

Kingdom of Drachenwald
Rulebook for Fencing



Updated by Dubhghall MacÉibhearáird, based on previous work by Duncan Chaucer and others

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Changes

A brief list of changes made transitioning from the last rule set to the current.

- Melee is now allowed in all categories of fencing.
- The “no slide”-rules have been eliminated from the spear.
- The way combat rules work is now presented here in a manner that is more suggestive than prescriptive. This is to improve the way that people from backgrounds emphasizing either Cut and Thrust or Rapier (old Heavy Fencing) play together. Marshals are expected to ascertain that the rules of the day are known to all.
- The defaults in these suggestions have been changed regarding leg shots. The suggested default for single combat is the one derived from Cut and Thrust and for melee, the one derived from the Rapier.
- In comparison to the previous rule set, more content is now loaned from the SCA Fencing Marshals’ Handbook. This is to help with the maintenance of future versions of these rules.
- Marshalling categories are being reduced to one.

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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 that their equipment is safe, in good working order, and has been inspected by a member of the Kingdom Marshallate authorized 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 authorization. All of these categories are permitted in Drachenwald. These categories are:
 - **Cut and Thrust** combat or **Cut and Thrust** fencing (C&T);
 - **Rapier** fencing;
 - **Light Rapier** 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 section Metal Bladed Weapons.

1.2. Behavior 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 their temper and behavior at all times. Likewise, each fencer shall maintain control over their body at all times.

- D. Striking an opponent with excessive force, or with deliberate intent to injure, is strictly 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. Acknowledgement of Blows

- A. All fencing tourneys, melees and other feats of arms shall have set rules governing the acknowledgement of blows that elaborate these rules as necessary for the enjoyment of the contestants and audience without compromising their safety. The tourney rules may - and they somewhat frequently should - change the way blows are acknowledged from the defaults presented here. The aim is to provide all fencers experience in variable ways of fencing.
- B. The marshals in charge of these fencing events are responsible for making certain that all participants are aware of the present rule set.
- C. In judging blows, all fencers are by default presumed to be wearing common civil attire of the period, not armor.
- D. Tourneys may be held which define areas of the body as if armored, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat. Such rules can be set by fiat (all gloves are considered steel gauntlets) or by rules such as "armor as worn".
- E. 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 Rapier** and **Rapier**, draw, push and tip cuts are considered to meet this standard).
- F. 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.

- G. By default a valid blow to 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.
- H. By default a valid blow to arm will disable the arm and a valid blow to 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.
- I. A valid blow to leg will, in single combat situations, by default incapacitate the fencer, rendering them incapable of further combat. In melee situations a valid blow to foot or leg will by default disable only the leg.
 - i. Disabling a leg works as follows:
 - (a) The fencer must then fight sitting down or kneeling with the knees fully bent.
 - (b) Rising up from the knees is not permitted, for reasons of realism.
 - (c) 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.
 - (d) Standing on one leg or hopping is not permitted, nor is throwing one's body forward out of balance from a kneeling position, nor any action that causes the fencer to lose control of their body.
 - (e) Drachenwald marshals should note that fencers arriving from other kingdoms might be accustomed to a fencing tradition that allows legged fencers to move about on their knees, and ascertain that our visitors understand the variance in local custom.
 - ii. The variant where a valid blow to leg incapacitates the fighter originates from Cut and Thrust fencing where it is particularly recommendable. It is however desirable that also Cut and Thrust fencers get regular experience with the prior variant of fencing where being legged happens.
- J. Parries may be performed with weapons, parrying devices, a gloved hand, or any other part of the body.
 - i. When parrying with a gloved hand:
 - (a) By default the hand shall not be used to push, grasp or strike an opponent, nor to parry their arm.

