

**Kingdom of Drachenwald
Marshals Handbook
For
Fencing**



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**By Lord Duncan Chaucer, with thanks to the other members of the Drachenwald
Fencing community for proofreading and suggestions**

Introduction

This document replaces part 2 of the Kingdom of Drachenwald Handbook for Period Fencing published in September 2015.

All that a new fencer needs to know prior to their first authorisation can be found in the Drachenwald Fencing Rules.

This handbook is aimed at marshals and experienced fencers who wish to become marshals. If you are a new fencer who is reading the rules for the first time this document may not be of interest to you, although you are of course welcome to keep reading. The more interested marshals and marshals in training (MITs) we have, the better!

This handbook sets out the roles and responsibilities of fencing marshals in Drachenwald and the process of becoming a marshal.

The appendices to this document outline how to test weapons and armour, and how to make a drop tester.

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Kingdom Marshal of Fence.

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Marshals

So what is a marshal supposed to do? Marshals are responsible for seeing that fencing is conducted in a safe and honourable fashion in accordance with the goals and ideals of the SCA and the Kingdom of Drachenwald. There are three main goals for a marshal. In order of importance:

- 1.1. Safety:** Safety is the primary goal and responsibility of the marshallate. All fencing combat activities in the Kingdom of Drachenwald should be as safe as possible. To this end, marshals are required to enforce the Fencing Combat Rules. While there is risk in any type of combat activity, the marshals are there to minimize the risks to the spectators, the marshals, and the participants.
- 1.2. Fun:** There are few things as fun as getting good at a martial art. Unlike many other skills, improvement can be seen and assessed fairly rapidly and with great ease. Competition breeds excellence. Fun should also include a consideration of the audience for a tournament or fencing display. Marshals should remind fencers to “die” visibly, and as dramatically as they like, to make it clear to the audience what is going on.
- 1.3. Period Fencing:** Fencing should bear as close a similarity as practicable to the methods and practice of the art of defense in the Renaissance, and to the standards and customs of dress of that period. Period technique and garb upon the field is something we should encourage and strive towards achieving. **However it is NOT the role of the marshallate to require period technique or garb from fencers.**

As a marshal, your job is to enforce the rules, which are designed to keep participants safe. This includes the use of your own discretion as the situation merits. No set of rules can be all-inclusive and foresee every possible situation. The discretion of the marshal is one of the primary tools to ensure safe, fun fighting for everyone. The rules should be applied in a consistent manner, supplemented by the discretion of the marshals.

Responsibilities of a fencing marshal in the kingdom of Drachenwald.

2.1 General

- Fencing Marshals are not subordinate to Knight Marshals, they are a separate entity.
- The Crown appoints the Kingdom Marshal of Fence (**KMoF**); the **KMoF** appoints Regional Marshals (**RM**) and warranting marshals (**WM**) (ie former Kingdom Marshals of Fence or deputies appointed by the **KMoF** on a case by case basis). **RMs** and Warranting Marshals warrant Local Marshals, and Marshals at Large.
- Marshals must know and enforce the Drachenwald Fencing Rules.
- Marshals, as officers within the Society are required to be paid members of the SCA Inc. or an affiliate organisation.
- Marshals are also required to be of the legal age of majority in order to hold an officer position.
- Fencers below the local legal age of majority may not become marshals, however the marshallate welcomes and encourages minors of authorisable age to become marshals-in-training where their local marshals are satisfied they are capable of successfully carrying out this role.

2.2. Cut & Thrust Marshals (C&TM)

- An additional warrant is required to marshal **Cut & Thrust (C&T)** fencing.
- Only **C&T** marshals may organise and take overall charge of **C&T** activities that go beyond training practice at events.
- Only a Cut and-thrust marshal may authorise new **C&T** fencers.

- **C&T** combat may be marshalled on the field by a marshal who is authorised in **C&T**, they do not need to be a warranted **C&T** marshal (therefore even if there is only a single warranted **C&T** marshal at an event, he or she can still participate in a tournament while another marshal authorised in **C&T** fencing is marshalling the bout).
- Applicants for this warrant should contact the **KMoF** or their **RM**, who will issue these. It is expected that marshals must become familiar with the rules and practice of all allowed types of fencing. It is intended that after the initial implementation period of **C&T**, all marshals will become sufficiently familiar with **C&T** fencing to safely oversee it. Therefore the requirement for separate warrants in **C&T** marshalling is considered to be temporary and is subject to review by the **KMoF** annually from the date of publication of these rules, and at other times as may be determined appropriate by them.

2.3. Becoming A Fencing Marshal

To start training as a marshal, contact your **RM** with your details, to let them know of your interest. You need not be an active fencer, or yet authorised, to indicate your interest in marshalling.

As a marshal you must:

- be a paid membership to SCA Inc or affiliate organisation
- have regular access to email
- have a thorough understanding of the kingdom fencing rules

Marshals in Training (**MITs**) are not yet officers of the Society. Membership is not mandatory during training. **MITs** do not carry any authority over other combatants and participants.

The marshal candidate must receive training by an authorised marshal for at least 6 events or a period of 6 months whichever is longer.

The Marshal in Training checklist published on the kingdom website can be used to track an MIT's progress but is not an obligatory part of the process of authorising a new marshal.

The training will include things such as:

- the study and application of the regulations for combat in Drachenwald
- Boundary marshalling in bouts and melée
- participation as an observer in authorisation bouts
- weapons and armour inspections
- participation in the administrative aspects of tournaments
- introduction to other warranted marshals
- familiarisation with the proper conduct of an authorisation
- familiarisation with the clerical aspects of the post (paperwork)
- display competence in mask and armour testing

A checklist designed to allow MIT's to track their progress is available on the fencing section of the Drachenwald website. Use of this checklist is entirely optional.

2.4. Testing

At the end of your period of training, the **RM**, the **KMoF** or a designated warranting marshal will test you. This test may involve detailed questions on the Fencing Rules or a mock authorisation bout. Questioning is particularly required on any and all forms in which the candidate is not authorised.

2.5. Issuing and Renewing the Marshal's Warrant

When the **RM** or the **KMoF** warrants a fencer as a fencing marshal, the warranting marshal must email the **KMoF** and the Card Marshal (CM) with the following information:

- SCA (or affiliate organisation) membership Number and Expiration Date
- SCA and legal names of the marshal

- Local SCA group of the marshal
- SCA name and office title of the Warranting Marshal

The **KMOF** or a deputy (the card marshal) will add the new Marshals details to the list of marshals in the kingdom.

All Marshal warrants are valid for a period of two years. All marshals must maintain their SCA Inc or affiliated group membership. If their membership lapses then the marshals warrant becomes void. In cases where memberships are renewed within a short period (less than 3 months) a marshals warrant can be immediately restored without a re-warranting being required.

After 3 months warrants may be restored without a re-warranting at the discretion of the **KMoF** or **RM** who will give consideration to mitigating reasons why the marshal did not renew their membership immediately.

A marshal whose membership has expired for 12 months or more will need to be re-warranted by a warranting marshal. This re-warranting should involve the lapsed marshal answering some questions about the rules and confirming that they have read the most recent iteration of the rules and marshals handbook. There is no need to make this an onerous test.

Inspections

3.1. General

Before fighting at any event or official practice, each fencer must have their armour and weapons inspected by a marshal to ensure that they comply with the rules.

