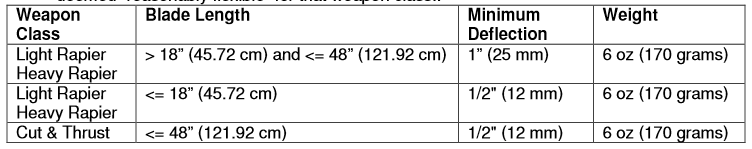
**Introduction and Course Goals**

The goal of the Rapier 101 class is to provide individuals with the basic background required to begin a successful journey toward a marshal’s warrant. While we do touch on many rules, it is not an instruction in all rules of rapier combat. This outline, in fact, assumes that the instructor and students are thoroughly familiar with the most recent edition of the Society Marshal’s Handbook and Kingdom Law as it relates to rapier combat. Prospective MITs are required to complete both Rapier 101 and Field 201 **before** taking the field as MITs.

* **Armor Standards and Inspections**
  + How to Inspect
    - Remember, inspections are pass/fail first. Ensure that the fighter knows that he or she has passed or failed, and provide the reason for any failure. A fighter should be given the opportunity to remedy the failure and return to the marshal who failed the item for re-inspection.
    - If you wish to provide an opinion on an item, such as one that may be legal, but close to failure, be clear in your language so that the fighter understands that the information that you are offering is your opinion, not a requirement.
    - Conduct the inspection in the same order every time—this will help you avoid making errors
      * Have you signed in with the MOL?
      * Are you wearing groin protection?
      * Armor first, head to toes, then weapons
  + Head
    - Mask Fit
      * Tucked firm to the chin
      * Top band is on the forehead
      * Mask turns as a unit with the head
      * Mask/mesh Does not bottom out on the nose
    - Helmet Fit
      * Mask turns as a unit with the head
      * Mask/mesh Does not bottom out on the nose
      * No exposed skin (The rest of the head and neck must be covered by at least puncture resistant material)
      * Faceplates must not have holes larger than 1/8" in diameter, with a minimum offset of 3/16"
      * No evidence of impending failure (e.g., rust which weakens the metal involved, dents or other defects which spread open mesh, broken weld points, etc)
      * If you have any reason at all to suspect that the mask does not comply with the standards, you must ask the fighter to remove the mask for inspection.
  + Neck
    - * Rigid material\*, covering the entire throat, and shall be backed by either puncture resistant material (as a hood), one quarter inch (1/4") (6 mm) 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.
  + Torso
    - * The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with at least puncture-resistant material
      * Chain mail shirts are legal armor. When you inspect them be sure there are no holes (missing links). That being said holes over legal armor OK
      * Ask the fighter to step forward and bend at the waist as if in a lunge. Make sure that the torso is still covered by least puncture-resistant material
  + Legs & Arms
    - * Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.
      * Feet shall be protected by boots, shoes, or sandals, comprised of at least abrasion-resistant material.
  + Hand and wrist
    - * Hands shall be protected by gloves, made of abrasion resistant material, that overlap any sleeve openings as below. Feet shall be protected by boots, shoes, or sandals, comprised of at least abrasion-resistant material.
  + Overall appearance 10’ rule
    - * **Intention is to improve the appearance of the field, not prevent people from playing**
      * Fighter’s kit shall look medieval at a distance of 10’ or greater
      * In general, this means no obvious sports logos, fluorescent colors, etc.
      * Sports armor should be completely covered
      * Be especially polite and helpful in enforcement of this rule, but firm. This also applies to authorizing fighters. This is something that should be first addressed at the local practice level.
      * If an authorizing fighter does not meet this standard find out who is running their practice and talk to that marshal.
* **Weapon Standards and Inspections**
  + Blades
    - * Blades must be made of steel
      * Blades must be no longer than 48" as measured from the tip to the top of the tang (i.e. where the tang and forte meet)
      * Blades must be reasonably flexible



