

**Kingdom of Drachenwald
Rulebook
For
Fencing**



2018-09-24

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INTRODUCTION

This rulebook replaces the previous edition of the Drachenwald Handbook For Period Fencing issued in May 2018. The major changes in this edition of the handbook are the addition of rules for melee combat (**1.5**) which formerly were placed in the Marshals handbook, and additional hand armour requirements for **Cut and Thrust Fencing (2.C.V)** as set by the Society Fencing Marshal.

The first section is the rules of the list, these rules define the fundamental standards for fencing throughout Drachenwald. All fencers and fencing marshals in Drachenwald are responsible for knowing these rules. Rules are designed to promote safety for Fencing activity in Drachenwald. However, no matter how clear or accurate, rules cannot replace common sense, good judgement, and concern for the participants. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all participants.

The most important tool we have to see to the safety and fun of everyone involved is the discretion of the marshals. The rules, and this handbook, have been written to be as clear as possible and cover most circumstances. However there will always be unusual events occurring that are not covered by the rules. When this happens, the marshal is not only encouraged but also expected to apply their discretion to the situation to extend the intent of the rules to cover the situation at hand. When doubt exists, the Marshal should err on the side of safety.

Note: For reasons of accurate nomenclature, specifically because these rules cover combat with more weapon types than just rapiers, including scimitars and longswords etc., the term Fencing will be used instead of the phrase 'rapier combat', throughout these rules. I have also removed references to "Period Fencing". As all of our fencing activity is nominally within the SCA period the "period" qualifier is not required in this rulebook.

Duncan Chaucer/ Philip Mac Fadden

Duncan Chaucer

Kingdom Marshal of Fence.

King: Vitus Polonius /
Rene Vestfjord

Rene

Queen: Isabel Peregrinus /
Helena Vestfjord

Helene Vestfjord

Rules for Fencing within the Kingdom of Drachenwald.

1. Conventions

1.1. General Information

- A. Fencing shall be conducted in accordance with the Rules of the Lists and Conventions of Combat of the SCA Inc., these rules, and any additional rules that are established by Drachenwald.
- B. All combatants, prior to every combat or practice, shall ensure their equipment is safe, in good working order and has been inspected by a member of the Kingdom Marshallate authorised to inspect fencing equipment.
- C. At inter-kingdom events, for any given Kingdom's tourney, 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.
- D. Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with Fencing is the Earl Marshal, then the Kingdom Marshal of Fence, then, by delegation, members of the fencing Marshallate.
- E. There are three categories of fencing, each requiring separate authorisation. All of these categories are permitted in Drachenwald. These categories are:
 - **Cut and Thrust** fencing
 - **Heavy Blade** fencing
 - **Light Blade** fencing
- F. Except where noted, all rules apply to all three forms of fencing. One of the major differences in the three forms is the allowable blades, which are specified in **(1.6.2.A)**

1.2. Behaviour on the field

- A. All fencers shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to further disciplinary action.
- B. Disagreements with the marshals overseeing the field shall be resolved through the established mechanisms outlined in the Marshallate Procedures of the SCA, Inc.
- C. Each fencer shall maintain control over his or her temper and behaviour at all times. Likewise, each fencer shall maintain control over his or her body at all times.
- D. Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
- E. Upon hearing the call of "HOLD" all fighting shall cease immediately. The fencers shall freeze save for any last necessary defensive actions, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents. In melee situations, assuming it is safe to do so fencers shall drop to their knees and continue the cry of "HOLD".
- F. Conduct obstructive to normal fencing, such as consistent ignoring of blows, deliberate misuse of the rules (such as calling HOLD whenever pressed), or the like, is forbidden.

1.3. Use Of Weapons and Parrying Devices

- A. Valid blows are as follows:
 - i. Thrust: thrusting with the point of the blade. For **Cut and Thrust** fencing, extra attention is recommended to thrusting with correct calibration, given the extra stiffness of some of the allowed blade types and possible initial unfamiliarity with the difference between **Cut and Thrust** range.