Prior to the start of a list, the Marshal shall inspect all equipment (Armour, Weapons and Parry-devices) of all fencers participating in the list. In addition, the fencer's armour must be inspected while all parts are being worn. This is a service for the fencers, to make sure that they may be fencing under the safest conditions possible. **This does not alter the fact that each fencer is fully responsible for the safety of their own equipment and behaviour.**

3.2. Periodic Testing Of Protective Gear:

All gear must be formally tested (including fabric and mask tests, as appropriate) at least once every two years. Individual fencers are responsible for getting their kit tested regularly. Any protective gear may be formally tested if there is concern that the gear may have lost protective ability due to age, wear and tear, or other factors. Refer to Appendix 1 on Testing Standards. New commercially purchased puncture proof equipment (jackets, hoods, trousers) rated by the manufacturer to a minimum of 550 newtons does not need to be tested until two years have passed.

Any new equipment made by or for a fencer must be tested prior to its first use. It is strongly recommended that fencers have their (pre-washed) fabric tested before assembling their new piece of gear. A shiny new fencing doublet with a hole in it is a sad thing to see.

3.3. Armour Inspection Checklist

Check these items when the fencer is wearing them, dressed and ready, to verify fit and coverage. When a check involves physical contact with a fencer, e.g. lifting a mask to check fit, be sure to tell the fencer what you are about to do and receive their verbal consent before you make contact.

i. Fencing Mask/Helm:

The mask must completely cover the front and sides of the head, and be securely fastened. Some form of mask tie down is required, such as a strap. Check this strap isn't hooked on the mask tongue. Check that the mask when pushed doesn't make contact with the combatant's nose. Check that the mask is secure

and cannot be easily moved. Ask the fencer to confirm that the mask's supplier has sold the mask to be used in either Olympic fencing or HEMA. Also check for any significant dents or weaknesses in the mesh. If you have doubts about the quality of the mesh, get it tested with a mask punch as soon as possible.

Do not use a mask punch unless you have been specifically trained in the proper use of it – you can permanently damage a mask if you use the tester improperly.

For period fencing helms, be sure the material is strong enough and that there are no openings through which a broken blade could enter.

ii. Neck Protection

Verify that the fencer is wearing proper neck armour: a rigid gorget for **Heavy Blades** and **C&T**, puncture-resistant for **Light Blades**. Instruct the fencer to tip their head back while you look from a low angle. If you can see skin, or if you can feel skin with your hand while the fencer's head is tipped back then there may be a problem with the armour. Realize that you will always be able to find skin if you reach far enough or look from a low enough angle: be reasonable.

iii. Back of the Head Protection

Protection for the back of the head must be puncture-resistant material. A fencer's back of the head protection must extend down below the ears and cover the back of the neck. Again, no skin shall show, regardless of the position of the fencer. If the marshal can touch hair or skin above the base of the neck, the back of the head protection is insufficient. Make sure hoods have been tested. For **cut-and-thrust fencing** rigid protection is required. Ensure that this is present and secure.

iv. Torso and Arm Protection

The coverage standards for this are detailed in the rules. Make sure the fencers clothes or armour comply with them and that it have been tested, or carries an FIE Newton rating of an appropriate level. Remember Kevlar is not acceptable for fencing combat in Drachenwald. Don't forget to confirm that the inner upper arm is also covered by a puncture resistant layer. T-shirt type armour has a tendency to droop under the arm and may not fully cover the underarm.

v. Gloves

Gloves of abrasion resistant material must be worn on both hands, in the majority of cases this will mean leather gloves, and may not have any uncovered

holes. Loosely knitted gloves are not the equivalent of leather gloves. Gloves must cover the wrist opening of the sleeves adequately (three inches as a guideline), so that a blade cannot go up a sleeve. Remember hand protection for **C&T** is more extensive than for **Light** and **Heavy Blades** (Defined in section 2.2.c.v of the Drachenwald Rules).

vi. Groin and Chest Protection

Ask the fencer if they are wearing appropriate groin protection. A verbal answer is required. You may not physically check that the fencer is wearing a cup/box. Ever. If the fencer says that they are appropriately armoured, then this is sufficient.

If a fencer informs you that they are wearing a cup/box please note that most commercially available cups have small ventilation holes which may permit entry for a broken blade or flexidagger. Ask the fencer if these are present and if so confirm that they have been covered by puncture resistant material. A coin taped over the hole is traditional but only a puncture resistant layer is required.

Rigid chest armour is encouraged, but not required and it ultimately is left to a fencers own discretion.

vii. Leg Protection.

Make sure it complies with the rules, and that there is an adequate overlap of fabric to avoid exposed skin at the ankle.

3.4. Weapon Inspections Checklist

i. Blades -

When inspecting foils and epees, the blades should be straight or have a single gradual bend. Check whether the blades retain a bend, whether they have S-bends or kinks. A good way of checking the bend of the blade is to place the point on a boot and apply light pressure in the direction of the blade's natural bend. Also check blades for **rust**, **burrs** (sharp splinters), **cracks** or **discoloration**, which are signs of flaws or fatigue in the metal.

- **Burrs** should be filed or sanded smooth before the blade can be used.

- A thin layer of **rust** is fine but advise the fencer to remove the rust as soon as possible as it will quickly degrade the blade.
- Blades with **cracks** in them should be retired as they are liable to break in a bout with no warning.
- **Discoloration** is not necessarily a problem but could indicate a problem with the temper of the blade. If this occurs ask the fencer to keep an eye out for kinks or cracks that may develop over time.

For **Light Blade** hilts should be checked to ensure that they will not catch and break blades. **Light Blades** or flexidaggers with "S" curves shall not be used unless they can be properly re-curved.

Heavy Blades receive the same type of inspection, and also look for soft spots where the blade may take a bend and stay bent. Remember that an S-bend is not a failure in a **Heavy Blade** but the S-bend should be gently worked out of the blade.

Check tips to ensure that they are not worn through or split. Make sure the fencer has not put contrast-colour tape over the tip. There should be enough contrasting tape on the blade to ensure that it can be seen from a distance.

ii. **Daggers -**

Examine daggers the same way as you do fencing blades..

iii. **Parry Objects -**

A variety of possible parry objects are allowed, ranging from cloaks, to bucklers, to mugs, to other impedimenta. The marshal on the field must ensure that:

- buckler's edges are covered sufficiently to prevent splintering or jagged edges.
- There should be no sharp protrusions or 'spikes' sticking out of the buckler or rigid parry object.

- There should be no protrusions likely to inadvertently catch and break blades.

For cloaks,

- rigid hem weights, such as bars, rods, or chains are not permitted.
- Non-rigid hem weights are permitted (rope for example).

The marshal should be sure to examine cloaks to ensure that they do not present an undue risk of catching and breaking blades.

When inspecting an unconventional parry object, the marshal should assume the worst, namely that the parry object will somehow come into contact with an opponent in the worst possible way at the least opportune moment. If the marshal does not feel comfortable with this possibility, the parry object should not be allowed in the lists. There should be no protrusions likely to inadvertently catch and break blades.

iv. Spears, Pikes, Polearms –

Check blades as you would for standard **Heavy Blades**.

Check tips to ensure that they are not worn through or split. Make sure the fencer has not put contrast-colour tape over the tip. There should be enough contrasting tape on the blade to ensure that it can be seen from a distance.