- (b) Fleeting contact between opponents is allowed as long as no grappling, deliberate striking or other unsafe behavior occurs.
- ii. These rules make a reservation for a possible grappling experiment to be conducted in Drachenwald.
- K. It is permitted to grab or push on a parrying device. However, as with blade-grasping, prolonged wrestling over a parrying device is sufficient grounds for calling HOLD and forcing a release of the parrying device. A period greater than about 5 seconds may be considered as prolonged for this purpose.
 - i. In **Rapier** and **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 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 Rapier** fencing.
- L. Should a limb or a soft parrying device come into contact with body, and a good thrust lands on it, the underlying part of the body will also be considered to have received a good thrust.
- M. 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.
- N. The person struck has the responsibility of acknowledging a blow. The receipt of a valid blow shall be acknowledged clearly with words and/or motions, such as "good arm" or "dead". Please bear in mind that fencing does not make a difference between a "light" and "good".

2. Types of Fencing Combat

2.1. Types of Fencing

- A. There are two types of fencing combat: single and melee.

- i. Single combat is mainly intended to simulate honorable combat between two contestants that could have taken place either in competitive context such as in the events of various fencing schools and tournaments or in earnest when two individuals agreed to settle their differences over a duel.
- ii. Melee fencing covers all situations where three or more combatants engage and it too can simulate both sporting events and skirmishes.

2.2. Single Combat

- A. Single combat is between two individual combatants.
- B. Default rules for single combat:
 - i. Combatants are engaged upon the call to lay on.
 - ii. If an opponent is disarmed of all weapons, their opponent may allow them to regain their weapon/weapons, or require them to yield.

2.3. Melee combat rules

- A. Melee combat involves more than two combatants.
- B. Default rules for melee combat:
 - i. In melees, combatants are engaged with all opponents (in engagement range) immediately upon the call to lay on.
 - ii. Combatants may strike any single opponent they can safely reach with any legal blow if they are within a 180 degree arc of the opponent's front or at an angle where they can be reasonably seen by the opponent.
 - iii. Combatants may strike any opponent who is part of a line, if the attack is delivered within a 180 degree arc relative to the local line the opponent is part of.
 - iv. Outside of these above stated lines, killing (without striking) from behind may be allowed. The rules governing this are described in section Use of Weapons and Parrying devices among other Valid Blows.
 - v. A combatant may not deliberately ignore an attacker behind them, or repeatedly maneuver to keep their back to an attacker (thereby preventing an attack on them).
- C. Precision version of the melee rules:
 - i. 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.
 - ii. Engagement range means within a 180 degree arc of the front of a fencer and close enough to be stuck within a single step followed by a lunge.

- iii. Fencers may strike any opponent with any legal blow if they are engaged. A fencer who approaches an opponent from behind or at 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.
- iv. 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.
- v. Killing from behind is allowed if it has been announced beforehand. The Society norm for "death from behind" in melees shall be followed. The action is described in the section Valid Blows.
- vi. If death from behind is not allowed in a given melee, a fencer who deliberately ignores an attacker behind them, or repeatedly maneuvers to keep their back to an attacker (thereby preventing any attack on them) may and should be cautioned for misuse of the rules and obstructive behavior.
- vii. An opponent lying flat on the ground may only be killed using the kill on the ground rules described in the section Valid Blows. Striking a fallen opponent is strictly forbidden.
- viii. In special scenario melees (e.g. bridge or town battles), marshals are encouraged to impose additional restrictions as required.
- ix. When possible there should be a minimum of one marshal for every five combatants on the field.
- x. A fencer who is killed in a melee must either 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 Die Defensively:
 - (a) Dying Defensively generally constitutes a fetal position on one's 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.
 - (b) Fencers should avoid stacking their ankles one on top of the other as this can lead to painful impact if they are accidentally 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.

- (c) The exact nature of a safe defensive death position will vary depending on armor and weapon design but the above is a good guideline.