- ii. Draw cut or Push cut: for light and heavy fencing blades only: sliding the edge of the blade by drawing or pushing for a continuous cut of at least 20cm.
- iii. Tip cut: for **Heavy Blade** and **Light Blade** only, placing the tip of the blade upon and then drawing it or pushing it across an opponent for a continuous cut of at least 20cm.
- iv. Percussive Cut: for **Cut and Thrust** fencing only. **Cut and Thrust** fencing is intended to allow a closer replication of historical fencing practice, accordingly only cuts delivered with a percussive impact count as valid cuts.
- v. Draw cuts, push cuts and tip cuts are not counted as valid blows in **Cut and Thrust** fencing in Drachenwald. Exceptions are cuts to the throat and to a hand grasping the cutting blade. Non-percussive cuts, whether using edge or tip, may also be called valid in other situations where the participants agree they would result in a disabling wound if inflicted with a sharp blade, e.g. where the blade is in contact with a vulnerable target and the skin would be stretched against the blade.
 - Study of historical manuals and contemporary experimentation indicates that non-percussive cuts would be insufficient to disable an opponent and do not occur in known records of period technique. Such cuts are included in light and **Heavy Blade** fencing to simulate a 'real' cut, where the rules do not allow for percussive blows.
 - 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. The percussion need not be heavy impact, so long as it is noticeable and carried out in the manner of a valid cut. **An injury is defined as something that causes the person to be unable to continue fighting, even briefly.**

- vi. **Simulated Face Strike:** In **Cut and Thrust** fencing, simulated strikes may be made to an opponent's mask by fist, pommel or other suitable hard object. Such strikes must not involve actual physical impact. They may be indicated using gesture and verbal indications (e.g. waving the pommel in front of the opponent's face and saying "bang", "rap! rap! rap!" or other such exclamation).
- vii. **Shot:** by discharging a projectile so that the projectile hits the target in the way intended for that weapon type.

- B. Chopping or hacking blows are not permitted in **Heavy Blade** or **Light Blade** fencing. Fast circular movements (such as moulinets) may be used to place a blade for allowable cuts in light and **Heavy Blade** fencing.
- C. Parrying devices may be used to move, deflect, or immobilize an opponent's weapon or parrying device, so long as such use does not endanger the safety of the combatants.
- D. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.

1.4. **Acknowledgement of Blows**

- A. In judging blows, all fencers are presumed to be wearing common civil attire of the period, not armour.
- B. Tourneys 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.

- C. In fencing, blows will be counted as though they were struck with a real blade, extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a good blow (note: in Light and Heavy Fencing, draw, push and tip cuts are considered to meet this standard). Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh. Any thrust that causes the tip of the blade to begin to exert pressure against a fencer through fabric or against the mask/helm/gorget - not incidental grazing, but at the onset of a push - will be considered a good blow.

- D. A valid blow to the: head, neck, torso, inner groin (to the fencer's hand width down the inner limb), or armpit (to the fencer's hand width down the inner limb), shall be judged incapacitating, rendering the fencer incapable of further combat.

- E. A valid blow to the arm will disable the arm. A valid blow to the hand shall render the hand useless. If incapacitated, the hand must be closed into a fist, the arm above the incapacitated hand may be used to parry.

- F. A valid blow to the foot or leg will disable the leg.
 - i. For **light and Heavy Blades**, the fencer must then fight sitting down or kneeling with the knees fully bent. Rising up from the knees is not permitted, for reasons of realism. Alternatively, at the discretion of the marshal, if the fencer is unable to kneel they may be permitted to plant their feet in one position. Standing on one leg or hopping is not permitted, nor is throwing one's body forward out of balance from a kneeling position or any action that causes the fencer to lose control of his or her body.

 - ii. For **Cut and Thrust** fencing, valid blows to the leg or foot are considered incapacitating, rendering the fencer incapable of further combat.

- G. Parries may be performed with weapons, parrying devices, the gloved hand or any other part of the body. The gloved hand may be used to parry. The hand shall not be used to push, grasp or strike an opponent, nor to parry his or her arm. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking or other unsafe behaviour occurs.