Check that the blade is securely attached to the haft by mechanical means (i.e. screws or pins).

Inspect the haft for cracks or other defects that can cause splinters or the haft to break.

Marshalling Tips and Good Practice

4.1 General

As a marshal, you are there to see to the safety of the fencers, the spectators, and yourself. A marshal is only secondarily a referee, and then only if requested by the fencers or in the event of a serious safety problem or rules violation. While active marshaling usually is discouraged, a marshal observing a serious infraction should not hesitate to step in and deal with the problem.

The reliance on fencers to acknowledge when they have been struck is a core part of what keeps our game functioning and friendly.

Active Marshaling means informing a fencer when they have been hit, or have called a hit you do not believe to be valid, rather than allowing the fencer to acknowledge the hits they have received themselves. Marshals should only intervene in this way if a fencer is repeatedly ignoring blows or calling invalid hits.

Before starting fencing;

- Gather fencers to discuss the day's tournament or scenarios, and ensure all fencers understand them. This review is particularly important for new scenarios, moving from single bouts to melee, and for new fencers.
- Encourage the fencers to calibrate. The standard calibration practice is for fencers to hit each other with the lightest blow they expect each other to feel. Ensure that the fencers understand this policy, and that they thoroughly discuss any problems prior to the bout. Thorough calibration is particularly important when there are fencers from different regions or one of the fencers is not from the Kingdom of Drachenwald.
- Examine the field. Look for terrain problems such as large rocks, holes, wet areas, soft spots, etc. Fields and floors that are slippery or otherwise lack traction can contribute to injuries. If there are unavoidable problem areas, marshals should try to keep fencers clear of them or otherwise block them off. If the problems are present, but are relatively minor, simply warn the fencers of their presence.

- Remember that period sites have their own special concerns to look out for, be extra vigilant for areas that may be struck with weapons, and be damaged. Historic sites are particularly vulnerable and marshals must take particular care when running scenarios in them.
- When the fencers come onto the field, the marshal must confirm that they are fully armoured and equipped. If they have not been inspected, then inspect them. Even if they have been inspected, quickly look over both the equipment and blades to ensure that no problems have developed since inspection. This is particularly important at events that go on for multiple days.

Once the fencing begins, watch the action in case you are asked to give an opinion on a possible hit. You should be paying attention to the bout in front of you. As explained previously you should not express an opinion on a touch unless asked by the fencers. If asked for an opinion, say what you saw and try to help the fencers reach an amicable (or at least acceptable) outcome.

It is always an option to arrange a re-fight.

4.2. Marshalling Individual Bouts and Tournaments

Ideally there should be at least one warranted marshal to supervise every bout. If possible, there should be one or two extra marshals to observe the boundaries of the list and prevent fencers from running into the ropes. However, too many marshals on the field can be obstructions themselves. The marshal of a bout has the final word on a fencer's conduct on the field.

- i. Prior to beginning or resuming combat, the marshal shall request and receive verbal confirmation that all are ready before fighting commences.
- ii. At the conclusion of each combat bout, the marshal will ask if all the combatants are satisfied with the outcome before summoning the herald onto the field. If a fencer disputes the outcome, they must settle the grievance before leaving the field. Departing the field will be considered acceptance of the results.

- iii. During the bout Marshals shall pay special attention to the following situations:
- **BREAKAGES:** Missing tips or broken blades.
 - **EXCESSIVE IMPACT:** Fencing Combat in the Society poses risks to the participant. This recognition, however, does not excuse fencers from exercising control in their techniques. If a fencer throws blows which forces their opponent to retire from the field, from a real injury (even one which only causes brief incapacitation) the fencer is hitting too hard, the marshal responsible for the field shall take such steps as are appropriate to prevent the problem from recurring.
 - **CLOAKS:** When cloaks are used, call "HOLD" if the cloak becomes tangled about either fencer. If one of the weapons is entangled such that the weapon cannot be withdrawn a hold should be called within 5 seconds in keeping with the rules around blade grasping.. "HOLD" need not be called if the cloak is merely near the face, deflecting a weapon, loosely draped over, or weighting down the blade.
 - **BLADE GRASPING:** When a blade has been grasped by an opponent, call "HOLD" if wrestling for control of the blade occurs after 5 seconds.
 - **CLEAR COMMUNICATION:** our rules rely on fencers acknowledging blows clearly, preferably verbally. Fencers who practice together regularly can sometimes use familiar gestures to acknowledge. Remind fencers that their opponents rely on clear information to fence effectively and calibrate accurately and that "acting the hits" adds to the enjoyment of spectators.

4.3. Marshalling a Melee

Marshalling melees is a difficult process. All of the guidelines set out for the marshalling of individual bouts should be applied when marshalling a melee in addition to the guidelines in this section.

In a melee more than two fencers are participating simultaneously. It is important to define the area where fencing is allowed, and to make sure no unauthorised people enter this area.

With a larger number of fencers on the field, a larger number of marshals are needed to watch for safety problems. The number of marshals necessary depends on the number of fencers, the space in which the melee is taking place, and the relative experience of both the melee fencers and the marshals. **A good guideline is one marshal for every five combatants.**

Decide in advance if death-from-behind will be allowed in the melee, and make sure everyone knows how it is performed.

One of the most frequent problems in melees are problems regarding engagement. Make sure you understand the rules of engagement, and that all the combatants understand them too. Resolve any engagement problems that occur. If missile weapons are used, all marshals should wear a **m**ask and the boundary of the fencing area must be at least 15 feet from any spectators.

Authorisations

5.1. General

- i. No one may use any weapons form in a tournament or melee unless they have been properly authorised in that weapon form, and their authorisation confirmed by the marshal running the tournament before the Tournament begins.
- ii. Authorisations and the checking of authorisation cards are one of the key duties performed by marshals. It is an opportunity to see and correct technique before it becomes a problem for the fencer or their opponent.
- iii. A person who is not authorised in a particular weapons form may use that form at official practices at the discretion of the Local Marshal, or their designated deputy.

5.2. Authorisations

Competence in other SCA combat styles does not automatically mean competence in fencing. Separate warrants and authorisations in fencing are required.

- i. Marshals can run authorisations outside of official events, as long as they conduct the authorisation the same way they would at an event.
- ii. Authorisations within Drachenwald are valid for two years only. Marshals may vouch for active fencers (fencers that have fenced at at least one event or practice in the previous 12 months) to the Card Marshal (CM) and (KFM), so that they may renew their authorisation card. The **KMoF** may extend this time limit in exceptional circumstances on a case by case basis. Authorisation cards shall not be issued to persons residing outside of Drachenwald.
- iii. For a **C&T** authorisation, one of the authorising marshals must be a warranted **C&T** marshal.
- iv. The minimum age for authorisation in fencing in the Kingdom of Drachenwald is fourteen (14[15 In Nordmark]). Fencers below this age cannot be authorised, nor are they permitted to participate in official fencing activities.

- v. Minor authorisations – minors may authorise in all forms of fencing in Drachenwald from the age of 14(15 in Nordmark) years. The same standards should be applied in all authorizations regardless of the age of the fencer, with a particular focus on control and calibration when authorising minors.

5.3. General Information for Authorisations

In order to authorise and participate in any fencing tournaments, all fencers must have a waiver on record, the roster waiver signed at the beginning of each practice or event is sufficient.

