Reporting to the KC&TM on the status of their office • Assisting with the verification, approval, or rejection of warrants for marshals in their area

	<ul style="list-style-type: none"> • Training and authorizing combatants in the area • After consultation with the KRM, limiting, suspending, or revoking any of the warrants or authorizations of the aforementioned individuals for cause • Regularly communicating safety and re-creative developments to branch marshals • Convening and presiding over regular meetings of the associated Marshalate for the purpose of advice and counsel upon matters of concern • Training a successor • Acting as MiC at any event they attend that does not have this position of responsibility occupied • Assisting in the development of Kingdom policy regarding rapier combat • Working with the Historical A&S Officer to encourage the development of Ithra classes and other workshops dealing with the history, tactics, construction and use of weapons, armour and combat • Coordinating workshops to ensure the Marshallate is up-to-date on the rules and their application
Kingdom Cut and Thrust Marshal (KRM)	<ul style="list-style-type: none"> • <i>In addition to the above list(s)...</i> • Providing quarterly reports to the Kingdom Earl Marshal and the Society Rapier Marshal via the Kingdom Rapier Marshal on the status of Cut and Thrust within An Tir • Issuing, verifying, approving, or rejecting warrants of all Senior Marshals • Limiting, suspending, or revoking any of the warrants or authorizations of the aforementioned individuals for cause • Regularly communicating safety and re-creative developments to the ADs and branch marshals • Maintaining a Roster of Senior Marshals • Convening and presiding over regular meetings of the associated Marshallate for the purpose of advice and counsel upon matters of concern • Training a successor • Acting as MiC at any event they attend that does not have this position of responsibility occupied. • Leading the development of Kingdom policy regarding all aspects of Cut and Thrust combat • Working with the Historical A&S Officer to encourage the development of Ithra classes and other workshops dealing with the history, tactics, construction and use of weapons, armour and combat • Coordinating workshops to ensure the Marshallate is up-to-date on the rules and their application • Performing an annual review of the Kingdom of An Tir Cut and Thrust Book of Combat.

WARRANTING, AND TRAINING MARSHALS

25. General Details

- 25.1. All warrants are issued by the Crown, through the Kingdom Earl Marshal and the Kingdom Rapier Marshal via the Kingdom Cut and Thrust Marshal.
 - 1. Marshals maintain their warrants at the discretion of, and are answerable to, all four entities.
- 25.2. Unless revoked by the KC&TM, the KRM, the KEM or the Crown, status as a marshal does not expire. However, a marshal may not function as such (for example, authorizing fighters or MiCing events) unless they meet the appropriate requirements
- 25.3. A marshal is warranted after demonstrating ability in:
 - 1. Overseeing combat in practice, single combat, and melee situations.
 - 2. Judging a fighter's ability during an authorization test.
 - 3. Inspecting weapons and armour.
 - 4. Understanding and applying the rules.
 - 1. **NOTE:** Warrants are not valid until approved by the KC&TM or the KRM.
 - 2. All Senior marshals must have a valid SCA Membership card.

26. Marshal Training

- 26.1. The KC&TM and/or the AD will organize periodic training workshops for the Marshallate.
 - 1. The purpose of these workshops is to ensure that the Marshallate is current on the rules and their application.
 - 2. This training is mandatory for all marshals.
 - 3. Failure of a marshal to attend may result in suspension of their warrant.
- 26.2. The training workshops are held on a regional level to ensure that every marshal has access to the training.
- 26.3. Training make up dates can be held at the discretion of the KC&TM.

27. Promotion and Warranting Process

Step	Action				
1	Two Senior Marshals review a candidate's qualifications for the position. The review must determine if the candidate meets the appropriate requirements.				
	<table border="0" style="width: 100%;"> <tr> <td style="width: 35%;">IF the candidate ...</td> <td style="width: 65%;">THEN the Senior Marshals...</td> </tr> <tr> <td>Meets the requirements</td> <td> <ul style="list-style-type: none"> • Complete the Marshal Promotion form, detailing the qualifications of the candidate. </td> </tr> </table>	IF the candidate ...	THEN the Senior Marshals...	Meets the requirements	<ul style="list-style-type: none"> • Complete the Marshal Promotion form, detailing the qualifications of the candidate.
IF the candidate ...	THEN the Senior Marshals...				
Meets the requirements	<ul style="list-style-type: none"> • Complete the Marshal Promotion form, detailing the qualifications of the candidate. 				

		<ul style="list-style-type: none"> Forward the completed form and any attachments, such as proof of membership, to the appropriate AD.
	DOES NOT meet the requirements	<ul style="list-style-type: none"> Inform the candidate of their decision. Provide details on areas for improvement. Informs the AD of the decision.
2	The AD reviews the completed form	
	IF the AD ...	THEN the AD...
	Approves	<ul style="list-style-type: none"> Comments and forwards the completed form to Lists.
	DOES NOT Approve	<ul style="list-style-type: none"> Informs the recommending marshals and the candidate of their decision. Provides details on areas for improvement.
3	List notifies the KC&TM of the pending promotion.	
4	The KRM reviews the completed form	
	IF the KC&TM ...	THEN the KC&TM...
	Approves	<ul style="list-style-type: none"> Informs Lists to notify the newly created Senior marshal. Issues a warrant for the new Senior marshal.
	DOES NOT Approve	<ul style="list-style-type: none"> Informs the AD of their decision. Provides the AD with the reason for the denial.

28. Reporting Details

- 28.1. Reports are a necessary function of the Marshallate and required for all levels of marshals. Not filing a report is grounds for disciplinary action, up to and including suspension of a marshal's warrant. Reports can be submitted physically (postal mail, in person, etc) or by email, the preferred method.
- 28.2. Event Reports
1. After each event, the MiC is required to file an Event Report. The report must contain the following details, as a minimum:
 1. Name of the event.
 2. Dates of the event.
 3. Types of combat held.
 4. Incidents, if any.
- 28.3. The MiC must submit the Event Report to the Area Deputy within 30 days of the end of the event.
- 28.4. Practice Reporting:
1. On a monthly basis send a report to both your Seneschal and Area Deputy for Cut and Thrust.
 2. This report should include:

1. Average number of combatants participating.
2. Number of authorized Cut and Thrust combatants in your branch.
3. Brief summary of any events.
4. Brief summary of any incidents.

29. Incident Reports

- 29.1. An Incident Report is required when:
 1. A combat-related injury occurs (where a fighter required first aid or was examined by a surgeon).
 2. A disciplinary action is taken.
 3. A dispute occurs between fighters.
 4. An equipment failure occurs (for example, broken blades or armour failures).
 5. Other unusual events may be reported at the marshal's discretion.
- 29.2. Combat-related injuries of any kind must be reported to the KC&TM and AD within 24 hours of the incident.
 1. They will then report to the KRM.
 2. Any applicable follow-up information must be reported as it becomes available.
 3. If medical attention was required (meaning an injured person had to see a physician), the KC&TM must immediately notify the KRM, who will notify the KEM and Society Marshal of Fence.
 4. Non-injury Incident Reports are filed with the KC&TM and Area Deputy within one week of the incident.
 5. Any applicable follow up information is reported as it becomes available.
 6. Failure to report incidents could be grounds for revocation of Marshal Status.