3. Use of Weapons and Parrying Devices

3.1. General rules

- A. All blows are to be delivered with control, with the aim of delivering the lightest blow that meets the standard for SCA Fencing.
- B. While combatants are encouraged to recreate the technique and style of period fencing, they should not recreate the force required for an actual wounding or killing blow. SCA Fencing does not aim to recreate the force with which a given blow would have been delivered if harm were intended. Such force is beyond that which our protective standards are intended.
- C. Blows intended to deliver force (beyond that which is necessary for acknowledgement) are not allowed. Continued infractions of this rule will lead to disciplinary action by the Marshalle.
- D. The above requirements are difficult to achieve under all circumstances and training levels. The difference between a blow that is hard enough and too hard may be less than an inch of linear distance between two rapidly moving fighters who may not have a perfect perception of the other's intent.
- E. Deviations from the ideal will occur frequently, through no fault of the combatants, as no scenario and no fighter is perfect.
- F. Fighters and marshals are required to resolve such incidents; no pre-judgment or rule shall be made which defines who was necessarily at fault.

3.2. Valid Blows

These are the definitions for various valid blows used across the fencing categories.

- A. 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 as the thrust should not be harder than in rapier fencing.

- B. Draw cut or Push cut: sliding the edge of the blade by drawing or pushing for a continuous cut of at least 20cm (about 7.9 inches). These are by default for **Light Rapier** and **Rapier** fencing only.
- i. Draw cuts, push cuts and tip cuts are not counted as valid blows in **Cut and Thrust** fencing in Drachenwald.
 - ii. Exceptions to validity of draw cuts and push cuts in **Cut and Thrust** fencing are cuts to the throat and to a hand grasping the cutting blade.
 - iii. In **Cut and Thrust** fencing 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.
 - iv. 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 Rapier** and **Rapier** fencing to simulate a 'real' cut, where the rules do not allow for percussive blows.
 - v. These are not usable with spears.
- C. Tip cut: 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 (about 7.9 inches). For **Light Rapier** and **Rapier** only.
- D. 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.
- i. 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.
 - (a) The percussion need not be heavy impact, so long as it is noticeable and carried out in the manner of a valid cut.
 - (b) An injury is defined as something that causes the person to be unable to continue fighting, even briefly.
 - (c) Not usable with spears.

- E. Simulated Face Strike: simulated strikes may be made to an opponent's mask by fist, pommel or other suitable hard object.
 - i. Such strikes must not involve actual physical impact.
 - ii. Such strikes 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).
 - iii. The performer of the simulated blow must be able to reach their opponent with the blow.
 - iv. This is by default a valid blow in **Cut and Thrust** fencing and an optionally valid blow in **Rapier** fencing. Its validity must be cleared before the tournament and / or bout.
- F. Shot: discharging a projectile so that the projectile hits the target in the way intended for that weapon type.
- G. Kill from behind: killing an opponent where the shoulder of the fencer's sword arm (i.e. the one that would wield the blow) is behind the line defined by the opponent's shoulders.
 - i. Killing from behind is allowed in melee scenarios if it has been announced beforehand.
 - ii. Killing from behind is achieved by laying the weapon over the opponent's shoulder, so that the tip is visible to the opponent, while calling out clearly "kill from behind", "death from behind", "you have been killed from behind" or other short clear phrase. The combatant must take care not to strike their opponent with the quillons, guard, or other part of the weapon.
 - iii. The opponent will be deemed "killed" from the instant the blade touches their shoulder and shall not attempt to spin, duck away or dodge.
 - iv. When using daggers in kill from behind, special care must be taken not to punch or strike the fighter with the guard or quillons.
- H. Kill on the ground. In melees an opponent who is flat 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.

- i. Kill on the ground shall be performed by placing the tip of the blade a short distance (5-10 cm / about 2 to 4 inches) above the opponent and announcing “dead on the ground” or other such appropriate phrase.
- ii. Striking a fallen opponent is strictly forbidden

3.3. Further Directives Regarding Use of Weapons and Parrying Devices

- A. Chopping or hacking blows are not permitted in **Rapier** or **Light Rapier** fencing. Fast circular movements (such as moulinets) may be used to place a blade for allowable cuts in **Rapier** or **Light Rapier** fencing.
- B. 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.
- C. Sword, defensive objects, and any body part may make contact with the opponent's weapon or defensive object to parry and deflect. If a combatant's movement results in any part of the combatant's body making contact with the opponent's weapon that is equivalent to a valid blow, the blow is to be taken as having been struck.
- D. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.
- E. The only valid blow with a spear is thrust, though the haft may be used in simulated face strikes with sufficient caution.