Each fencer must authorise with single sword, either **Heavy Blade** or **C&T** or **Light Blade**, before using any other weapons form, as all other forms build upon the skills and techniques of single blade. A **C&T** longsword is considered a single sword for this purpose. A spear is most definitely NOT a sword and fencers must have at least one **Heavy Blade** or **C&T** sword authorisation before attempting to authorise with spear.

- Authorisations must be conducted by two warranted marshals. One marshal will fence the candidate for authorisation in the form being attempted while the other marshal will observe.
- The fighting marshal must be authorised in the style being tested. It is preferable that at least one marshal be from outside the local group of the candidate.
- If the candidate has been taught primarily by one person, it is recommended that, where possible, this person should not be one of the marshals running the authorisation.
- The teacher is encouraged, however, to watch the authorisation.
- Marshals in training can observe and comment on authorisations as part of their training. An MIT may never act as the Fighting Marshal in an Authorisation. It is, however, acceptable to have an MIT begin the questioning phase of the authorisation as long as two Marshals observe the

questions and ask any questions the MIT may have missed. This is a good way for and MIT to build their experience with authorisations.

5.4. Criteria for Authorisation

An authorisation must assess each candidate on their own merits, based on their performance at the authorisation.

Do not authorise a fencer unless you are confident that they can and will fence safely and within the rules. Due to the nature of fencing, assessment of safety must include an assessment of the basic competence of the candidate with the weapons form being attempted.

In order to authorise in any weapon form, the candidate must demonstrate:

- Knowledge and understanding of the Fencing Rules, especially those rules that apply to the particular weapon form being attempted.
- The ability to safely execute and properly acknowledge blows.
- The safe and effective execution of some offensive and defensive techniques appropriate to that weapon form, in the setting of an actual bout.
- The degree of competence and skill commensurate with the weapon form being attempted. Mere safety, without basic competence (as described below) in the weapons form is insufficient for authorisation.
- Respond correctly to a “Hold”.
- The candidate must also be a resident within Drachenwald (see below regarding visitors and residents of other kingdoms).

5.5. Criteria by Form

i. Cut & Thrust Single Sword (C&T)

The candidate must demonstrate the following skills safely and competently:

- basic footwork (advances, retreats, lunges), while maintaining balance and an awareness of distance
- basic parries (at least two)
- an offensive ability more complex than a simple direct attack (such as feints or beats)
- reasonable point control

- reasonable calibration and blow-calling
- an understanding of the uses of the off-hand.
- Ability to control the blade through a range of percussive cuts.
- Proper calibration must be demonstrated with thrusts and all forms of cuts.
- Demonstrate knowledge of armour and weapon requirements for **C&T**.
- Demonstrate the ability to safely use percussive cuts while using any offhand weapons the fencer is authorised with.

ii. Single Heavy Blade (HB)

The candidate must demonstrate the following skills safely and competently:

- basic footwork (advances, retreats, lunges), while maintaining balance and an awareness of distance
- basic parries (at least two)
- an offensive ability more complex than a simple direct attack (such as feints or beats)
- draw/tip/push cuts
- reasonable point control
- reasonable calibration and blow-calling
- an understanding of the uses of the off-hand.
- an appropriate sense of calibration, especially when delivering blows to their opponent – this is the most important element of an authorisation
- full control of the weapon and awareness of distance.
- Demonstrate knowledge of armour and weapon requirements for **Heavy Blade** fencing.

iii. Single Light Blade (LB)

The candidate must demonstrate the following skills safely and competently:

- basic footwork (advances, retreats, lunges), while maintaining balance and an awareness of distance
- basic parries (at least two)
- an offensive ability more complex than a simple direct attack (such as feints or beats)
- reasonable point control
- reasonable calibration and blow-calling
- an understanding of the uses of the off-hand.
- Demonstrate knowledge of armour and weapon requirements for **Light Blade** Fencing.

iv. Cut & Thrust Longsword (C&TL)

The candidate must demonstrate the following skills safely and competently:

- basic footwork (advances, retreats, lunges), while maintaining balance and an awareness of distance
- basic parries (at least two)
- an offensive ability more complex than a simple direct attack (such as feints or beats)
- reasonable point control
- reasonable calibration and blow-calling
- Ability to control the blade through a range of percussive cuts.
- Proper calibration must be demonstrated with thrusts and all forms of cuts.
- Demonstrate knowledge of armour and weapon requirements for **C&T**.
- Ability to control the blade through a range of percussive cuts
- Proper calibration must be demonstrated with all forms of cuts and thrusts, including half- swording.
- Demonstrate knowledge of armour and weapon requirements for **C&T**.

v. Two Heavy/Light Blades (HB2+LB2)

The candidate must demonstrate the following skills safely and competently:

- attacks with both blades
- parries (or blocks) of attacks with both blades
- preventing the two blades from becoming frequently entangled
- taking blades or making openings with one blade while attacking with the other
- use of both blades in concert.

vi. Blade and Rigid/Non Rigid Parrying Device (B&RP+B&NRP)

The candidate must demonstrate the following skills safely and competently:

- parries (or blocks) of attacks with the non-rigid parry object
- preventing the sword and the parry object from becoming frequently entangled
- avoiding striking or attacking with the parry object
- taking blades or making openings with the parry object; and
- use of the parry object in concert with the sword.

vii. Blade and Dagger (B&D)

The candidate must demonstrate the following skills safely and competently:

- attacks with the dagger
- parries (or blocks) of attacks with the dagger
- preventing the sword and the dagger from becoming frequently entangled
- taking blades or making openings with the dagger
- use of the dagger in concert with the sword.
- use of the dagger by itself – i.e. single dagger with no sword

viii. Rubber Band Gun (RBG)

The candidate must demonstrate

- Knowledge of the consequences of being struck by a rubber band gun (RBG) 'shot' on themselves or their equipment.
- Knowledge of the safe use of an RBG, both on and off the field of combat.

ix. Heavy Blade Spear (HBS)

The candidate must demonstrate the following skills safely and competently:

- a sense of calibration on thrusts, appropriate to the weapon this is the most important element of a spear, pike, polearm authorization
- not hitting an opponent with the haft
- full control of the weapon and awareness of distance

x. Cut & Thrust Spear (CTS)

The candidate must demonstrate the following safely and competently:

- a refined sense of calibration, especially when delivering percussive blows to their opponent this is the most important element of a spear, pike, polearm authorization
- Not hitting an opponent with the haft
- full control of the weapon and awareness of distance

5.6. Recommended Procedures for Authorisation

While there is no single correct way to conduct an authorisation, there are several elements that should be included in any authorisation. Here is a recommended standard procedure for authorisations. Each case will be different and you should feel free to spend more or less time on a given area as needed.

- i. Inspect the candidates Weapons and Armour. You'd be surprised how many times someone doesn't get past this step.
- ii. Ask the candidate several questions about the Fencing Rules. It is useful to vary the questions asked, in order to ensure that the candidate has a good knowledge

of the rules, and is not simply relying on you asking your 'normal' rote questions. For a first authorisation, question the candidate thoroughly about the rules in general. For later authorisations, the candidate should be questioned about rules applicable to the particular weapon form being attempted. Don't forget about melée rules – many people overlook this area, particularly the rules for 'Death from Behind'. The candidate should also be able to demonstrate, both during the questioning and during the sparring the ability to 'die defensively' - For a single blade authorisation, you'll spend more time in this step than you will with the advanced forms.