30. Quarterly Reports

- 30.1. Consult with the reporting entity you will be reporting to, to confirm details and timelines of reports. Report Contents and actions:
 1. Kingdom Cut and Thrust Marshal
 1. A summary of the reports from their ADs.
 2. Any rule changes.
 3. Review rule change suggestions from AD's and Branch Marshals.
 4. Follow up on any disciplinary actions.
 5. Any experiments in progress.
 6. Submit report to Kingdom Rapier Marshal
 2. Area Deputy (Warranted, Deputy)
 1. A summary of the reports from the branch and senior marshals.
 2. Summary of any events in their area.
 3. Follow up on any incidents.
 4. Any experiments in progress
 5. Number of Authorised Cut and Thrust fighters in their area

6. Submit Report to Kingdom Cut and Thrust Marshal

3. Branch Marshal (Warranted, Branch Officer)
 1. Details of the activities of the branch.
 2. Summary of any events in their branch.
 3. Follow up on any incidents.
 4. Number of Authorised Cut and Thrust fighters in their branch
 5. Submit report to Area Deputy and branch Seneschal

4. Senior Marshal (Warranted)
 1. Follow up on any incidents.
 2. Submit report to Branch Marshal

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AUTHORIZING FIGHTERS

31. Overview

- 31.1. This section explains how to apply the authorization process and contains guidelines for assessing a potential fighter's skill level.

32. The Authorization Process

- 32.1. The authorization process determines if a potential fighter will be safe during combat. There are two parts to the process ; Rules Knowledge and Weapons Safety.
- 32.2. A fighter must demonstrate adequate knowledge of the rules before taking the Weapons Safety test.
- 32.3. The Senior Marshal's responsibility during authorization is to assess a fighter's qualifications.
1. The marshal must be objective when conducting authorizations.
 2. The worst thing a marshal can do is let an unqualified person onto the field.
 3. A fighter should typically be observed over at least six practices before an authorizing bout is arranged.
 4. However, some fighters may be ready before six practices, and others may take longer.
 5. Marshals should use their discretion in arranging authorization bouts.
- 32.4. Senior Marshals are encouraged to perform authorizations only at practices. Marshals should not conduct authorization tests at events unless:
1. It is previously arranged by the fighter, or
 2. The fighter does not have any Senior marshals in their own area.
 3. If an authorization is performed at an event, do not rush in order to "get the fighter out there."
- 32.5. Renewing an authorization card does not automatically mean re-examination of the fighter. However, the marshal must be satisfied that the fighter meets the current requirements for authorization. If necessary, a re-examination may be required.
- 32.6. All Minor authorizations will be done by Kingdom Cut and Thrust or Kingdom Rapier Marshals only.

33. Rules Knowledge

- 33.1. Sections 18 and 19 of the Cut and Thrust Combat Rules outlines the minimum level of rules knowledge a fighter must have before they may take the Weapons Safety Test. The authorizing Senior Marshal tests a fighter's knowledge by asking questions from all sections of the rules.

The test may be oral or written at the discretion of the marshal. The marshal must ask enough questions to ensure that a fighter understands the rules. A word-for-word answer is not necessary. However, the fighter's answer must demonstrate understanding of a given rule.

- 33.2. Marshals must give fighters comprehensive training on the rules before the fighter attempt to authorize. The training must cover all of the rules, page by page, to ensure that the rule set is explained to each fighter. A suggested way to do this is to have an "Introduction to Cut and Thrust Combat Night" at practice. This could be a monthly routine where the marshal explains the rules to any new fighters.

34. Basic weapon combinations:

- 34.1. The Weapons Safety Test assesses a fighter's ability to safely use the weapons and Parrying Devices of Cut and Thrust combat.
 1. The assessment must be thorough.
 2. A quick 15 minutes of fighting is not enough time for a fighter to demonstrate safe use of the weapon combinations.
 3. The length of time to qualify a fighter will vary, but be prepared to spend at least 30 to 60 minutes for the test.
- 34.2. Have the fighter demonstrate the permitted attacks. Ensure that the fighter knows how to perform each attack.
- 34.3. Determine if the fighter knows how to respond to following situations:
 1. Being pressed.
 2. Their opponent falling down.
 3. Receiving an invalid blow.
 4. Having an opponent ignore a blow.
 5. "Hold!" being called
 6. Any other unusual situations that might occur on the field.
 1. The goal is to see if the fighter remains in control during these situations. Do not attempt to make the fighter fail, but do not make it too easy.

35. Blow Calling

- 35.1. The SCA standard for blow calling is as follows:
 1. "In (Cut and Thrust) rapier combat, blows will be counted as though they were struck with a real blade, extremely sharp on point and edge.
 2. Any blow that would have penetrated the skin shall be counted a good blow.
 3. Any blow that strikes a mask, helm, or gorget shall be counted as though it struck flesh.
 4. Kingdoms shall not alter this standard."
- 35.2. Application of this standard is straightforward:
 1. If a blow is felt AND was delivered using a valid attack, then it had sufficient force to penetrate the skin.
 2. Therefore, the blow must be called as good.

3. Blows to rigid areas, such as masks and gorgets, are judged the same way, even though they might not be felt.
4. See the Cut and Thrust Combat Rules section above for the details on blow calling.

36. Out-of-Kingdom Guests and Transfers

36.1. Guests:

1. A guest is any person who is not a permanent resident of An Tir. Residency is determined in one of two ways:
 1. The mailing address where they receive their copy of Tournaments Illuminated or The Crier, if an SCA member.
 2. State or province where their drivers license (or ID card) was issued, if a non-member.
 3. Authorized out-of-kingdom fighters must demonstrate adequate safety with the weapons of An Tir and a working knowledge of the differences in the two kingdoms' rule sets before being permitted to fight. A WRM must oversee this demonstration.

36.2. Transfers

1. A transfer is any person who does not meet the definition of a guest.
2. Authorized out-of-kingdom fighters must demonstrate knowledge of the An Tir Rules and weapons safety to a WRM before receiving an authorization card.
3. A full authorization bout is not required, but the fighter must be observed and their competency determined before the card is issued.

ARMOUR AND WEAPONS INSPECTION

37. Introduction

- 37.1. This section explains how to how to inspect weapons and armour. Armour and weapons must be tested whenever there is a question about their compliance with the An Tir Book of Cut and Thrust Combat.
- 37.2. When testing armour or weapons, use only approved test methods.

38. Types of Inspections

- 38.1. There are two types of inspections: practice and pre-tourney. The difference between the two is the level of scrutiny.
- 38.2. Inspections at practice should be more severe and serve as a tool to get a fighter used to inspecting their own armour and weapons.
- 38.3. If an item fails inspection, the marshal returns it to the owner, explains why it failed, and files an Incident Report on the failure.
 1. At Practice
 1. The marshal and fighter should take advantage of practice inspections to test any new armour or weapons.
 2. This ensures that the fighter knows the new equipment meets the minimum standards before taking it onto the field.
 3. The marshal and the fighter perform the inspection together.
 4. The marshal explains each step and explains why it is necessary.
 2. Before the Tourney
 1. Armour and weapons inspection at a tourney ensures that a fighter has remembered all required gear and it is in good condition.
 2. In most cases, only a visual examination of weapons or armour is needed.