- H. It is permitted to grab or push on a parry device, however, as with blade-grasping, prolonged wrestling over a parrying device is sufficient grounds for calling a 'HOLD' and forcing a release of the device. A period greater than about 5 seconds may be considered as 'prolonged for this purpose.'
 - i. In **Heavy Blade & Cut and Thrust** fencing, fencers may choose to grasp blades rather than parry them. If the blade that is grasped moves or twists in the grasping hand, that hand is deemed disabled. Grasping techniques shall be used only to immobilize a blade, not to bend it or wrest it from the opponent's grip. Prolonged wrestling over a grasped blade is sufficient grounds for calling a 'HOLD' and forcing a release of the blade. A period greater than about 5 seconds may be considered as 'prolonged for this purpose.'

 - ii. Blade grasping is not allowed in **Light Blade** fencing.

- I. Should a limb or soft parry device come into contact with the body and a good thrust land, that part of the body will also be considered to have received a good thrust.

- J. If an effective blow is thrown before, or on, the same moment as an event that would stop a fight (a "HOLD" being called, the fencer being "killed" themselves, etc.), the blow shall count. If the blow is thrown after the HOLD, killing blow, or other event, it shall not count.

1.5. Melee

- A.** In Melees (any fencing activity in which 3 or more fencers fence simultaneously), fencers are engaged with all opponents within engagement range immediately upon the call to lay on.
- B.** Engagement range means within the 180 degree arc of the front of a fencer and close enough to be stuck within single step followed by a lunge.
- C.** Fencers may strike any opponent with any legal blow if they are engaged. A fencer who approaches an opponent from behind or a perpendicular angle shall not be considered engaged until they have been acknowledged by their opponent. Refusing to acknowledge an opponent to gain a tactical advantage in a melee is forbidden.
- D.** A fighter may never deliberately strike an opponent from behind with the exception of a situation where a fencer turns their back on an opponent that they are actively engaged with.
- E.** Killing from behind is allowed if it has been announced beforehand. The Society norm for "death from behind" in melees shall be followed: If a melee scenario allows killing from behind, a fencer does so by laying the blade over the opponent's shoulder, to at least a third of the blade, while calling "Dead, my lord/lady" (or other short, courteous phrases) in a loud, clear voice. Reaching around the neck is forbidden. The opponent will be deemed "killed" from the instant the blade touches their shoulder and shall not attempt to spin, duck or dodge away.
- F.** If death from behind is not allowed in a given melee, a fencer who deliberately ignores an attacker behind them, or repeatedly manoeuvres to keep their back to an attacker (thereby preventing any attack on them) may be cautioned for misuse of the rules and obstructive behaviour.

- G. Daggers may also be used to kill from behind but care must be taken not to punch or strike the fighter with the guard or quillons of the dagger when so used.
- H. An opponent who is prone on the ground (defined as 3 points of the torso in contact with the ground) can only be killed using the kill on the ground method described here. Kill on the ground shall be performed by placing the tip of your blade a short distance (5-10cm) above your opponent and announcing “Dead on the ground” or other such appropriate phrase. Striking a fallen opponent is strictly forbidden
- I. In special scenario melees (e.g., bridge or town battles), marshals can impose additional restrictions as required.
- J. When possible there should be a minimum of one marshal for every five combatants on the field.
- K. A fencer who is killed in a melee must either;
 - i. move to a resurrection point/leave the field with their weapon(s) held in a non-threatening position if it is safe to do so or,
 - ii. Die Defensively. This generally constitutes a foetal position on your side, with the blade(s) protected from accidental damage by being trodden on and removed from being a risk of tripping etc by being tucked between the legs. Fencers should avoid stacking their ankles one on top of the other as this can lead to painful impact if they are accidently stepped on. Ideally the arms should also be well tucked in, preferably in such a way as to provide additional protection for the head and neck.
The exact nature of a safe defensive death position will vary depending on armour and weapon design but the above is a good guideline.
- L. **Cut and Thrust** fencing may not be used in melees.

1.6. Weapons and Parrying Devices

General

- A. Sharp points, edges or corners are not allowed anywhere on any equipment.
- B. All equipment must be able to safely withstand combat stresses.
- C. Equipment that is likely to break a blade or damage other equipment is prohibited.
 - i. **Light blade** fencing does not permit any equipment that has small rigid openings large enough to admit a properly tipped light fencing blade (i.e. small holes in bell guards, small openings in a cage or swept hilt, any design which has acute angles where a blade could easily be wedged and bent). Knuckle bows are deemed safe for use with Light blade fencing blades.