4. Weapons and Parrying Devices

4.1. 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 Rapier** fencing does not permit any equipment that has small rigid openings large enough to admit a properly tipped Light Rapier 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 Rapier blades.
- D. There are five standard types of weapons in SCA Fencing:
 - Dagger
 - Single Sword
 - Two-Handed Sword
 - Spear
 - Projectile Weapons

4.2. Metal Bladed Weapons

- A. This section refers to metal weapons, which are used in all categories of SCA Fencing. Bladed weapons are daggers, single-handed swords, and two-handed swords.
- B. The blade of metal bladed weapons must be made of steel and must be produced by a commercial entity and crafted for the purpose of competitive swordfighting.
- C. Hilts, handles, pommels, and other parts of a weapon not meant to strike the opponent can be produced by anyone capable, and may be made of metal, wood, leather, or reasonable facsimile.
- D. Bladed weapons will not have more than one blade.
- E. Weapons are to be maintained in good order, with no loose pieces, and no burrs on metal or wooden edges that can snag the opponent's body or clothing.

- i. Any blade with kinks or cracks shall not be used. Steel blades that develop these defects cannot be repaired and must be retired.
 - ii. Sharp bends that can be re-curved and not redevelop for at least a day's use may be used.
 - iii. **Light Rapier** blades or flexidaggers with "S" curves shall not be used unless they can be re-curved safely in such a way that it maintains a single, non-"S" curve for at least a day's use.
- F. Handles are to be substantially straight, and substantially in line with the main axis of the blade.
- G. Ends of the quillons must be blunt.
- H. In **Light Rapier** open guards, swept hilts, multiple forward-swept quillons, or any component with an opening larger than 3/8 inch (10 mm) and smaller than 1 inch (2.5 cm) are not permitted.
- i. Knuckle bows are deemed safe for use with **Light Rapier** blades.
- I. Blades are to have a tip that includes the following components:
- i. The end of the metal must be blunt with no sharp edges or corners.
 - ii. A cover of rubber, shatter-resistant polymer, or leather, with a minimum size in any direction that strikes the opponent of 3/8 inches (10 mm).
 - (a) Rubber and polymer tips must have a minimum of 1/8 inches (3 mm) between the striking surface and the tip or edge of the sword.
 - (b) Leather must be at a minimum 1.6 mm / 1/16 inches / 4 oz thickness.
 - iii. Tape, or equivalent, in a contrasting color to the tip and blade that extends both onto the tip and onto the blade. For tips built in a period style, a period alternate to tape may be used, so long as it provides a contrasting color to the blade and the tip and the combination is secured on the sword so that it will not fly off under reasonable fighting conditions.
 - iv. Tape must not cover the front surface of the tip.

- v. Tape should be somewhat resistant to impact with metal, and its adhesive shall have appropriate adherence to rubber and metal. Duct tape, electrical tape, and colored strapping tape are examples of good tapes for this application. Painters tape, masking tape, and other paper based tapes are not.

- J. Tips are to be replaced if the tip shows evidence of punch through, cracking or bulging or, in the case of polymer tips, discoloration.

- K. 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 to this rule are:
 - i. The tang of the weapon may be altered.

 - ii. **Rapier** and **Cut and Thrust** blades may be shortened so long as they maintain acceptable flexibility and care is taken to prevent damage to the temper of the blade.

 - iii. A nut or other blunt metal object designed to spread impact may be welded to the tip of **Rapier** and **Cut and Thrust** blades so long as care is taken to prevent damage to the temper of the blade.