39. Weapon Inspections

- 39.1. Weapons are inspected to ensure that they comply with the requirements outlines within these rules.
- 39.2. Due to the nature of Cut and Thrust combat weapon and armour inspections need to be more thorough than in traditional rapier combat.
- 39.3. Bladed Weapons
 1. Proper stiffness (flexibility or bend force).
 2. No sharp edges, burrs, or other projections.
 3. Blade edges may be rough so long as there are no sharp projections.

4. No excessive curves.
5. A firmly attached rigid cap.
6. Weapon show minimal signs of fatigue.
7. Hilt, cross guard, handle and pommel are well maintained and secure.

39.4. Rubber Band Guns (RBGs)

1. Shot must not have any parts made of metal or other dense materials that might cause injury (NOTE: The metal tab used in some wire ties is not cause for failure.)
2. Shot must not have additional materials to add weight (such as sand).
3. No sharp edges or sharp projections.
4. The RBG barrel must not permit entry of a sword's rigid cap.
5. For Parrying Devices, the inspection criteria are:
6. No sharp edges or sharp projections.
7. No uncovered wooden edges on bucklers.
8. Rolled metal edge, if required.
9. No dense materials or metal as weights for cloaks.
10. No metal pipes.
11. Proper material thickness and size for bucklers.
12. Durable construction – no splintering, cracks, or other signs of damage.

39.5. Bow/Crossbow

1. Ensure that the string is not showing excessive wear.
2. Measure the power of the bow with a calibrated scale to ensure it is within appropriate specs.
3. Check the bow itself for cracks or gouges, as well as for significant limb twist that could make the string leave the tips.

39.6. Crossbow Only

1. Check that the lock mechanism releases smoothly under simulated pressure.
2. Check that the lock mechanism is solid and will not accidentally fire.
3. Ensure the stock has no failures between the bow and lock.

39.7. Bow/Crossbow Ammunition

1. Based upon the type of ammunition measure all dimensions for conformance
2. Grab both head and APD and pull with moderate force while twisting. If either shows signs of pulling off the shaft, it fails. For blunts twisting around the shaft is ok. APD's may have a small amount of lateral movement but they must not be able to move forward or back along the shaft.
3. Check the shaft for signs of cracking or other failure. Check that it is properly labeled and taped.
4. Remember that ammunition cannot be more than 10% yellow as yellow is reserved for Siege.

39.8. Offensive Bucklers

1. Offensive bucklers must be constructed in a way where there are no ridged parts that may come in contact with the opponent. See construction rules listed in the Parrying Weapon section. Offensive bucklers are approved on a case by case basis.

39.9. Armour Inspections

1. Commercial garments rated to at least 550N do not require testing. However, if a commercial garment appears worn or substandard, the garment must be tested before it can be used.
2. Female fighters are encouraged to wear breast protection. The protection should cover the front and sides of the breasts. Examples of acceptable forms of protection are padding or rigid breast protectors.
3. Female fighters are encouraged to wear genital protection. An example of acceptable protection is padding.
4. Armour testing is required in order for a fighter to renew their authorization card.

40. Combat Archery Weapon Standards

40.1. Combat Archery Bows

1. All equipment during inspection must have the poundage and draw physically measured with a ruler or other metered device and poundage scale.
2. Marshals must calibrate their bow scales regularly to be accurate at 30 lbs as the standard spring scales used can have their measurements vary over time.
3. No compound bows are allowed.
4. No non-period sights, spring/flipper rests, plunger buttons, stabilizers, clickers, or modern string release aids may be used.
5. Bows must be powered by the flex of the limbs.

40.2. Handbows

1. Handbow power is measured at 28 inches (71 cm). If the bow cannot be drawn 28 inches (71 cm), then it cannot be used in SCA combat.
2. The minimum measurement for all handbows is 20 pounds (9.1 kg) at 28 inches (71 cm).
3. Handbows legal for Cut and Thrust measure 30 pounds (13.6 kg) or less at 28 inches (71 cm).

40.3. Combat Archery Ammunition

1. All ammunition must have the owner's name & Kingdom displayed clearly on it.
2. No ammunition may be more than 10% covered in the color yellow.
3. No metal can be used as ammunition construction material.
4. All ammunition has a maximum length of 28 inches (71 cm) from the back of the blunt, to the string acceptor on the nock.
5. Ammunition may optionally have fletches as long as they are securely attached and made of a soft material. Fletches may not project farther than 1/2 inch (13 mm) from the shaft if they are less than 1.5 inch (3.8 cm) thick.
6. Shafts of ammunition must be solid pultruded fibreglass of between 1/4 inch (6.5 mm) and 3/8 inch (9.5 mm) diameter.
7. Fibreglass shall be of a good quality, defined as significant 'bending' pressure applied by a marshal not causing the shaft to break.
8. The shaft must be covered from behind the blunt to the front of the Anti-Penetration Device (APD) or fletching, in a sturdy tear-resistant tape, such as strapping, electrical, or duct tape.

40.4. Anti-Penetration Devices (APDs)

1. APDs are NOT required for Cut and Thrust combat, but may be used.
2. If APDs are present in Cut and Thrust combat they must conform to the specification found in the An Tir Book of Combat.

40.5. Blunts :

1. All blunts must be securely attached via tape, glue, cable ties, etc. The method does not matter as long as it is securely attached; however at least one piece of strapping, electrical or duct tape must extend over the blunt and be security attached to the shaft on both sides. This will be tested by Marshals by grabbing and pulling on the blunt with moderate force while twisting it slightly. If the blunt shows signs of moving off of the shaft (twisting around the shaft is ok), then it fails.
2. Baldar Blunts:
 1. Balder Blunts are not allowed in Cut and Thrust combat
3. UHMW:
 1. UHMW blunts are constructed of at least 1.25inches (3.2 cm) diameter Ultra-High Molecular Weight Polyethylene (UHMW) rod with a hole drilled in it to accept the shaft.
 2. The shaft hole must be at least 1/2 inch (13 mm) deep, and there must be at least 1/2 inch (13 mm) of UHMW in front of the shaft.
 3. At least 1 inch (26 mm) and at most 1.25 inch (3.2cm) of resilient padding after taping must be added in front of the blunt and be at least the same diameter as the blunt.
 4. The head must have a side-wrap of foam that extends from the tip of the padding to at least 1/2 inch (13 mm) over the UHMW that brings the total diameter of the head to at least 1.5 inch (3.8cm) after taping.
 5. The front edges of the blunt must be rounded over.
 6. As long as all other requirements are met, the blunt may have material removed for aerodynamic or weight reducing purposes.