1.6.1. Blades

- A. In order for a blade to be acceptable for use in fencing combat, it must meet certain criteria. If a blade does not meet the criteria established below, it may not be used for any form of fencing combat in the Society, unless it is first approved by the Deputy Society Marshal for Fencing combat. Such blades that do not meet the criteria will be considered on a case-by-case basis by the Deputy Society Marshal for Fencing combat. If a blade meets the criteria below, it is considered acceptable for use by default unless specifically banned.
 - i. For **Light blade** fencing: Foil, epee, double-wide epee, and musketeer blades from established commercial manufacturers are acceptable for use.
 - ii. For **Heavy blade** fencing, and **Cut and Thrust** fencing:

- Blades must be made of steel
- Blades must be no longer than 122cm (48 Inches) as measured from the tip to the top of the tang (i.e. where the tang and forte meet)
- Blades must be reasonably flexible. Heavy blade fencing blades must flex at least 25 mm when tested per the procedures in the marshals handbook. Dagger blades (those under 46 cm or 18 inches), and **Cut and Thrust** blades must flex at least 12.5 mm. Any blade 46 cm or longer, being used in melee combat, must flex at least 25 mm.
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B. All blades are subject to the following:

- i. Any sword or dagger blade in a given blade class may be used against any other blade in that same class, but NOT against blades of another class. Remember that some blades are allowed in more than one category and so can face a wider range of other blades. Blades must follow all restrictions for a category to be used in it.
- ii. Steel blades will not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter their temper, flexibility or durability. Normal combat stresses and blade care do not violate this rule. Exceptions are:
 - i. The tang of the weapon may be altered.
 - ii. **Heavy Blade** and **Cut and Thrust Fencing** blades may be shortened so long as they maintain acceptable flexibility.
- iii. The tips of heavier-type blades must be flattened (perpendicular to the long axis of the blade); the corners

shall be rounded off, so that no surface presents a sharp angle.

- iv.** A nut or other blunt metal object designed to spread impact may be welded to the tip of Heavy blade fencing and **Cut and Thrust** fencing blades so long as care is taken to prevent damage to the temper of the blade. The blunt object will still need some form of coverage, per 1.2.2.B.iv. Below.
- v.** All steel blades must be reasonably flexible. Rigid steel "parrying-only" daggers such as those made from cut down blades will not be allowed. This includes Sai and any similar weapon.
- vi.** All blade ends must be capped with rubber, plastic, or leather.
- vii.** Tips will have a blunt striking surface, presenting a cross-section of at least 9 mm (3/8 inch) diameter.
- viii.** Tips must be firmly taped or glued in place. The tip must be of a colour contrasting with the blade so that the tip's absence is readily apparent. If tape is used, it must contrast with both blade and tip.
- ix.** Tips exhibiting excessive wear or abuse must be replaced.
- x.** Any blade with kinks, sharp bends, or cracks shall not be used. Steel blades that develop these defects cannot be repaired and must be retired. Light blade fencing blades or flexidaggers with "S" curves shall not be used unless they can be properly re-curved.
- xi.** Weapons may use a hand guard such as a cup hilt, swept hilt or quillons and knucklebow. The ends of quillons must be blunt. In all cases, quillons must not be longer than 30 cm (12 inches) overall.
- xii.** Orthopaedic (or "Pistol") grips will not be used unless the fencer has approval for medical reasons, supported by documentation from their health care provider. At a minimum, fencers wishing to use these hilts shall provide a letter to their local marshal, from a health care provider, discussing the conditions which would make use of such a grip advisable. Such exemptions must be reported in the marshallate reports.

- xiii. Full length blades (i.e. greater than 46 cm in length from tip to top of the tang) with a cross-section similar to a foil or epee (i.e., foils, epees, double-wide epees and musketeers) are not allowed in Heavy blade fencing, nor Cut & Thrust combat. In addition, flexi-daggers are not allowed for Cut & Thrust combat."