 - iv. The end of a blade may be filed so as to blunt the tip

- L. The length of the blade and grip define the type of weapon.
 - i. Blade length is to be measured from the base of the blade (i.e. the front face of the guard, or the front end of the quillons for open guard) to the end of the tip.

 - ii. Grip length makes the remainder of the overall sword length.

 - iii. Curved blade length is measured as a straight line from the tip to the base of the blade.
 - (a) The measurement is done in a straight line rather than along the curve because it is specified according to the reach of the weapon.

 - (b) Highly curved blades that skirt the spirit of this law pose potential issues with an exceedingly long aspect ratio, and can be kept from use at the marshal's discretion

- iv. Blades are to have at most one substantial curve. Blades that are so curved that the tip does not contact the ground when the grip is perpendicular to the ground (i.e. pointed vertically) are not allowed in SCA Fencing.
- v. No bladed weapon may exceed the measurements specified in the table below.
 - (a) The SCA Fencing Marshals' Handbook allows the Kingdom Marshal of Fence to make exceptions to this rule on a case by case basis.

	Weapon Length (w = b + g)	Blade Length b	Grip Length g
Dagger	maximum: 28" / 71 cm	maximum: 18" / 45 cm	maximum: 10" / 25 cm
Single handed sword	maximum: 58" / 147cm	minimum: 18" / 45 cm maximum: 48" / 122 cm	maximum: 10" / 25 cm
Two-handed sword	maximum: 60" / 152 cm	minimum: 30" / 76 cm maximum: 48" / 122 cm	minimum: 10" (25 cm) maximum: 24" (60 cm)

- vi. Blades for **Light Rapier** and **Rapier** combat are to meet or exceed the Greater Flexibility Requirement, and those for **Cut and Thrust** combat are to meet or exceed the Lesser Flexibility Requirement.
 - (a) The Greater Flexibility Requirement is 1 inches / 25mm for single and two handed swords and 0,5 inches / 12mm for daggers.
 - (b) The Lesser Flexibility Requirement is 0,5 inches / 12mm for all blade types.
 - (c) Blades are tested by being held rigidly horizontally and a 6 oz (170 g) weight is placed at the tip.
 - (d) Any flexure due to the blade's weight itself is not counted in the flexibility standard.

- (e) The blades should meet this standard in each of two directions. This means testing the flexibility of the blade along its flatter dimension, then turning the sword over, 180 degrees and testing it again. The epees of **Light Rapier** are to be tested in both “V-up” and “V-down” configurations.

4.3. Spears

A. Rubber Headed Spear Construction

- i. Rubber headed spears are to be made of a rattan haft and a flexible rubber head.
- ii. The spear head must be purchased from a commercial vendor as a spear tip or spike with a minimum head length of 4 inches (10cm) and a maximum head length of 20 inches (51 cm). The rubber at the tip must be at least 1/4 inches (6 mm) thick.
- iii. The flexible tip must extend at least four (4) inches (102 mm) past the end of the rigid haft.
- iv. The spear head must flex to 90 degrees with hand pressure, and must more or less return to its original shape within 3 seconds.
- v. Hafts are to be made of rattan with a diameter between 1 1/8th inch (28.5 mm) to 1 3/8th inch (35 mm).
- vi. Maximum overall spear length with spear head attached is 9 feet (275 cm).
- vii. Spear points will be friction fit to hafts according to manufacturer’s instructions and be taped to the haft with reinforced tape such as strapping tape, fiber tape, or duct tape. A bright band of colored tape or well-affixed ribbon that contrasts with the spear head and the haft is to be wrapped around the base of the spear head so that it adds visual contrast should the spear head come off the weapon.
- viii. The haft must have a flat end at the head end of at least 1/2 inches (12 mm) diameter. The haft may be rounded on the butt end.
- ix. The haft must be inserted into the rubber spear tip at least 2 inches (5 cm).
- x. Tape may be added to the haft to help prolong the life of the haft.