FIGHTER PRACTICE

41. General Requirements for Practices

- 41.1. Practices announced in an official SCA publication, such as a branch newsletter, are official events. As such, the rules in this handbook apply.
- 41.2. Participant waivers are required for all practices.
 1. If a fighter does not have an SCA membership card, they must sign a waiver before they can participate.
 2. This is SCA corporate policy and must be followed.
 3. A suggested way of collecting waivers is to use a roster.
 4. A copy of the roster waiver can be obtained from www.sca.org/docs/rosterwaiver.pdf. It is not included here as the SCA website will have the most current version.
- 41.3. If the Cut and Thrust practice takes place at another combat practice; rapier or armoured, only one set of waivers need be present.
- 41.4. Practices held at events do not require waivers as participants will have signed waivers at the gate.
- 41.5. The marshal responsible for the practice will provide the waiver forms, if they are needed.
- 41.6. In order for a Branch to host a Cut and Thrust practice or tournament, a Senior Cut and Thrust Marshal must be present.

42. Practices at Events

- 42.1. Arrangements must be made with the event MiC and/or the autocrat before holding a practice.
- 42.2. The MiC will designate the time and place for the practice. The MiC will also arrange the announcement of the practice in the event copy, if desired.
- 42.3. It is the responsibility of the person arranging the practice to provide an adequate number of marshals. The MiC will designate the most experienced of these marshals to oversee the practice. If marshals are not available, the MiC will cancel the practice.
- 42.4. Waivers must be signed as described above.
- 42.5. Practices that occur when the fighting field is open for pick-up bouts do not need prior arrangement. However, the rules concerning marshals and waivers still apply.

43. Practice Tourneys

- 43.1. A Practice tourney is a training tool marshals can use to teach proper list behaviour to new fighters. As such, the marshal will demonstrate such things as:
 1. How to arm and stand ready.
 2. How to make the proper salutes/acknowledgements.
 3. Correct blow acknowledgement.
 4. How to call back an invalid attack.
 5. How to deal with the stress and pressure of a tournament situation.
- 43.2. Marshals should intervene anytime the fighters appeared confused and not quite sure what to do. Be prepared to explain why they should do things a certain way. Since this is not true tourney fighting, emphasis is placed on learning and not on the flow of fighting.
- 43.3. If a Practice tourney is to occur at an event, it must be approved by the MiC. The starting time and location must be announced in the event copy or by a camp herald.
- 43.4. All rules governing practices apply to Practice tourneys.
- 43.5. Using a Practice tourney to circumvent the rules for authorization within this handbook is forbidden.

RUNNING A FIELD

44. Lead Marshal:

- 44.1. An unofficial title for the marshal running a specific field.
- 44.2. Generally, if there is more than one marshal for a field, the most experienced one assumes the role of "Lead Marshal."
- 44.3. The MiC may also specifically assign the role of lead marshal.
- 44.4. The other marshals on the field take their direction from the lead marshal.

45. Being Marshal-in-Charge

- 45.1. Adequate preparation is essential for good fighting.
- 45.2. The MiC is responsible for organizing the fighting at a particular event, and should include the following items as part of their Pre-Event Preparation:
 1. Select the tourney or melee format(s)
 2. Develop any TRPs needed for the fighting.
 3. Arrange for enough marshals for the type of fighting.
 4. Arrange for lists, heralds, and water-bearers, if needed. If water-bearing is not available, ensure that fighters bring their own water.
 5. Inspect the fighting area, if possible.
 6. Coordinate times for pre-fight inspections, opening of the lists, and the actual fighting with the event autocrat.
 7. Arrange with the autocrat for the announcement and/or publication of fighting details before the event.
 8. MiCs must remember the fighters are here to fight. They should avoid formats or melee scenarios where the fighters spend a significant amount of time waiting to fight. Additionally, the outcome of any fighting should be decided by swordplay. Avoid formats that rely heavily on gimmicks or RBGs and Combat Archery.
- 45.3. On the day of the event, the MiC has several more tasks to complete. Before the start of fighting, the MiC should do the following:
 1. Arrange to have heralds announce the times of armour inspection, opening of the lists, and start of fighting.
 2. Re-inspect the fighting field, noting the size of the area, condition of the ground, any hazards that might be present, or other conditions that might make fighting less safe.
 1. Hazards that cannot be removed from the field should be clearly marked, if possible, and the fighters advised of their presence (For example, "The ground is soft and wet. Watch your footing", "There is a hole near the west edge of the field. It is marked with pink surveyor's tape.")

3. Mark the boundaries of the fighting field.
 4. Confirm arrangements with list, heralds, and water-bearers.
 5. Confer with the assisting marshals, explaining the formats and assigning tasks, such as who will perform inspections and who will run specific fields.
- 45.4. The number of marshals required for a given format varies with the size of the fighting field and format. As a general rule, there should be at least one marshal per single combat (two or three is best) and enough marshals for melee combat to surround the fighting, keep an eye on the boundaries, and watch for things like armour falling off, broken weapons, etc..
- 45.5. With the tourney or melee ready to start, do the following:
1. Call the fighters and marshals together.
 2. Explain the format of the tourney or the melee scenario. Be sure to explain any TRPs and make time to answer any questions.
 3. Direct the marshals to their assigned places.
 4. Tasks, such as tourney pairings or melee starting positions, are performed after the MiC has positioned the marshals. Actual fighting begins after the MiC is satisfied that the fighters and supporting staff are ready.
 5. Marshals are encouraged to use whistles or similar devices to control melee fighting. The sound of the device must be loud and distinct in order not to be confused with any background noises.
- 45.6. During the Fighting:
1. For tourneys, the MiC circulates between the different fields, if appropriate.
 2. They observe the fighting, the conduct of the marshals, and the behaviour of the fighters. During melees, the MiC moves with the flow of the fighting.
- 45.7. After the Fighting:
1. Upon conclusion of the tourney or melee, the MiC confers with the attendant marshals. This de-briefing allows the marshals to pass along any information to the MiC.
 2. Disputes, disciplinary problems, and other such incidents are reported at this time.
 3. If another tourney or melee is to follow, the MiC passes along to the fighters any general concerns (for example, hard or sloppy shots, rule clarifications, etc.)
 4. Once fighting has concluded for the day, the MiC reports the outcomes as required.
- 45.8. Due to the possible need to provide fair witness, no marshal can participate as both a fighter and the MiC in the same formal competition (whether tournament or melee).
- 45.9. If an Event MiC chooses to fight, they must delegate ALL of their MiC responsibilities and authority (for the duration of the competition) to another marshal.
- 45.10. This second marshal must meet all requirements of an MiC.

46. Marshalling a Field

- 46.1. The marshal on a field has three primary concerns:

1. Safety of the fighters and spectators.
2. Smooth conduct of the fighting on the field.
3. Observation of the fighting.
 1. Observation of the fight is critical. The marshals must be able to stop the fighting due to equipment failures, injuries, or the fight leaving the field.
 2. The marshal must also be aware of the area surrounding the field in case an object, animal, or spectator enters the fighting area.
 3. In any of these cases, the marshal calls "Hold!" loudly until the fighting stops.
 4. Additionally, observing the fight allows the marshals to provide fair witness in case of a dispute.