C. Definition of Sword Types

	Blade Length	Grip Length
Dagger	46 cm (18 Inches)	25 cm (10 Inches) or less
Single Sword	46-121 cm (18-48 Inches)	25 cm (10 Inches) or less
Two-Handed Sword	76-121 cm (30-48 Inches)	At least 25cm but not greater than 1/3 Blade Length

* "Blade Length" is measured from the tip to the top of the tang (i.e. where the tang and forte meet).

** "Grip Length" is measured from the base of the tang to the end of the pommel.

Swords that fall outside of these dimensions may be allowed at the discretion of the Kingdom Marshal of Fence, or the duly-appointed representative. The overall length of a weapon must still not exceed 60".

1.6.2. Parrying Devices

- A. Solid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering. Note: The maximum distance across bucklers will be 51 cm (20 inches) except where scenario rules state otherwise.
- B. Soft, non-rigid devices such as cloaks may be made of cloth, foam, leather and similar materials. They may be weighted with soft material such as rope or rolled cloth; they shall not be weighted with any rigid material, nor with materials which are heavy enough to turn the device into a flail or impact weapon.

- C. Devices that predictably cause entangling of an opponent or their equipment, either by design or by repeated mishap, are not allowed.
- D. Offensive bucklers will be considered non-standard devices. These devices must be approved on a case by case basis, by the Kingdom Marshal of Fence or Regional Marshal. An opponent may decline to face non-standard devices without forfeiting a bout. Edges of offensive bucklers shall be made of soft flexible materials such as cloth, tape, foam and golf tubes.
- E. Parrying gauntlets (gloves with maille covering the palm) may be considered non-standard devices. Only those areas of the parrying gauntlet covered by maille shall be considered to be protected. This protection should not extend beyond the wrist bones.
 - i. The protected areas of the hand shall provide protection against loss of the hand due to cuts or sliding the hand down the opponent's blade.
 - ii. The block of a straight thrust by a parrying gauntlet will be considered to have disabled the hand, since maille would not necessarily stop such a thrust from a sword.
- F. Banners, riding crops and similar devices featuring both rigid and non-rigid elements may also be considered non-standard and require the user to possess both a rigid and non-rigid authorisation.

1.6.3. Projectile Weapons

- A. The use of any projectile weapon is forbidden within formal fencing Tournament lists (single combat), or in any situation where spectators cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used.

- B.** Throwing weapons, bows and/or mock-gunnery gear (such as rubber-band guns) may be used in fencing melee combat if the Marshal in Charge agrees before the melee, appropriate authorisations are possessed and the equipment meets the requirements listed below.
- C.** Throwing weapons shall be made of soft flexible materials such as cloth, tape, foam and golf tubes and must be approved by the Marshal in Charge on a case by case basis.
- D. Rubber-band guns (RBGs)** must resemble a period muzzle loading pistol dated prior to 1600AD. RBGs may not have a barrel length exceeding 45cm. RBGs must be made of sturdy materials able to withstand the stresses of their operation and of normal combat. All edges or corners must be smoothed off and they must be free of splinters or cracks.

 - i.** Rubber band shots must be made from commercially available rubber tubing only. Ends may be joined together using plastic zip locks or plastic wall-plugs glued into the end of the tubing. Shots must not contain any metal parts or any rigid materials beyond the minimum required to join the ends together. Any hard plastic on the outside of the band should be covered and smoothed by duct tape or plastic shrink wrapping. Filling bands with sand or liquids is forbidden. The band must be marked to identify the owner.
 - ii.** All guns and bands should be checked and tested by an authorised marshal before being used in combat. Testing should include an impact test, where the bands are discharged at the inspecting marshal at a range of one metre to test the force of the shot.
 - iii.** Combatants may only use the bands that have been tested with the weapon they are using. Gleaning of used bands is not permitted during a scenario unless specifically stated in the scenario. Bands gleaned

during a scenario must be returned to their rightful owners afterwards.

- iv. Parrying with an RBG will not be seen to impair its effectiveness as a gun.
- v. RBGs may only be loaded with the supervising marshal's permission and only on the combat field. This includes loading for inspection.

1.6.4. Spears/Pikes/Polearms

All weapons longer than 152cm overall, or with a handle longer than 45.72cm which are not configured and used in a manner that a marshal would identify as a "sword" are defined to belong to this category of weapon.