- iii. The candidate then spars with one marshal. This should assess both their defensive mode and offensive mode. The candidate should verbally acknowledge valid hits. The candidate should perform various attacks in a controlled manner and demonstrate the ability to deliver valid touches with sufficient, but not excessive force. You as a marshal may need to leave openings for the candidate to exploit, and should encourage the candidate to act on those openings. Similarly the candidate should demonstrate at least two different parries. It may be necessary for you, as fighting marshal to throw particular shots to encourage candidates to use a parry other than their favourite.
- iv. Call a 'HOLD'. Ensure the candidate reacts correctly
- v. The candidate and the marshal should then engage in several bouts in the usual fashion, each attacking and defending, each properly acknowledging and acting out blows.
- vi. The candidate should be tested on Kingdom of Drachenwald standard blow calling.
- vii. Test the candidate in special situations if they have not occurred up to this point; e.g. fighting from their knees, fighting with the off hand, fighting at close quarters and under pressure, etc.

5.7. Outcome of the Authorisation

- i. Feel free to give advice and training to the candidate during the authorisation. Once the authorisation is completed, the two marshals performing the authorisation should then hold a short discussion, aside from the candidate, discussing the strengths and weakness demonstrated in the course of the authorisation. They may accept suggestions and observations from other marshals or observers, but they must make the final decision as to whether or not the candidate is to be authorised. Options available to the marshals include:

- Declining to grant authorisation: Marshals must decline authorisation to those candidates who cannot (yet) demonstrate safe and competent fencing.
- Authorisation: If the candidate is successful, the marshals and candidate must complete the authorisation form, as below.

Regardless of the result, both outcomes must be reported to the **RM**.

Once you've decided, inform the candidate of the outcome. First tell them the outcome, and then feel free to discuss the reasons for your decision. Next discuss any strengths and weaknesses demonstrated by the candidate, as well as provide any suggestions for improvement. If you are declining the authorisation, it is best to do so out of earshot of other people out of consideration to the candidate.

If the candidate is successful then an authorisation form (which can be found on the Drachenwald webpage) must be completed by the successful candidate within one month of the authorisation taking place. The card marshal will then send a digital (pdf) authorisation card to the candidate. The card issued is valid for two years.

5.8. Re-Authorisation

When an authorisation card expires the fencer needs to re-authorise. If the fencer has been active it is enough that a marshal that has enough knowledge of the fencer (from for example marshalling the fencer in tourneys, sparring with the fencer etc) in all the authorisations that are relevant, to send an email to the card marshal an **KMoF** confirming that the fencers authorisation should be renewed.

5.9. Visitors to the Kingdom of Drachenwald

Visitors to the Kingdom of Drachenwald who are authorised fencers in their home Kingdom may participate in fencing in Drachenwald without re-authorising, on the following conditions:

- i. They are familiar with the Drachenwald Fencing Rules and can demonstrate to the satisfaction of the Marshal-in-Charge their ability to fence in a safe and honourable manner according to the kingdom rules.

- ii. The Marshal-in-Charge has closely inspected their weapons and armour to ensure that it conforms as nearly as practicable with the standards set out in the Drachenwald Fencing Rules. Where the visitor's armour conforms with the standards of their home Kingdom, the Marshal-in-Charge shall extend the visitor the courtesy of passing their armour. For events which are 'interkingdom', as per Corporate fencing rules (1c) the Corporate standards for armour should be permitted. In either the case of visitors, or interkingdom events, weapons must comply with Drachenwald standards. Any person who expects to reside in the Kingdom of Drachenwald for more than twelve months must authorise and ensure that their armour conforms to Drachenwald standards as soon as practicable.

5.10. Authorisation Database and Data Protection

All Authorised fencers, and marshals, will be listed on a database maintained by the **KMoF**, this roster will include the following personal information:

- legal and persona names,
- contact email address
- Membership Number and Expiration Date (Marshals only)

No other personal information will be retained. Details of all fencers whose authorisations have lapsed will be deleted after 12 months of inactivity. As stated above an active marshal can have their warrant renewed at the end of their warranted period by emailing their **RM** and copying the **KMoF** and Card Marshal.

In keeping with the provisions of GDPR any person can have their details removed from the database by emailing either the **KMoF** or the card marshal to request the deletion of their personal data from the authorisation database, however doing so will mean that they can no longer be considered to be an authorised fencer or marshal.

Marshallate Offices

The Marshallate of the Kingdom of Drachenwald is structured as follows:

6.1. Kingdom Earl Marshal

Whilst traditionally an armoured combatant, the Earl Marshal is the overseeing officer for all forms of combat within the Kingdom of Drachenwald. As such, their remit includes fencing. As such, “the buck stops here”. Remember, the Earl Marshal is there to assist fencing- they are on your side, and will frequently have useful insights from a skilled outsider’s point of view.

6.2. Kingdom Marshal of Fence

The Kingdom Marshal of Fence (**KMoF**) is ultimately responsible to the Kingdom Earl Marshal for all forms of fencing combat in the Kingdom of Drachenwald and for ensuring the proper growth, training and supervision of the marshallate. You can find contact information for the **KMoF** in the Dragons Tale, or at <http://www.drachenwald.sca.org> . The **KMoF** reports to the Society Rapier Marshal and the Kingdom Earl Marshal the 1st of March, June, September and December.

6.3. Deputy Kingdom Marshal of Fence (Emergency)

The **KMoF** should always have a deputy who can take over in the event that the **KMoF** resigns or becomes unable to perform their duties. The Deputy **KMoF** (**DMoF**) may have other duties than the **KMoF**.

6.4. Regional Marshal

The Regional Marshal (**RM**) for each of the regions of the Kingdom of Drachenwald is the senior marshal for that region. They are appointed by, and are directly responsible to, the **KMoF**. The RM is responsible for ensuring the safe practice of fencing and for the training, warranting, and supervision of all Local Marshals and Marshals-at-Large within the Region. Ideally, the **RM** will not be the Local Marshal for the group in which they reside.

RMs submit a written report to the **KMoF** quarterly on the 25th of April, July, October and January.

If you want to become a marshal you should contact your **RM**.

6.5. Other Deputies to the Kingdom Marshal of Fence

- i. Kingdom Youth Fencing Marshal:** Responsible for the drafting and implementation of rules for youth (Under 14 years of age) fencing.
- ii. Warranting Marshals:** Marshals who can warrant other Marshals.

6.6. Local Marshal/Reporting Officer

The Local Marshal is responsible for ensuring the safe practice of fencing within the Barony, Shire, or other local group in which they reside. The Local Marshal is directly responsible to the **RM**. The Local Marshal helps train fencers, assists in the authorisation of fencers (if they are a warranted marshal), and brings any candidates for the marshallate to the attention of the **RM**. A (warranted) Local Marshal has no more authority than a Marshal-at-Large, and is equal to a Marshal-at-Large in the chain of command. The local marshal need not be a warranted fencing marshal, although it is recommended.

Local Marshals submit a written report to the **RM** for their Region on a quarterly basis, by using the online form on the kingdom website or under extreme circumstances by post or e-mail. Local Marshals or Seneschals reporting on behalf of their group report on the 1st of February, May, August and November.