46.2. The fighters are the focal point and the marshals must be as unobtrusive as possible.

47. The Typical Tourney Bout

- 47.1. The Lead Marshal does the following:
1. If a herald is not available, call the fighters to the field, (for example, "Fighter A and Fighter B take the field.")
 2. Ensure that the second pairing is ready to fight (for example, "Fighter C and Fighter D arm and stand ready.")
 3. After the fighters take the field, the marshal does the following:
If a herald is not available, the marshal may call for the appropriate salutes.
 4. Ask the fighters if they are ready. This question requires a verbal response from each fighter.
 5. After hearing each fighter make a positive reply, call "Lay On."
 6. Observe the fighting.

48. The Typical Melee Scenario

- 48.1. For a melee, the marshal's responsibilities begin after the fighters are called to the field and the MiC has explained the scenario to the fighters.
- 48.2. The marshal needs to ensure that all fighters are properly armoured and ready to fight.
- 48.3. After the two sides take their positions on the field, the MiC does the following:
1. Ensure that the other marshals are ready.
 2. Ask the captains if their respective sides are ready. This question requires a positive verbal response from each captain.
 3. In melee scenarios where there are no specific "teams" or "captains", such as a Grand Melee or Open Field Tourney, the MiC will call for fighters to raise their swords when ready – this counts as the "verbal" response.
 4. After hearing each side make a positive reply, call "Lay On."
 5. Observe the fighting.
- 48.4. The MiC attends the site of a hold call and assists the initiating marshal in resolving the problem.

1. When the situation is resolved, the MiC ensures that the fighters and marshals are ready to continue fighting.
 2. To resume combat, the MiC calls "Rise if you are able," followed by "Lay on."
 3. If there are large numbers of incapacitated (dead) fighters this is a good, safe time to "Clear the Dead."
- 48.5. At the apparent conclusion of fighting, the marshal must ask the fighters if they are satisfied with the conduct of the fighting. For single combat (or non team melee), the Lead Marshal must ask each of the combatants.
1. For melee combat, the MiC must ask each of the captains. If there is a dispute, it is resolved as described in these rules.
 2. If all parties are satisfied, the victory is confirmed by pointing to the winner(s) and announcing the victory.

49. Marshal Intervention

- 49.1. There are occasions where the marshal must stop the fighting in order to correct a problem. A marshal should intervene under the following circumstances:
1. It appears that blows are being ignored.
 2. The fighting gets sloppier as the bout progresses.
 3. An unsafe condition exists.
 4. It appears that tempers are flaring or going to flare.
 5. There are other times when intervention may be necessary. The marshal needs to use their judgment and respond accordingly. Please be aware that intervention is not used to call blows. Use it to make fighters aware of a situation and help work out a solution.

50. Disputes

- 50.1. Disputes are settled before the fighters leave the field of combat.
- 50.2. Once the fighters leave, the outcome of a fight or melee stands. If possible, fighters should work things out between themselves.
- 50.1. The marshal steps in if asked, it becomes apparent that the fighters cannot reach a resolution on their own, or there are significant observations on the part of the marshal which have not been addressed. The marshal uses the following process as a guide:
1. Call the fighters and any assisting marshals together on the field.
 2. Have the aggrieved fighter explain the reason for their dissatisfaction (for example, "I thought I landed a good blow to their leg. It was a solid thrust near the middle of the thigh.")
 3. Have the other fighter provide an explanation for their actions (for example, "I felt a tug on the cloth, but didn't actually feel a hit on my leg, so I didn't acknowledge the blow.")
 4. Have the assisting marshals provide their observations.
 5. Decide how to best resolve the dispute (for example, re-fight the bout or scenario).
 6. In all cases, it is important to quickly reach a resolution that is acceptable to all parties.

7. Be sure to involve the MiC in situations where the dispute occurs during a melee scenario or involves a reportable incident.

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DISCIPLINE AND SANCTIONS

51. Introduction

- 51.1. Investigating complaints and enforcing sanctions is an unfortunate, but necessary, part of a marshal's function. Without discipline, it is easy for a few people to spoil the fun for everyone. Therefore, complaints and incidents need to be reported properly in order to provide grounds for action, if it becomes necessary.
- 51.2. Discipline is applied privately. The marshal takes the individual aside and objectively explains what is happening, the reasons behind the action, and what conditions must be met in order for the action to be lifted.
 1. For example, "Fighter A, I'm placing you on report for failing to correct poor blow calling after being warned by myself and one other marshal. Additionally, it was observed that you failed to call back three invalid blows during the last bout. For the next six months, you may not have any complaints or warnings given to you. If you do, your authorization will be suspended."
 2. Alternatively, "Marshal B, it has been noted that you've been consistently permitting fighters to use illegal armour and weapons. Given the severity of this problem, your warrant is suspended for six months. You can petition for the suspension to be lifted if two other senior marshals will sign a recommendation."

52. Complaints

- 52.1. Any person may file a complaint. The complaint must be in writing and contain the following information:
- 52.2. Modern and SCA names of the person making the complaint.
- 52.3. Modern and SCA names of any witnesses.
- 52.4. Contact information for the complainant and witnesses.
- 52.5. Details of the incident – the "when, what, where, how, and who."
- 52.6. The complaint is sent to the Area Deputy and a courtesy copy to the Kingdom Cut and Thrust Marshal for verification.

53. The Investigation Process:

- 53.1. The Marshallate will review the behaviour of an individual for any of the following reasons:
- 53.2. Several (2 or more) unsolicited complaints are received in a 12 month period.
- 53.3. Several marshal's reports containing complaints regarding the individual are received in a 12 month period.
- 53.4. The Marshallate must be able to verify complaints. If no witnesses are willing to include their names in a complaint, then the investigation ends.
- 53.5. Upon completing the investigation, the KRM determines the action needed to resolve the complaint. The severity of the action is based on the circumstances of the complaint and any other relevant information.

54. Sanctions

Sanction	Description	Suggested Applications
Verbal Warning	<p>An informal notification to an individual to correct an instance of undesirable behavior.</p> <p>Any marshal may give a verbal warning.</p>	<ul style="list-style-type: none"> • One instance of Improper Conduct during a tourney • Not calling back an invalid blow • Any single infraction of the rules • Improper application of the rules
Time Out (“Day Suspension”)	<p>Removal of an individual from fighting activities for the length of a tourney or event. A person given a Time Out is automatically placed on report.</p> <p>Time Outs are issued by a Senior Marshal or the MiC.</p>	<ul style="list-style-type: none"> • Failure to correct behaviour after being given a Verbal Warning • Multiple instances of Improper Conduct during a tourney or during a tourney season. • Biased marshalling
On Report (Watch List)	<p>An official warning issued to an individual to correct undesirable behaviour.</p> <p>Only the KRM, KC&TM or AD may place an individual on the Watch List.</p>	
Temporary Suspension	<p>Revocation of a warrant or authorization for a specified period, as determined by the KRM or KC&TM.</p> <p>The KC&TM also determines what actions a person must take for reinstatement.</p> <p>Only the KC&TM may issue a temporary suspension.</p>	<ul style="list-style-type: none"> • Consistently permitting unsafe conditions to exist on a fighting field • Consistent pattern of improper conduct spanning several events or tourneys • Improper conduct while on report • Consistently biased marshalling
Permanent Suspension	<p>Revocation of an individual’s warrant or authorization forever.</p> <p>Only the KC&TM with consultation with the KRM may issue a permanent suspension.</p>	<ul style="list-style-type: none"> • Deliberately causing an injury • Failure to abide by a temporary suspension • Repeated temporary suspensions