A. USE These weapons can only be used in **Heavy Blade** and **Cut and Thrust** combat. They may be used only for thrusting in **Heavy Blade** combat. Use of this type of weapon requires a separate authorisation for each type of **Heavy blade** fencing and **Cut and Thrust** Fencing.

- i. Combatants who use this type of weapon may only strike opponents with the blade of the weapon.
- ii. This type of weapon is considered a non-standard device. An opponent may decline to face a non-standard device without forfeiting a bout. They may not be used in melee unless all fencers agree.
- iii. A fencer using this type of weapon must have both hands on the weapon and in the same position at the end of an attack as they had at the beginning of the attack. Invalid attacks include "pool cuing", sliding, completely releasing the haft and any other process that reduces a fencer's control of the weapon.

Accordingly, should a spear fencer lose either arm or hand they are considered to have lost the bout as they can no longer continue to fight, and Spears cannot be used with any companion weapon.

- iv. A fencer may not "set" this weapon by bracing the base in the ground or against the foot or body, or locking the back arm.

B. Approved Designs

- Total weapon length shall not exceed 243 cm (8 feet).
- The minimum blade length is 92cm (36 inches) measured tip to the top of the tang.
- Total weapon weight shall not exceed 3 pounds.
- The only weapons in this class that are approved for use must be similar in design to the commercially available Alchem pike and Amazonia spear. Blades must meet blade the flexibility standard set out in
- Non-commercially produced designs must meet the blade flexibility standard set out in the marshals handbook and also must have the blade securely attached to the haft by mechanical means (i.e. screws or pins). Weapons of this design must be approved by the Kingdom Marshal of Fence, Regional Marshal or a designated deputy before being used on the field.
- Hafts must be composed of pine, cedar, hardwood, or rattan.
- No weapon may have a cutting surface at both ends.
- Any other designs, including non-steel blade designs, must be submitted through the approved experimental process (See Marshals Handbook).

2. Protective Gear

2.1. Terms

Materials are listed in order of increasing resistance:

A. Abrasion-resistant material: material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Examples include, but are not limited to:

- broadcloth,
- a single layer of heavy poplin cloth (35% cotton, 65% polyester; "trigger" cloth),
- sweat pants.
- Opaque cotton, poly-cotton or lycra/spandex mix tights

Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.

B. Puncture-resistant material: any fabric or combination of fabrics that will predictably withstand puncture. Examples include, but are not limited to:

- four-ounce (1.6 mm) leather;
- four layers of heavy poplin cloth;
- ballistic nylon rated to at least 550 Newtons;
- commercial fencing clothing rated to at least 550 Newtons

C. All materials, except for commercial fencing clothing rated to at least 550 newtons, 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.

- Tested items shall be subject to **retesting every two years** as fabrics can break down with normal wear & tear and regular washing.
- **Kevlar is not an acceptable material, as it degrades rapidly.**

D. Rigid Material: puncture-resistant material that will not significantly flex, spread apart, or deform under pressure of 12 kg applied by a standard mask tester, repeatedly to any single point. Examples of rigid material are:

- 22 gauge stainless steel (0.8 mm)
- 20 gauge mild steel (1.0 mm)
- 16 gauge aluminium, copper, or brass (1.6 mm)
- one layer of hardened heavy leather (8 ounce, 3.18 mm)

2.2. Armour Requirements

While the following indicates the minimum standard of armour expected by the Society, there is nothing to prohibit individuals from wearing higher levels of protection.

A. Head and Neck:

- i. The front and top of the head must be covered by rigid material to below the jawline 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.
- ii. 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 3 mm (1/8") in diameter, with a minimum offset of 5 mm (3/16") and shall also meet the definition of rigid material.

- iii. Masks and helms must be secured to the fencer, 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 fencer.
- iv. The exterior and interior of masks and helms shall be inspected to confirm compliance with the rigid material standard and provisions on coverage, a snug fit and no evidence of impending failure.

Examples of unacceptable conditions include (but not limited to):

- the interior padding or suspension system has decayed and fails to prevent contact between the wearer and any rigid part of the helm during combat;
- the presence of rust which weakens the metal involved; dents or other defects which spread open mesh and/or broken weld points.