If there is no warranted Fencing Marshal available for a group, it is entirely acceptable for anyone else to undertake the report submission portion of the duties of the Local Marshal under the title of reporting officer, however for a practice to be listed as 'official', a warranted marshal must be present. If there is no local marshal or reporting officer and combat is occurring then the duty of reporting defaults to the seneschal.

6.7. Marshal at Large

The majority of marshals are Marshals-at-Large. They are not responsible for a particular geographic area, although they may operate primarily in one place. A Marshal-at-Large is directly responsible to the **RM** of the Region in which he or she resides. A Marshal-at-Large shall perform general marshallate duties, including the authorisation of fencers, and the marshalling of bouts and melées. The only real difference between a Local Marshal and a Marshal-at-Large is that the Local Marshal should serve as a focal point for fencing in a given area, arranging practices and serving as a point of contact. That, and Local Marshals have to report in regularly. Of course, if the Marshal-at-Large frequently

practices with a group of fencers who lack a shire affiliation, then they should report in exactly the same manner as a Local Marshal.

6.8. Marshal in Charge

A Marshal-in-Charge (MIC) is someone who is in charge of the fencing for the day at a particular event. This may be the Local Marshal, but it may just as easily be someone else. The MIC's primary duty is to ensure that the fencing activities at a particular event or practice are conducted in a safe manner and that the Fencing Rules are enforced.

Only warranted Marshals can act as Marshal in Charge.

After any event with fencing, the Marshal-in-Charge needs to submit a report (verbal or written) to the **RM**, preferably with a copy to the autocrat of the event.

Injuries

We do all we can to prevent injuries, but unfortunately they will still occur. Should a fencing-related injury of any kind occur at an event or official practice, the Marshal-in-Charge, in conjunction with the Local Marshal, if any, will submit a detailed report of the injury to the Kingdom Marshal of Fence. This report should include:

- the SCA and legal name(s) of the injured and all persons directly involved in the injury
- the date and place of the injury
- the nature of the injury
- detailed circumstances of the injury
- a description of the action(s) taken by the marshals, or by any other officer or representative of the SCA
- any other details of the injury which might be relevant

Once again we are fortunate enough to have this available as an automated function on the kingdom website (<http://www.drachenwald.sca.org>).

It is important that injury reports are made quickly and completely. Do not try to gloss over or cover up injuries – it will lead to problems in the long run.

The following extract from the Society Marshals Handbook details combat injury procedures:

- A) It should always be remembered that when an injury occurs on the field the primary concern is getting to and assisting the injured party. Secondary to this objective, but no less important, is the safety of persons entering the field to help and the wellbeing of anyone already on the field. (For example, fencers standing around in armor in the sun could be subject to heat problems.)
- B) In the event of an emergency, such as an injury, the marshals shall cooperate with any authorised persons responding to the emergency, and keep the area clear of would-be spectators.
- C) In the event of any suspected injury on the field, the marshal shall halt all fighting in the area and determine the proper course of action. The

HOLD may be a “local HOLD” as long as the safety of the injured person may be maintained. The overall situation should be assessed, and, as the injured party is tended to, every effort shall be made to release as much of the field as possible so that combat may proceed.

- D) If the injured person is conscious, he or she may be asked if they would like assistance. No conscious person will be forced to accept treatment without their consent. No non-combatant shall enter the combat area until summoned by a marshal.
- E) A marshal shall call for assistance if he or she suspects that a participant is experiencing more than momentary distress. It is an extremely serious matter to delay the application of first aid when it is needed, and marshals who ignore injuries may be subject to revocation of their authorisation to supervise combat - related activities.
- F) No one may remove a fencer from the field without the consent of the event Marshal-in-Charge or an appointed deputy.
- G) Any problems associated with an injury on the field shall be immediately reported to the Kingdom Earl Marshal.”

Handling Disputes

When a dispute arises during a bout or other combat, you must play the role of mediator. Tact and firmness are essential to this role. Your ultimate goal as mediator is to ensure that disputes are not taken off of the field to fester.

Listen to both sides of the dispute, adding your own observations if applicable, and attempt to help the fencers come to an agreement. Opinions from eyewitnesses may be useful if you did not see the problem or if the fencers cannot agree. If fencers lose their tempers or are unwilling to resolve their differences, ask them to step out of the tournament or melee until they regain their composure. Be particularly careful not to lose your temper, even when the fencers are losing theirs (often at you). If you feel that you are unable to impartially mediate the fencers' dispute, ask another marshal to help.

Marshallate Sanctions

When a fencer breaks the rules, sanctions may be imposed. If you see a violation of the rules, you should report it to the Marshal-in-Charge. Depending on the severity, it will be reported onward up the chain of command. The **KMoF** or the **RM** will investigate the situation and will decide on what sanctions are appropriate.

Suspension: The **RMs**, the **KMoF**, and any Deputies may immediately hand out a thirty-day suspension. This is only done in fairly severe cases, and will always be followed by an investigation and possibly further sanctions.

7.1. Sanctions Against Fencers

- i. Caution:** Before you formally reprimand a fencer for unsafe behaviour or a violation of the rules you should caution them verbally about their behaviour. In cases of minor violations of the rules (occasional over calibration, not acknowledging blows, rising up on their knees when fighting having lost a leg etc) a gentle correction may be all that the fencer needs. Cautions do not need to be reported to a higher level marshal. If the fencer continues to behave in an unsafe manner after you have cautioned them then you should proceed to formally reprimand the fencer.

- ii. Reprimand:** After an incident that a marshal considers dishonourable, unsafe, or a violation of the rules, the marshal can issue a reprimand to a fencer. Ideally the marshal:
 - speaks to the fencer in private (out of earshot of others)
 - makes clear to the fencer what actions were unacceptable
 - makes clear that continued misbehaviour can result in additional sanctions

A marshal who reprimands a fencer must report this event to the marshal in charge, verbally or in writing.

- iii. Removal from the Bout:** If, in the opinion of the marshal on the field, a fencer is unable to continue fencing safely, the marshal may remove the fencer from the bout. The marshal must explain why they are removing the fencer from the bout, referring to the rules or conventions the fencer has broken. Once removed from the bout, the fencer may, at the option of the marshals

involved, continue to fence for the rest of the day. A marshal who removes a fencer from a bout has the option to make a written report to their immediate superior. In general, the marshal should inform the marshal-in-charge of the event or practice, of the fact that the fencer was removed from a bout, and briefly explain the reasons for the removal.

- iv. **Removal from the Field:** The marshal-in-charge of an event or practice may, upon their own discretion or with the advice of other marshals, remove a fencer from the field for the day or event. This sanction should only be imposed for serious violations of the Fencing Rules, the Policies of the Earl Marshal, or the standards of safe and honourable combat. The marshal must inform why the action is being taken, with reference to the specific rules or conventions which have been violated. The marshal in charge must then make a written report documenting this action to his or her immediate superior, including the name of the sanctioned fencer, all the details of the incident, and any other relevant information.
- v. **Suspension:** The **RM**s, the **KMoF**, or the Marshal in Charge at an event if the **KMoF** or a **RM** is not present, may immediately hand out a thirty-day suspension. This is only done in fairly severe cases, and will always be followed by an investigation and possibly further sanctions.
- vi. **Probation:** If a fencer engages in repeated and extreme violations, such that their ability to fence safely and honourably in accordance with the Drachenwald Fencing Rules is called into question, the **RM** of the Region in which the fencer resides may impose a probationary period on that fencer. The duration of the probation will be set by the **RM**, but the common practice is a duration of six months to a year. During that time, the fencer may continue to fence and will be under the close scrutiny their local marshals and wherever possible, the **RM**, to ensure that there is no repetition of the offending behaviour.