55. Appeals

55.1. Any official action by the Marshallate can be appealed to the next higher level. The table below details how the process works:

Sanction	Appeal to	How to Make the Appeal
Verbal Warning	MiC of the event	Discuss the situation with the MiC and the marshal who issued the warning. This discussion takes place at the event.
Time Out	MiC of the event, if issued by a marshal; AD, if issued by the MiC	Discuss the situation with the MiC and the marshal who made the action. This discussion typically takes place during the event. Written statement addressed to the AD, with a courtesy copy sent to the marshal who issued the sanction. If the AD is in attendance, then it can be discussed at the event.
Watch Listing	KC&TM , if the sanction was performed by the AD; KRM if the sanction was performed by the KC&TM; Earl Marshal, if the sanction was performed by the KRM	Written statement addressed to the appropriate office, with a courtesy copy sent to the marshal who issued the sanction.
Temporary and Permanent Suspensions	Earl Marshal	Written statement addressed to the Earl Marshal, with a courtesy copy sent to the KC&TM and KRM.

55.2. To appeal a Marshallate decision, a person must provide evidence to support the appeal. Simply saying “Did not!” (However eloquently,) will not initiate an appeal.

55.3. Theoretically, an appeal can flow all the way to the BoD, which re-emphasizes the importance of collecting the facts and not acting on hearsay or rumours.

55.4. The Chain of Command for appeals is as follows:

1. MiC
2. Branch Marshal, if different from MiC
3. Area Deputy
4. Kingdom Cut and Thrust Marshal
5. Kingdom Rapier Marshal
6. Earl Marshal
7. Crown of An Tir
8. Society Rapier Marshal

9. Society Earl Marshal
10. BoD

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APPENDICES

56. Appendix 1 – SCA Rules of the List

- 56.1. The basic rules for SCA combat are contained in the Rules of the Lists.
- 56.2. These rules were not originally designed to cover non-tourney field activities such as wars, combat archery, and period fencing, but have been extended to cover these activities.
- 56.3. The observance of honour and chivalry and the safety of the combatants are considered overriding elements.
- 56.4. The following is intended to bring together the appropriate rules for conducting both tourney field combat and other SCA combat activities.

The Rules of the Lists are reprinted from section IX.B. of the Corpora of the SCA.

1. Each fighter, recognizing the possibilities of physical injury to themselves in such combat, shall assume unto themselves all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until they have inspected the field of combat and satisfied themselves that it is suitable for combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat and shall assume unto themselves the liabilities thereof.
2. This recognition, however, does not excuse fighters from exercising control of their techniques.
3. No person shall participate in Official Combat-Related Activities (including armoured combat, period fencing, and combat archery) outside of formal training sessions unless they have been properly authorized under Society and Kingdom procedures.
4. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.
5. All combatants shall adhere to the appropriate armour and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.
6. The Sovereign or the Marshallate may bar any weapon or armour from use upon the field of combat. Should a Senior Marshal bar any weapon or armour, an appeal may be made to the Sovereign to allow the weapon or armour.
7. Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
8. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonour or penalty, reject any challenge without specifying a reason. A fight in a tournament lists are not to be considered a challenge and therefore may not be declined without forfeiting the bout.
9. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier combat, used in the context of mutual sport, to be real weaponry.

10. Classes run under the auspices of the Historical Combat A&S program are not impacted by this ruling.
11. No projectile weapons shall be allowed within the Lists of a tournament, nor shall any weapons be thrown. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

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57. Appendix 2 – Approved Cut and Thrust Blades

Manufacturer Make and Model	Approved for Cut and Thrust Combat	Approved for Cut and Thrust Melee
Alchem Inc.: http://www.alcheminc.com/fencing.html		
Broadsword SafeFlex Rod Tang (1.25" forte)	Y	Y
Broadsword SafeFlex Rod Tang Curved (1.25" forte)	Y	Y
Flat Tang: curved	Y	Y
Flat Tang: straight	E*	E*
Safeflex Dagger Model 15/6	Y	Y
Albion: (the Maestro Line) http://www.albion-swords.com/swords/albion/swords-albion-mark-maestro.htm		
The Meyer Traditional Practice Longsword	E*	N
Angus Trim: (Not making any new Rapiers at this time)		
Practice Rapier (ATPR01) & (DDPR01)	Y	Y
Practice Sidesword (DDPR02)	Y	N
Dagger (AT1691)	Y	Y
Darkwood Armory: http://www.darkwoodarmory.com/		
DA1PR Practice Rapier Blade (39" - 45")	Y	Y
DA2BR Bated Rapier Blade (39" - 45")	Y	Y
DA3S Spada Blade	Y	Y
DA4SS Sidesword blade (34" - 38")	Y	N
DA4BA Backsword blade (34" - 36")	Y	N
DA9ITAL Italian Blade	E*	E*
DA0SPAN Spanish Cup Hilt Blade	E*	E*
DA8WF Wideflex Dagger blade (12" - 16")	Y	Y

Del Tin: http://www.deltin.it/home.htm		
2171 Bated Rapier	Y	Y
5172 Practice Rapier	Y	Y
5164 and 5166 Flexible Sidesword	Y	N
2159 Flexible Backsword	Y	N
Hanwei: http://www.casiberia.com/		
SH1098/SH1099/SH2261 -- Practical Rapier	Y	Y
SH2279 -- Practical Side Sword	Y	N
SH2076 -- Practical Mortuary Hilt Sword	Y	N
SH2106 -- Practical Hand-and-a-Half Sword (mk. 3, 4 with fullers)	Y	N
SH2333 . Practical Federschwert (Mk I and Mk II)	Y	Y
SH1033(dagger)/OHLASP06(repl. Blade) . Training Main Gauche dagger	Y	Y
SH2395 – Tinker Longsword. Blunt trainer	E*	N
SH2401 – Tinker Bastard Sword – Blunt trainer	E*	N
SH2046 – Practical Single Hand Sword	E*	N
SH2326 – Practical Norman Sword	E*	N
SH2477 – Tinker Norman Sword, Blunt	E*	N
MK Armory: (Closed as of July 2009)		
MKA30 . MKA45 Rapier	Y	Y
MKA30-Wide - Wide Bated Rapier	Y	Y
MK15 . MK18 Dagger	Y	Y
Scottie Armory: (Out of business since 2002)		
Rapier	Y	Y
Dagger	Y	Y
Triplette/Zen Warrior Armory: http://www.zenwarriorarmory.com/		

TCA Rapier (T03, T03M, T03X)	Y	Y
TCA Wide Flexi (T05)	Y	Y

E*: Not authorised for use, *Experimental status pending*.