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.

All parts of a fencing mask or fencing helm that might cause injurious contact with the wearer's head shall be padded or shall be suspended in such a way as to prevent contact with the wearer during combat. Either method should ensure a snug fit with minimal shifting of the mask or helm on the fencer's head during normal fighting and upon impact. There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges.

- The interior of fencing masks must have a minimum of 6.35mm (.25 inches) open-cell foam or equivalent resilient padding to create separation between the mask and the wearer. **Modern fencing masks (e.g. FIE and USFA type masks) in good working order meet this requirement without additional padding.**
 - For fencing helmets that utilize a suspension system which does not, on its own, prevent contact between the wearer and any rigid part of the helmet, additional padding must be present. This padding must consist of at least 6.35mm (.25 inches) open-cell foam or equivalent resilient material.
 - Fencing helmets without a suspension system and which rely on foam must use a minimum of 6.35mm closed-cell foam or equivalent resilient padding which provides progressive resistance to create separation between the hard outer shell of the helmet and the wearer.
- v. Similarly, parts of the inside of the helmet that might come in contact with the wearer's neck or body should be padded.
 - vi. The rest of the head and neck must be covered by at least puncture resistant material.
 - vii. For **Heavy Blade** fencing and **Cut and Thrust** fencing, rigid throat protection is required; it shall consist of rigid material, as noted above, covering the entire throat, and shall be backed by either puncture resistant material (as a hood), 6.35 mm (.25inches) of open cell foam, or their equivalents. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helmet, and/or hood insert.

- viii. For **Cut and Thrust** fencing, the back of the head must also be covered by rigid material, as noted above sufficient to protect against percussive cuts.

B. Torso and other killing zones:

- i. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material. fencers are reminded that the chest is in a prime target area and are welcome to wear additional padding or protection. Rigid chest protection is suggested, though not required.
- ii. 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 fencer's elbow.
- iii. fencers with external reproductive organs shall wear rigid groin protection. Any ventilation holes (common to most commercially available groin protectors) large enough to admit a broken blade must be covered from the outside with at least puncture-resistant material.
- iv. **Cut and Thrust** participants are encouraged to wear additional rigid or padded material for torso protection, especially to cover the collar bone e.g. a padded doublet or similar garment.

C. Arms and legs:

- i. Hands shall be protected by gloves, made of abrasion resistant material, that overlap any sleeve openings as below. Feet shall be protected by boots or shoes, comprised of at least abrasion-resistant material.

- **For use of spear in Heavy Blade fencing padded gloves are recommended.**

- ii. Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.
- iii. No skin shall be bared. There shall be sufficient overlap between separate pieces of protective clothing, regardless of the fencer's stance or movements, that the minimum protection for that body area be preserved.
- iv. For **Cut and Thrust** fencing, elbows must be further protected by a minimum of an athletic pad or equivalent materials. Weapon-bearing hands and wrists must be protected by a swept hilt, gauntlet or other construction of rigid and/or sufficiently padded material, sufficient to protect the hand and wrist bones from percussive cuts. Knee pads, shin guards, ankle protection or sturdy boots and forearm protectors are recommended.
- v. For **Cut and Thrust** fencing, hands and wrists require additional protection from being struck by percussive blows:
 - Areas of the backs of gloved hands, fingers and thumbs, to one inch above the wrist of both arms not protected by a hilt, parrying device, or rigid armor must, at a minimum, be protected by an additional layer of 1/4" open cell foam or equivalent resilient padding.
 - If any combatant is using a two-handed weapon, all combatants in the bout must have rigid protection for areas listed in 3.2.c.v.a. Examples of acceptable protection include (but are not limited to):
 - a. Gauntlets or demi-gauntlets made of rigid material covering areas not protected by the weapon's guard.
 - b. Commercial products such as Koning gloves, SPES Heavy gloves or hockey

gloves which satisfy these requirements. (Note: Blatantly modern gloves are discouraged at official events and practices without attempting to cover logos and modern materials.)

3. Qualifications for Authorisation

In order to fence at events or compete in any tournament or melee a valid authorisation is required for **each weapon** form the fencer wishes to use. The only exception to this rule is fencing for training purposes. A novice fencer may do freeplay with experienced fencers and marshals to gain experience prior to attempting to authorise.