The **RM** must notify the fencer in writing about the imposition of probation, its duration, and the reasons for the probation. The **RM** must submit a report in writing to the **KMoF**, including the name of the fencer and information on all documented incidents involving the fencer. The **RM** should send copies of the report to all other **RM**s. If, at the end of the probation, the fencer has shown improvement, the probation should be lifted. A written report from the **RM** reflecting the fencer's return to good standing should be sent to the fencer, the

KMoF, and all **RMs**. If, however, the fencer has not improved, more serious sanctions may be imposed.

- vii. **Removal of Authorisation(s):** Only the **KMoF** may remove a fencer's authorisation in one or more weapons form, upon their own discretion or a written request from a **RM**, Local Marshal, or marshal-at-large. The kingdom marshal must provide a written statement to the fencer explaining the decision, the reasons for it, and which authorisations have been removed. The kingdom marshal must notify **RMs** and the Earl Marshal of this sanction and its reasons.

7.2. Sanctions Against Marshals:

Only the **KMoF**, acting upon their discretion or with the advice of other marshals, may remove a marshal's warrant and/or marshalling authorisation. Cause for removal of a warrant include, without limitation, actions detrimental to the goals, ideals, and responsibilities of the SCA, Inc., the Kingdom of Drachenwald, and/or the marshallate. Note: A marshal who's warrant has lapsed due to inactivity has not been sanctioned and can have their warrant restored as described in section 5.2 above.

7.3. Sanctions Against Groups:

Only the **KMoF** acting with support of the Kingdom Earl Marshal may suspend a group's combat activities. Cause for such action may include issues of reporting or serious and repeated safety breaches within the rules of the society.

7.4. Appeals of Sanctions

A fencer can appeal a sanction to the level above in the marshal chain of command. The chain of command is as follows (ascending order):

- Marshal on the field
- Marshal-in-Charge of the event or practice
- Regional/Principality Marshal
- **KMoF**
- Earl Marshal
- Crown of Drachenwald

- Society Rapier Marshal

A fencer sanctioned by a marshal on the field may appeal to the marshal-in-charge of the event or practice, and so on up the chain.

Unforeseen Situations

Should a situation arise not explicitly covered by Corporate or Kingdom Fencing rules, the marshals should NOT assume that the situation is forbidden or inappropriate.

However, no matter how clear or accurate, rules cannot replace common sense, good judgement, and concern for the participants.

Appendices

Appendix 1 – Testing Standards

A. FABRIC TESTING FOR PROTECTIVE GEAR

Tests known to be acceptable include:

- i. Cloth or garment manufacturer's commercial certification that a fabric is rated to 550N. (Documentation must be available at the time of inspection.)
- ii. Use of a drop test device which delivers a force, on dropping, of 1.5 joules to the fabric sample via a dull, flat 5/32" (4 mm) metal rod. As a general example, this rod can be mounted on a 1.0 kg (2.2 lbs) solid weight and dropped down a guide tube from 15.3 cm (6 inches) onto the fabric sample. The sample must be held firmly over a 3" diameter externally threaded frame by clamps when the drop test is applied. More specifically, the drop tester must be constructed and used as described in instructions found in Appendix 2 of these rules.
- iii. Use of a flat-broken foil blade to thrust against the material. To conduct this test, lay the material to be tested on firm ground or penetrable material (not hard packed dirt, concrete or similarly hard surfaces). Holding the broken blade in both hands, punch the material four times, increasing the force each time. After each punch, examine the material. For these tests, if the material in question has been completely penetrated, or penetrated in more than one layer, it fails.

B. BLADE FLEXIBILITY TESTING

To determine if a weapon meets the standard of being "reasonably flexible":

- i. Hold weapon parallel to the ground, supporting the handle against table or bench if necessary. Hang a 6-ounce weight (170 grams) one inch (25 mm) distance from the tip. If the blade of a dagger (out to 18 inches blade length) flexes at least 1/2 inch (12.5 mm) the blade is reasonably flexible.
- ii. For a heavy sword blade (18" or longer), the blade must flex at least 1 inch (25 mm).
- iii. For use in **C&T**, the blade must flex at least 1/2 inch (12.5 mm).
- iv. Any blade 18 inches or longer, being used in *melée* combat, must flex at least 1 inch (25 mm).

Appendix 2 – Armour Testing

The testing standard for puncture-resistant material reads as follows:

“Material requiring testing shall be tested by delivering a 1.5 joules force to the fabric sample using a dull, flat 5/32" (4mm) surface to deliver the force to the fabric with the sample or gear stretched firmly over a frame, so that nothing is under the test sample but air....”

This is also the wording found in the Society Fencing Rules in the Appendix regarding armour testing. The question now is “How do I do that?”

There are lots of different ways you can deliver 1.5 joules to a sample.

What follows here is one way of doing it provided as an example so anybody can build it and test armour. Most of these items are available at your local home centre or hardware store and are fairly inexpensive. (Note: PVC is a type of plastic pipe common in plumbing)

Materials and Tools:

- 4 feet (122cm) of 3" (8cm) diameter schedule 40 PVC pipe
- 1 foot (30cm) of 2" (5cm) diameter schedule 40 PVC pipe
- 2 (or more) 2" (5cm) PVC end caps
- 1 5/32" (4mm) drill bit – get a cheap one – you’re only going to drill one hole with it
- a stop collar that will fit the drill bit – this is a metal donut with a screw that will hold it to the drill bit some epoxy
- 1 4" (10cm) PVC closet flange or toilet flange - inside diameter: 4 ½" (11.43cm) – Note that there are a number of types of PVC things you could get to do this job. You may want to add a coupler to add some length or get a piece that has threads on it for better grip. This is for the piece that holds the sample so read that section to get an idea of what you need.
- 1 screw clamp (radiator hose clamp) – big enough to go around the 4" (10cm) flange with some room to spare
- PVC cleaner
- PVC cement
- Something for weight – sand, buckshot, fishing weights, whatever is available to you
- A scale – precision is important so you need to use something better than a bathroom scale
- A hacksaw

Construction:

The Base: this is the piece that will hold the sample. It should have an inside diameter from 4 inches to 5 inches (10.16 to 12.7cm). It will also need to be about 4 inches (10.16cm) or more deep. If you are using a toilet flange that has a smaller depth, use a coupler or something similar to add depth. If the outside surface is smooth, use some sandpaper or a file to roughen it. This will give the clamp a better grip and prevent slippage of the sample.

The Probe: This is what you will drop on the sample.