58. Appendix 3 – Optional Conventions

- 58.1. The following are some commonly used conventions within Cut & Thrust. Their intent is to add realism and fun while keeping safety in mind. These are essentially TRPs. If you have come up with one and have tested it forward it to your regional marshal to share.
- 58.2. The Greater Blow
1. In Cut and Thrust all blows are considered fight ending. In cases where one blow would clearly be death and the other disabling, the fighter receiving the "greater blow" has the option of conceding the bout..
- 58.3. Numbered Blows
1. To encourage fighters to throw combinations of attacks a numbered blow convention can be used.
 2. To use this convention fighters do not stop fighting when receiving a valid blow; rather they call them out as they receive them as "one!" "two!" "three!"
 3. Numbered blows can be two or three.
 4. Combined with the "Greater Blow" convention fighters may elect to yield before the number of blows is reached if they feel they have received a fight ending blow.
- 58.4. Cloaked Hand
1. To emulate the defensive nature of a gauntleted hand wrapped in a cloak for parrying.
 2. Cloaked hand – up to the wrist shall be proof against cuts – both percussive and draw.
 3. Thrusts to the hand will still count.

59. Appendix 4 – Melee Combat Experiment

- 59.1. Due to the fast pace and number of combatants involved, melee combat is inherently more dangerous than single combat. The following rules and guidelines are in place to ensure safety while enabling combatants to engage in fun realistic melee scenarios.
- 59.2. The Society Rules of Rapier combat clearly states that Cut and Thrust blades are NOT allowed on the war field. Therefore the list of approved blades has been amended for An Tir to reflect which approved blades are allowable for Cut and Thrust Melees. See Appendix 1 for a list of allowable war-field blades.
- 59.3. In melees, combatants are engaged with all opponents immediately upon the call of “Lay On”, which lasts until the scenario is completed or a hold is called.
- 59.4. Combat Archery is a separate weapon authorisation under Cut and Thrust. Fighters can have a Cut and Thrust Combat Authorisation, a Cut and Thrust Combat Archery Authorisation, or both.

60. FCE

- 60.1. In Figure 3, all of the fighters are engaged.
- 60.2. Fighters A and B may use any valid attack because they are within the FCE of Fighter C.
- 60.3. Fighters D and E are not within Fighter C's FCE. Therefore, they may only use Death from Behind or a Shot against Fighter C.
- 60.4. Fighters may only attempt to physically engage an opponent when they are within the 180 degree arc of the opponent's front.
- 60.5. A fighter who approaches an opponent from behind shall not attempt to physically engage until they are within that frontal arc
- 60.6. A fighter must never deliberately touch an opponent from behind, except with RBG shot, Arrow or Death From Behind.
- 60.7. An attacking fighter is not required to have eye contact with an opponent before initiating an attack.

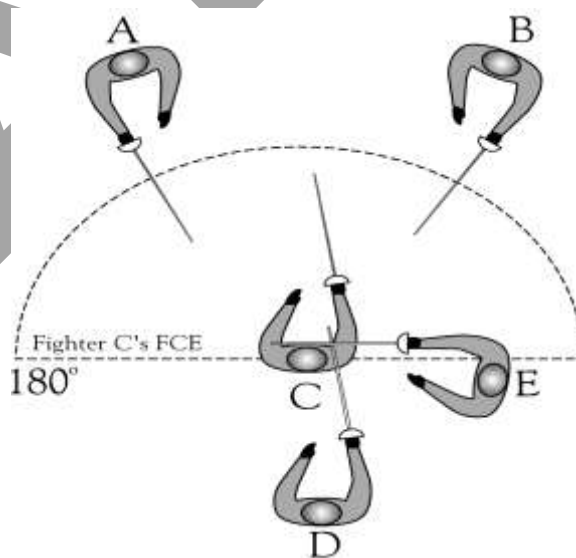


Figure 3

61. Death From Behind

- 61.1. Death From Behind is allowed in Cut and Thrust Melee unless it has been announced beforehand by the Cut and Thrust MiC that it will not be used.
- 61.2. In Figure 1, the attacker (Fighter D or E) approaches the opponent and is NOT in the opponent's FCE.

- 61.3. The attacker (Fighter D) places the blade over the shoulder AND within the opponent's vision. The blade is permitted to touch the shoulder of the attacked person. This is a deliberate exception to FCE 2. b. forbidding physical contact outside of an opponents' 180 degree arc.
- 61.4. OR, if the attacker's (Fighter E) approach does not permit placement of the blade over the shoulder, then the blade shall be placed in front of the opponent's face.
The attacker calls out "Dead from Behind"
- 61.5. The opponent is deemed "killed" from the instant the blade passes their shoulder, and shall not attempt to spin, duck or dodge away.
- 61.6. If death from behind is not allowed in a given melee, deliberately ignoring an attacker by repeatedly manoeuvring to face away (thereby preventing any attack), is misuse of the rules and obstructive behaviour.

62. Glossary, Missile Weapons

- 62.1. *APDs:*
Anti-penetration device approved to prevent arrows/bolts from entering helm grills. These are often mistakenly called ABDs or anti-bounce-back devices.
- 62.2. *Asgard:*
A brand of Society approved moulded APD that is sold by many SCA merchants.
- Baldar Blunt:*
- 62.3. *A brand of Society approved moulded combat blunt that is sold by many SCA merchants.*
- 62.4. *Combat Blunt:*
The padded head of an arrow/bolt. Also the intended striking surface of the arrow/bolt.
- 62.5. *Draw:*
The distance from where the arrow/bolt intersects the bow's limb to the string when pulled into the firing position.
- 62.6. *Inch pounds:*
The number determined by multiplying the length of the power stroke, in inches, by the pounds of strength at the locked position on the string. Example: Fifty pounds of pull on the string at the locked position after having a power stroke of 12 inches equals 600 inch pounds, which is an acceptable strength for a crossbow.
- 62.7. *No-firing zone:*
The zone(s) or areas that have been designated, by the Marshal, as illegal areas for the firing/throwing of any kind of projectiles. Any target that might otherwise be considered a legal target may not be attacked with any kind of missile fire when the would-be target's positioning could jeopardize the No-Firing Zone.
- 62.8. *Omarad Blunt:*
A combat blunt made of a rubber stopper (size 6.5) with resilient padding on its striking surface.
- 62.9. *Power Stroke:*

The distance from a bow's string, at rest, to the string when pulled into the firing position.

62.10. Secondary/backup weapon:

An additional SCA legal weapon carried by a Combatant that is intended to be used only as a backup in the event the primary weapon is dropped, lost, et cetera. Such a weapon is not normally in hand during the Combat, but can be carried attached to the Combatant in some manner so as to be readily available or may be laid nearby.

62.11. Siloflex:

A brand name used commonly for specific types of Society approved polyethylene resin pipe material that can be found in either straight or coiled varieties at different hardware and plumbing stores.