- A. Waivers: All fencers must have signed a valid waiver to be allowed to fence or authorise at events held under SCA, Inc. jurisdiction. At events organised by SCA, Inc. affiliates, the responsible organisation may impose similar requirements as necessary.
- B. Expiry and Re-Authorisation: Authorisations within Drachenwald are valid for two years only. Records of all fencers whose authorisations have expired will be deleted after 12 months of inactivity.
- C. MINORS: The minimum age for participating in fencing, including training and authorisation is fourteen (14), except in those countries where there is a specific legal requirement setting a higher age. Under SCA, Inc. jurisdiction the permission to lower the minimum age is granted to the Kingdom Earl Marshal.
 - i. When fencers under the age of legal majority undertake training and authorisation, the Kingdom Marshal of Fence or designated representatives shall ensure that:
 - The minor's parent or legal guardian has observed fencing, is aware of the risks of injury inherent in this martial art.
 - Has signed a statement explicitly acknowledging the above.
 - The minor must have a copy of the legal waiver for inspection at any event or practice they attend within their own country.

- The minor cannot take part in an event or practice in other countries without being accompanied by a parent/guardian, obeying any local rules and laws which may include having the parent/guardian signing a waiver for the visiting country.
 - Fencers below the local legal majority may not become marshals.
- C. The fencer will be familiar with the rules and armour requirements for fencing in Drachenwald.
- D. The fencer, in the view of the marshal, poses no significant threat of injury either to themselves or their opponent.
- E. The fencer can define and demonstrate some defensive capabilities (a minimum of 2 types of parries) and be able to attack in a safe way.
- F. A fencer who authorises in one blade type may also use with that blade type all weapon forms he or she is authorised to use with other blade types, and vice-versa. The exception to this is using two swords (also known as 'case'). Due to weight differences, fencers must authorise separately with a case of **Heavy** and **Light Blades**.
- G. Weapons Forms (note: these abbreviations will be used on the authorisation card).
- i. **Heavy fencing blades (HB)** - the fencer may use a single heavy fencing sword with all weapons forms in which they are authorised with any blade type (except LB2).
 - ii. **Cut and Thrust** one handed blades (C&T) – the fencer may use a single Cut and Thrust fencing sword with all weapons forms in which they are authorised with any blade types (except LB2) .
 - iii. **Cut and Thrust Longsword**, two handed blades (C&TL) – this form consists of the use of a longsword blade approved for Cut and Thrust fencing.

- iv. **Light fencing blades (LB)**- the fencer may use a single light fencing sword with all weapons forms in which they are authorised with any blade types (except HB2) .
- v. **Two Light Blades (LB2)** -This form consists of two light fencing swords.
- vi. **Two Heavy Blades (HB2)** - This form consists of two heavy fencing swords.
- vii. **Fencing sword and rigid parrying device (B&RP)**-This form consists of one fencing sword and one rigid parrying device such as a buckler, scabbard, or mug, etc.
- viii. **Fencing sword and dagger (B&D)** - This form consists of a fencing sword and a dagger. It also allows use of a dagger on its own or in a pair.
- ix. **Fencing sword and non-rigid parrying device (B&NR)** -This form consists of a fencing sword and a non-rigid parrying device such as a cloak or hat.
- x. **Rubber Band Gun (RBG)** – this form shall cover missile weapons such as rubber-band guns, thrown weapons etc.
- xi. **Heavy Blade Spears (HBS)** - This covers the use of spears, pikes and polearms in Heavy blade fencing combat.
- xii. **Cut and Thrust Spear (CTS)** - This covers the use of spears, pikes and polearms in Cut and Thrustfencing combat.
- xiii. **Fencing Marshal (FM)** – Marshal at large
- xiv. **Cut & Thrust Marshal (C&TM)** – Marshal at large for Cut and Thrust.
- xv. **Warranting Marshal (WM)** – Can create marshals. This designation will be granted to the Kingdom Marshal of Fences, Regional Fencing Marshals for the duration of their office, and highly experienced fencers designated at the discretion of the Kingdom Marshal of Fence.