- xi. Paint and other decorations may be added so long as they do not degrade the structure of the haft or pose a safety risk to the opponent.

4.4. Projectile Weapons

- A. Projectile weapons may only be used in melee context, not in single combat tournament.
- B. Projectile weapons include combat archery, throwing weapons, and/or mock-gunnery gear (such as rubber-band guns).
- C. The projectiles must have a mass no greater than 1 pound (460 g).
- D. The projectiles must have a minimum diameter of 1/4 inches (6 mm) in any direction during flight.
- E. The striking surface of a projectile must be made of a material with at least 1/4 inches (6mm) yield.
- F. No part of the projectile, including the support material underneath the padding, may be sharp.
- G. Projectiles to be fired from bows or crossbows (arrows or bolts) shall be constructed in accordance with the SCA Marshal's Handbook section VII.G.
- H. The maximum propulsive force is measured according to the type of apparatus primarily dependent on the means by which the propulsive force is imparted to the projectile:
 - i. A bow or similar apparatus that is meant to fire rigid projectiles when drawn, held, and fired by the hands may not have a draw strength of greater than 20 pounds (9 kg) in its configured use.
 - ii. A crossbow or similar apparatus that is meant to fire rigid projectiles from a cocked position may not have a draw strength, multiplied by the cocked distance, of greater than 450 inch-pounds (50 Nm).
 - iii. A rubber band gun or similar apparatus that fires flexible projectiles using the elasticity of the projectiles as the sole propulsion force may not have a draw strength of greater than 30 pounds (13.6 kg) per projectile.

- iv. The SCA Fencing Marshals' Handbook makes a reservation that an apparatus that falls outside or between these categories may be used at the discretion of the Kingdom Marshal of Fence or their designated representative.
- I. A projectile firing apparatus must be of a mechanism that can be readily checked by a marshal on the field, using equipment that is readily available in the Society, such as a bow poundage gauge.
- J. Certain types of projectiles may be disallowed from specific scenarios at the marshals' discretion.
 - i. For example, ball type projectiles, such as small rubber balls thrown by hand or from a sling, may be unsafe on rigid flooring as they may pose a slip hazard to combatants, but may be safe for use on grass and soft dirt.
- K. No material may be used on any striking surface that may flake off when hitting an opponent.
- L. The use of projectile weapons is forbidden in any situation where spectators and non-involved combatants cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used.
- M. Drachenwald quick reference rules for rubber-band guns:
 - i. Rubber-band guns (RBGs) must resemble a period muzzle loading pistol dated prior to 1600AD. 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.
 - ii. Rubber-band shots must be made from commercially available rubber tubing only. It is permitted to join the ends 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.
 - iii. All guns and bands should be checked and tested by an authorized 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 meter to test the force of the shot.

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

4.5. Defensive Objects or Parrying Devices

- A. Defensive objects include bucklers, cloaks, sticks, and other objects that, when wielded against an opponent's weapon, can parry, deflect, or immobilize the weapon with safety for both the opponent and the combatant.
- B. There are two main categories of defensive objects: rigid and non-rigid:
 - i. Rigid parrying devices must be made of sturdy materials, resistant to breakage and splintering.
 - ii. Soft, non-rigid devices may be made of cloth, leather and similar yielding materials.
 - (a) 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.
 - iii. Defensive objects which combine both rigid and non-rigid components must meet the above criteria for each part and may only be wielded by a combatant authorized to use both rigid and non-rigid defensive objects.
 - iv. Cloaks and similar objects may be thrown onto opponent's weapons, body, hands and arms, but may not be thrown deliberately to cover the opponent's face or to cause the opponent to trip.
 - v. Objects which even temporarily bind the opponent's weapon to their person, or other weapon, or defensive object, whether by design or repeated mishap, are not allowed. This may include ropes or whips used in this manner. Ropes or whips used in such a way as to deflect and not bind are allowed.