62.12. Strength:

The string tension measured in pounds when the bow or crossbow is pulled to its maximum allowable position. The measurement is taken at the point of the string where the arrow/bolt would normally be placed for firing. For bows, i.e. long bow or recurve, this is the amount of pull at 28" for crossbows this will be the total amount of pull at full draw at the locked position.

62.13. Striking Surface:

The part of any weapon that is designed to strike an opponent. In this case, the striking surface refers to the area of the combat blunt that is padded and assumed to be sharp and lethal.

62.14. UHMW:

Ultra High Molecular Weight plastic that may be used for combat blunts.

62.15. Vanes:

The feather or plastic guides applied near the base of the shaft that adds to the stability of an arrow/bolt's flight.

63. Missile Weapons Conventions

63.1. Conventions of Combat

1. Any Society event in which Combat Archery or any other missile weapon will be used shall be publicized as a Society event that will involve such Combat Activity.
2. Combat Archery or the use of other missile weapons may be used in melees and wars when specifically designated for such and allowed by Society standards.
3. The Marshal-In-Charge shall establish no-firing zones for spectator safety.
4. Prior to the start of the Combat Activities all Participants shall be briefed by the Marshals about the use of missile weapons.
5. Likewise, all spectators shall be warned about the possible dangers and shall be informed about the designated area(s) from which they may view the Combat Activities while reducing their risk of accidentally being exposed to missile fire.

63.2. Guidelines for All Combatants During Use of Missile Weapons

1. Marshals must wear eye protection when Missile Weapons are in use during a scenario. A Fencing mask is the preferred protection, but peripheral marshals may wear safety glasses.
2. All Missile Combatants shall adhere to the standard **RULES OF THE LISTS** see **Appendix 1**. This shall especially apply when dealing with target selection. (i.e. no intentional shooting at helpless opponents, no intentional shooting/striking from behind, et cetera)
3. Missile and siege weapons engage from all directions so fighters should accept any valid shot even if it should strike without direct acknowledgement or from behind.
4. All Missile Combatants shall be armoured according to regular armour standards for Cut and Thrust combat, with the addition of kidney protection.
5. Cut and Thrust Combat Archers shall be required to wear a minimum of a demi-gauntlet on both hands.
6. Missile Combatants shall be prepared to receive blows just as any other Combatant upon the field and may carry, or have at hand, other weapons as secondary/backup weapons, if so authorised.
7. All Missile Combatants are full-contact.
8. Combatants may avoid being struck if, in the face of a charge, they loudly proclaim that they "YIELD." Other Combatants shall refrain from striking any Combatant who has so yielded. Such a Combatant will be considered slain and must leave the field.
9. Any combatant found to be intentionally excessively striking a Missile Combatant will have proper sanctions placed upon them warrantable of the infraction.
10. Missile Combatants shall not directly strike other Combatants with their bows/crossbows or other missile weapons unless they are specifically approved for such.
11. Other combatants shall refrain from intentionally striking the bow or crossbow of the Missile Combatant should they choose not to yield. If the Missile Combatant mistakenly block or parry blows with their equipment, the striking combatant will not be considered in violation of this rule.
12. Bow and Crossbow Combatants shall not fire at opponents within 15 feet.
13. There are no range limitations for RBG's.
14. Missile Combatants shall not fire their weapons in any case where a miss might cause the projectile to strike any Marshal or spectator. All Missile Combatants, no matter how sure their shot might be, shall honour the established no-firing zones.
15. Only fibreglass shafted arrows/bolts are approved for Combat Archery use.
16. Arrows/bolts shall not be gleaned from the Field. Arrows/bolts must be inspected by the appropriate Marshal(s) before being used again and must be inspected after each and every firing.
17. RBG shot may be gleaned from the field if TRP's allow.
18. Specific authorization is required for Combat Archery.
19. It shall be understood by all involved Participants that the criteria considered when judging the validity of blows, delivered by means of Combat Archery, shall be the Society standard.
20. The Society standard as of the writing of these rules is that a valid blow is one that the combatant recognizes as striking in a point-first, non-glancing manner and does not require any amount of minimum force.
21. In Melee, blows delivered by the Shot from RBGs, and blows delivered by blades are equivalent. A fighter must acknowledge being struck by a Shot just as if a blade struck him.
22. Any weapon or shield struck by an RBG shot will be considered destroyed and no longer usable for the duration of that scenario.

64. Missile Weapons Equipment Standards

64.1. Rubber Band Gun

1. **WARNING:** RBG are projectile weapons that are capable of causing serious injury. At all times, handle them as if loaded.
2. RBG may be used in melee scenarios only, at the discretion of the MiC
3. An unloaded RBG may be used as a baton in single combat
4. Rubber band gun ammunition (surgical tubing bands) must not contain any metal parts.
 1. The metal "tab" found in some zip ties are ok
 2. Additional material cannot be used to add weight to the shot (such as sand).
 3. Parrying shot is considered Improper Conduct.
5. An RBG must not be loaded until ready for use in a scenario. Once loaded, the RBG must either be pointed up in the air or down at the ground until the start of the scenario.
6. A fighter must not point or shoot a loaded RBG towards unarmoured persons.

64.2. Bows:

1. Only non-mechanized bows in the traditional recurve or longbow design shall be allowed. Bows that utilize pulleys shall not be allowed.
2. The Marshallate finds acceptable only recurves and longbows which are made of wood, aluminum or fibreglass and which:
3. Shall not exceed thirty (30) pound strength at 28" draw using legal fibreglass shafted arrows/bolts.

64.3. Crossbows:

1. Shall have a single solid fibreglass, steel or aluminum prod. The use of multiple fibreglass rods is not permitted.
2. Shall not exceed six hundred (600) inch pounds or seventy-five (75) pound strength using legal fibreglass shafted arrows/bolts.

64.4. Arrows, Bolts and other miscellaneous Missile Weapons:

1. Only fibreglass shafted arrows/bolts may be used.
2. No aluminum, wood or golf-tube shaft materials shall be allowed.
3. All missile weapons must be marked in some manner to identify the owner and home Kingdom, with a recommendation to include the home group.

64.5. Fiberglas Shafted Arrows/Bolts:

1. Shall be made of good quality fibreglass shafts with a minimum diameter of ¼ inch and a maximum diameter of 3/8 inch.
2. The maximum length of the shaft shall be 28 inches.
3. Shall have the shaft completely taped in a linear fashion with at least one layer of electrical or reinforced fibre tape over its entire length. Additional layers may be applied in a spiral fashion if desired, but the outermost layer should be applied in the linear fashion.
4. Are not required to have Society approved APDs as all combatants are using mesh grills. If APDs are used they must be of the following types:
 1. 100PSI or greater Siloflex
 2. Asgard
5. Shall have Society approved combat blunts of the following type and restrictions:

1. UHMW heads shall:
 - a. Have a minimum diameter of 1 ¼ inches
 - b. Have a minimum of 1 inch of resilient padding on its striking surface
2. Classic style Baldar Blunts head designs may NOT to be used in Cut and Thrust Combat

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