1. Use the drill bit to drill a hole in the middle of one of the 2" (5cm) end caps. Then, examine the drill bit carefully. Some bits have a bevelled edge on the flat end (the end that usually goes into the drill chuck) and some don't. If there is a bevel, remove it with a file, Dremel tool, etc. so that the end of the bit is flat, and the edges are not sharp or burred. Put the drill bit into the hole with the flat end facing out with at least an inch exposed. Put the stop collar on the bit and tighten it. Epoxy the whole thing in place. It is helpful if the bit extends far enough out so that some of the grooves are exposed on the outside, allowing the epoxy to run inside them and provide a better hold. Make sure the bit is plumb when the cap is sitting level. (I.e. it's sticking straight out.) Let the epoxy harden.
2. Cut a piece of 2" (5cm) PVC about a foot (30cm) long. The length you will need is determined by the weight material you are using.
3. Put the cap with the drill bit, the tube, and the other cap on the scale. Add weight until the whole thing weighs **0.68 kg** (or 1.5 lbs.) . This is important. Be precise.
4. When the weight is right, cement one cap to the tube, add weight and put the other cap on the tube.
5. Double check the weight. If you have a lot of extra space in your tube, now is your chance to cut it down, add weight to compensate for the pipe you cut off, and check again. When the weight is correct, cement the other cap on the tube. (You don't want this coming apart in your bag.)

The Guide Tube: This will make sure the probe lands on the sample properly.

1. Cut a length of the 3 inch (8cm) pipe two feet (60cm) long, plus the length of your probe. Better to go longer than shorter.
2. Measure from one end of the tube precisely **two feet (24 inches) (60.96cm)** and make a mark. It is helpful to cut a rectangular window in the guide tube that will

let you see inside the tube around this mark (i.e. a couple inches or 5cm to either side of the mark up and down).

Testing Armour

1. Clamp the sample to the base using the screw clamp very firmly. The sample should not have tension on it – there should be slack and it should sit around an inch down from the top surface of the base. Put the base on a solid surface – concrete or hard flooring. Do not conduct the test on carpeting or other spongy surfaces. Make sure the sample is firmly clamped to the base. Sample slippage often causes bad test results. Rather than using a screwdriver to tighten the clamp, consider getting a nut driver – you’re less likely to gouge your fingers.
2. Place the guide tube on the sample vertically. It should rest on the sample.
3. Put the probe in the top of the guide tube and lower it until the end of the drill bit is aligned with your mark.
4. Drop the probe on the sample. If the probe does not penetrate, or if it only penetrates the top layer of a multi-layer sample, the material passes and is considered *puncture resistant* by the rules.

Advanced Construction

This section is for people who would like to make improvements or alterations to the design.

The key here is that we are dropping a known weight from a known height. This produced a consistent amount of energy. Any tester that delivers 1.5 Joules of energy through a 5/32” impactor is acceptable. The tester above is provided as a guideline. You can alter the diameter of the pipes or the materials used.

You can alter the weight or height, provided you alter both correctly. If you would like to halve the height and drop from one foot, you must double the weight, and so on. (The weight (in kg) times the height (in meters) must equal 0.4082 so 0.68 multiplied by 0.6 meters yields the correct number.)

Appendix 3 – Variations in age to fence in Drachenwald

The legal age for fencing authorizations in Drachenwald is 14, with the below exceptions:

- Nordmark: 15

Appendix 4 – Procedures for Experimentation in Period Fencing

Before any new weapon or technique can be used in Society Fencing Combat, a test plan must be submitted to and approved by the Deputy Society Marshal for Fencing Combat. This plan shall describe:

- The new weapon or technique.
- Specifics of materials used and construction of the weapon (as appropriate).
- The proposed uses of the new weapon or technique.
- All restrictions that will be imposed during the experimental period.
- How long the test period will be.

It is the prerogative of the Kingdom Marshals of Fence, subject to the above, and to approval of their Earl Marshals, to allow testing of new weapons or techniques within a kingdom. Testing means the weapon or technique may be used at fencer practice, tourneys, and in small melees after all combatants and marshals have been informed that the weapon or technique is being tested and that it is not approved for general SCA use. All combatants and marshals must consent to the use of the weapon or technique before combat begins. If any of the marshals or combatants object to the use of the weapon or technique, it may not be used.

At regular intervals the Kingdom Marshal of Fence shall report to their Earl Marshal, and the Deputy Society Marshal, on the progress and results of the experiment. At the end of the test period the Kingdom Marshal of Fence will provide the Deputy Society Marshal with a test summary, to include a list of any injuries that resulted from the use of the weapon or technique, and any concerns from fencers and marshals arising from the testing. The Deputy Society Marshal, after consultation with the Kingdom Marshals of Fence, shall determine if the weapon or technique seems suitable for SCA fencing Combat. He or she shall then report to the Society Marshal for final adjudication.

Appendix 5 – Glossary

Authorisation:

The process of determining whether a person is safe and competent to enter into tournament bouts.

Bout:

A combat between two fencers.

Double-Wide:

A form of epee that is wider in the blade than the standard epee, including the so called 'Musketeer blade'. There is no consistent manufacturer's definition of a double-wide epee.

Event:

An official activity of the Society for Creative Anachronism, Inc. ("SCA") or one of its affiliates such as SKA or Insulae Draconis CIC. All participants at events are required to be in Medieval or Renaissance garb. In order to have fencing activities, an event must have a warranted fencing Marshal-in-Charge, and all of the Fencing Combat Rules must be in effect.

Flexi-Dagger:

The product name of a small flexible blade approximately 18 inches (45.72 cm) in length, tempered only partway down the blade, and with a rolled head like a sports sabre tip. Flexi-daggers score touches like regular epees and foils. These have largely fallen out of use but are still legal in Drachenwald.

Marshallate:

The collective body of warranted fencing marshals.

Mask Punch:

A commercially marketed device for testing the strength of the mesh of a fencing mask. The mask punch test should not be confused with the fabric punch ("four-thrust") test, which is performed with a broken foil blade. Marshals must be trained in the use of the mask punch before using it during armour inspections.

Melee:

A combat which involves more than two combatants on the field. Specific safety rules for melees are set out in the Fencing Combat Rules.

Official Practice:

An official practice is an official SCA/SCA affiliate activity and must have a warranted fencing marshal present, and all of the Fencing Combat Rules must be in effect. Any practice published in the Dragon's Tale, with a named Marshal-in-Charge should be considered an official practice.

Any practice at a site being paid for by the SCA/SCA affiliates or its members should be considered an official practice, and the Fencing Combat Rules must be enforced.

Fencing Rules:

The Rules for Fencing of the Kingdom of Drachenwald, as set out in the Laws and Policy of the Kingdom of Drachenwald, colloquially, "the Rules". See www.drachenwald.sca.org

Punch Test/Four-Thrust Test:

A test conducted on fabric or garb to determine whether it is puncture resistant within the meaning of the Fencing Combat Rules. Four thrusts are administered to the fabric or garb with a broken foil blade.

Abrasion Resistant Material:

A woven material with close stitches (i.e., without visible gaps between the threads of the weave). See definition in the Rules for Fencing Combat.

Puncture Resistant Material:

Any material which has successfully passed an appropriate test. Examples of materials that often pass include 4 oz. leather; 4 layers of twill/trigger/champion cloth.

Warranted Marshal:

A legal representative of the SCA, Inc. or one of the SCA affiliate branches, responsible for enforcing the Fencing Combat Rules and for ensuring safety in all fencing activities.

Rubber Band Gun (RBG):

A simulation of a wheel or firelock of the type used in the pre-1600 period, firing a rubber band or similar soft projectile.