- C. 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 the Regional Fencing 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.
- D. Parrying gauntlets (gloves with maille, or armor plate covering the palm) may be considered non-standard devices.
 - i. Only those areas of the parrying gauntlet covered by maille shall be considered protected. This protection should not extend beyond the wrist bones.
 - ii. 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.
 - iii. The block of a straight thrust by a parrying gauntlet should by default be considered to have disabled the hand, since maille would not necessarily stop such a thrust from a sword. If the combatants wish to differ from this, the difference should be agreed on before the bout.
- E. Banners, riding crops and similar devices featuring both rigid and non-rigid elements may also be considered non-standard and when used require the user to possess both a rigid and non-rigid authorization.

5. Protective Gear

5.1. Terms

- A. Materials are listed in the order of increasing resistance:
 - i. Abrasion-resistant material: material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing.
 - (a) 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.

- (b) Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.
- ii. Puncture-resistant material: any fabric or combination of fabrics that will predictably withstand puncture.
 - (a) Examples include, but are not limited to:
 - four-ounce (4 oz / 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.
 - (b) Kevlar is not an acceptable material, as it degrades rapidly.**
- iii. All puncture resistant 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.
 - (a) Tested items shall be subject to retesting every two years as fabrics can break down with normal wear & tear and regular washing.
- iv. Penetration resistant material is a synonym for puncture resistant material used by the 2020 SCA Fencing Marshals' Handbook.
- v. 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.
 - (a) 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 (8 oz), 3.18 mm).

5.2. Armor Requirements

- A. While the following indicates the minimum standard of armor expected by the Society, there is nothing to prohibit individuals from wearing higher levels of protection. If a fencing participant feels they would like to have this explained in further detail with illustrations, such people are warmly encouraged to see the SCA Fencing Marshals' Handbook.

B. 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 inches) in diameter, with a minimum offset of 5 mm (3/16 inches), 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.
 - (a) Examples of unacceptable conditions include (but are 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.
- v. If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard commercial 12kg mask punch.
 - (a) Marshals doing the testing shall be trained in the use of the punch.
- vi. All parts of a fencing mask or fencing helm that might cause injuries to 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 wearer'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.

- (a) The interior of fencing masks must have a minimum of 6.35mm (1/4 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.
 - (b) 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 helm, additional padding must be present. This padding must consist of at least 6.35mm (1/4 inches) open-cell foam or equivalent resilient material.
 - (c) Fencing helmets without a suspension system and which rely on foam must use a minimum of 6.35mm (1/4 inches) closed-cell foam or equivalent resilient padding which provides progressive resistance to create separation between the hard outer shell of the helm and the wearer.
- vii. Similarly, parts of the inside of the helm that might come in contact with the wearer's neck or body should be padded.
 - viii. The rest of the head and neck must be covered by at least puncture resistant material.
 - ix. For **Rapier** 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 (1/4 inches) of open cell foam, or their equivalents. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.
 - x. 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.

C. Torso and other killing zones:

- i. The entire torso (the chest, back, abdomen, groin including the palm width of the inner thigh, 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, 1/3 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.

D. Arms and legs:

- i. Hands shall be protected by gloves, made of abrasion-resistant material, that overlap any sleeve openings. Feet shall be protected by boots or shoes, comprised of at least abrasion-resistant material.
- ii. For use of spear in **Rapier** fencing padded gloves are recommended.
- iii. Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.
- iv. 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.
- v. For **Cut and Thrust** fencing, elbows and knees must be further protected by a minimum of an athletic pad or equivalent materials.
- vi. For **Cut and Thrust** fencing, shin guards, ankle protection or sturdy boots, and forearm protectors are all recommended.
- vii. For **Cut and Thrust** fencing, hands and wrists require additional protection from being struck by percussive blows:
 - (a) Areas of the backs of gloved hands, fingers and thumbs, to one inch (25,5mm) 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 inch (6 mm) open cell foam or equivalent resilient padding.

- (b) In **Cut and Thrust** combat, if any combatant is using a two-handed weapon, all combatants in the bout must have rigid protection for hands and wrists as explained above in (a). Examples of acceptable protection include (but are not limited to):
- gauntlets or demi-gauntlets made of rigid material covering areas not protected by the weapon's guard;
 - commercial products such as SPES Heavy gloves, lacrosse, 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.)

6. Qualifications for Authorization

- A. In order to fence at events or compete in any tournament or melee a valid authorization 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 authorize.
- B. Waivers: All fencers must have signed a valid waiver to be allowed to fence or authorize at events held under SCA, Inc. jurisdiction.
- i. At events organized by SCA, Inc. affiliates, the responsible organization may impose similar requirements as necessary.
- C. Expiry and Re-Authorization: Authorizations within Drachenwald are valid for two years only. Records of all fencers whose authorizations have expired will be deleted after 12 months of inactivity. Re-authorizations can be handled either administratively, if the fencer has been actively participating in the practice of fencing in the kingdom, or as an administered re-authorization by the marshals, if the fencer's activity is insufficient to allow marshals to judge them safely based on it.
- D. MINORS: The minimum age for participating in fencing, including training and authorization, is fourteen (14), except in those countries where there is a specific legal requirement setting a higher age.
- i. Under SCA, Inc. jurisdiction the permission to lower the minimum age has been granted to the Kingdom Earl Marshal.
- ii. When fencers who are legally minors undertake training and authorization, the Kingdom Marshal of Fence or designated representatives shall ensure that:

- (a) The minor's parent or legal guardian has observed fencing, and is aware of the risks of injury inherent in this martial art.
 - (b) The minor's parent or legal guardian has signed a statement explicitly acknowledging the above.
 - (c) The minor must have a copy of the legal waiver for inspection at any event or practice they attend within their own country.
 - (d) 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.
 - (e) Fencers who by their age or other reasons are not considered to possess full legal capacity may not become marshals.
- E. The fencer will be familiar with the rules and armor requirements for fencing in Drachenwald.
- F. The fencer, in the view of the marshal, poses no significant threat of injury either to themselves or their opponent.
- G. 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.
- H. A fencer who after their initial authorization authorizes for an additional weapon form (dagger, rigid parry, etc.) in one category of fencing becomes authorized for this weapon form in all categories of fencing that they possess a foundational authorization (HB, C&T, LB, see the Weapon Forms below) in.
- i. The exception to this rule is case, as due to weight differences in the blades, fencers must authorize separately with case for each category: **Rapier, Cut and Thrust, and Light Rapier.**
- I. Weapon Forms (note: these abbreviations will be used on the authorization card).
- i. **Heavy fencing blades (HB)** – the fencer is authorized to fence in **Rapier** style with a single sword.
 - (a) In addition to the expected one-handed swords, this authorization allows the use of a two-handed sword in a **Rapier** fencing appropriate manner.

- ii. **Cut and Thrust (C&T)** – the fencer is authorized to fence in **Cut and Thrust** style using a single one-handed sword.
- 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 is authorized to fence in **Light Rapier** style using a single one-handed sword.
- v. **Two Light Blades (LB2)** – This form consists of two **Light Rapier** fencing swords.
- vi. **Two Heavy Blades (HB2)** – This form consists of two swords and is applicable to both **Rapier** and **Cut and Thrust** fencing.
- 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 a hat.
- x. **Rubber Band Gun (RBG)** – this form covers missile weapons such as rubber-band guns, thrown weapons etc.
- xi. **Heavy Blade Spears (HBS)** – This form covers the use of spears in **Rapier** fencing.
- xii. **Cut and Thrust Spear (CTS)** – This form covers the use of spears in **Cut and Thrust** fencing.
- xiii. **Fencing Marshal (FM)** – Marshal at large.
- xiv. **Warranting Marshal (WM)** – Can create marshals. This designation will be granted to the Kingdom Marshal of Fence, Regional Fencing Marshals for the duration of their office, and highly experienced fencers designated at the discretion of the Kingdom Marshal of Fence.