* + - * Rigid steel "parrying-only" daggers such as those made from cut down blades will not be allowed
      * All blade ends must be capped with rubber, plastic, or leather
      * All blade tips must include adequate protection against punch-through of the blade. Examples include, but are not limited to:
        + A metal disc (such as a washer) placed between the end of the blade and the tip.
        + A nut or other blunt metal object welded to the end of the blade in compliance with the Corporate Rules for Rapier in the Society for Creative Anachronism, Incorporated.
        + Any approach specifically approved by the Deputy Earl Marshal for Rapier Combat.
      * Tips must be firmly taped or glued in place. The tip must be of a color 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
      * Any blade with kinks, sharp bends, or cracks shall not be used.
      * Blade tips must include adequate protection against punch-through of the blade. This may include:
  + Rigid Parry
    - Rigid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering.
    - Check the edges of bucklers and shields, do they have sharp edges?
  + Soft parry
    - 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.
* **Authorizations**
  + Selecting an usher
    - Try to select a fighter with at least three years of experience
    - They should be unflappable in personality and controlled in their fighting
    - Confirm with the usher that they must be willing to be struck by the authorizing fighter, to deliberately leave openings
    - Best, but not required, to use a fighter from a group outside of the authorizing fighters group. (barony, shire)
  + Selecting marshals
    - Authorizing marshals should be experienced individuals who know rapier combat well
    - They must be willing to let the authorizing fighter stand on his or her own merits and be willing to fail an individual
    - At least one marshal must be from a group outside of the authorizing fighter group. (barony, shire)
    - Neither the marshals nor the usher may be fighters who regularly practice with the candidate.
  + Questions
    - Authorizing fighter must have read the rules of the list and must demonstrate a command of them.
    - Marshals should not answer questions for fighters, nor provide hints
    - Authorizing fighter should be encouraged to demonstrate a point (of say, how to obtain engagement) if he/she cannot express the requirements clearly verbally
    - Authorizing fighter may not proceed to the fighting phases unless he or she has demonstrated a thorough knowledge of the rules of the list
  + Phases
    - Provide clear instruction to both the authorizing fighter and the user:
      * **Phase 1** the usher is primarily defensive, and the authorizing fighter fighters to the best of his/her ability. Both fighters should call the location of a blow and whether it is light or good
      * **Phase 2** the usher is expected to be much more active on offense. Both fighters should call the location of a blow and whether it is light or good
        + Extra weapons second sword, and buckler
      * **Phase 3**, the usher and authorizing fighter fight as in phase two, but act out and acknowledge all blows as in a tournament
    - **Phase 1** should be relatively brief—does the fighter show baseline competence and the ability to throw, and recognize, a telling blow
    - **Phase 2** This is longer than Phase 1 and include real pressure from the usher. The goal is to confirm that the authorizing fighter will not react to stress in an unsafe manner. Are they safe when you put a rigid parrying device in their hand? A second sword?
    - **Phase 3** Authorizing fighter is expected to demonstrate correct behavior at the loss of a limb and the ability to “die” defensively as on a melee field.
  + Criteria for passing
    - Comprehension and application of the SCA Rules of the List, SCA Rapier Marshal's Handbook, and the Rapier Combat section of The Atlantian Book of Policy.
    - Ability to properly execute and acknowledge various valid blows.
    - Safe and competent execution of offense and defense during actual combat.
* **Melees**
  + In melees, fighters are engaged with all opponents immediately upon the call to lay on.
  + Fighters may strike any opponent with any legal blow if they are within the 180 degree arc of the opponent's front. A fighter who approaches an opponent from behind shall not deliver a blow until he is within that frontal arc. A fighter may never deliberately strike an opponent from behind.
  + Killing from behind is allowed if it has been announced beforehand. The Society norm for "death from behind" in melees shall be: If a melee scenario allows killing from behind, a fighter does so by laying the rapier blade over the opponent's shoulder, to at least a third of the blade, while calling "Dead, my lord" (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 his shoulder and shall not attempt to spin, duck or dodge away.
* **Injuries on the field**
  + Marshals (generally speaking) are not physicians, but do have a responsibility to the safety of fighters under their management. Fighters should be allowed to monitor their own level of injury and gauge their ability to engage in combat activities. Some special cases, however, are mentioned below:
  + Bloodborne pathogens
    - Fighters with freely flowing wounds must be removed from the field until the wounds can be dressed in such a way to prevent blood (or vomit) from coming into contact with other participants in the activities of the day.
    - Marshals should seek to identify the root cause of any cut or bloody injury to confirm that the armor and weapons of the participants continue to meet Society standards.
  + Concussion
    - Fighters who are rendered unconscious may not return to the field that day and should be encouraged to seek professional medical care.
    - Some signs and symptoms of a concussion are:
      * Blank stare, dazed look
      * Changes to balance, coordination, reaction time
      * Delayed or slowed spoken or physical responses
      * Disorientation (confused about time, date, location, game)
      * Loss of consciousness/blackout (occurs in less than 10% of cases)
      * Memory loss of event before, during, or after injury occurred
      * Slurred/unclear speech
      * Vomiting
  + EXCESSIVE IMPACT: Combat in the Society poses risks to the participant. This recognition, however, does not excuse fighters from exercising control of their techniques. If a fighter throws blows which force their opponent to retire from the field, from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring
* **MIT Program**
  + Purpose
    - Attempt to ensure a uniformity of training and experience among the marshallate such that rules are being enforced in the same way across the Kingdom.
    - Provide new marshals with the mental toolkit necessary to manage fights and uphold armor and weapons standards in potentially stressful situations
    - REMEMBER: MITs are NOT marshals and **cannot**, on their own, monitor fights, inspect weapons, or sign off on paperwork.
  + Role of mentor
    - Provide guidance and practical instruction to the MIT.
    - Certify the competence of the MIT.
  + Requirements
    - This class.
    - Field Marshal 201.
    - A sponsoring marshal to work closely with – they will be called when you finish.
    - 4+ events, two outside your local group, one outside your region, one with melee activity.
    - Bring your own paperwork. I refuse to remember you were there and sign things at a later event.
    - A rules notebook is a very good idea.
    - When finished, file COPIES of MiT form, membership card and auth cards with regional deputy. This is currently Rosalind Delamere or Richard Ffauxes, but check the website to see who the right person is at the time you finish.
    - Renewal class/Unevent meeting every **THREE** years.
* **Marshalling a fight**
  + How to watch a fight
    - As the fighters are entering the list, visually inspect them to confirm that there is no obviously missing or defective armor.
    - A marshal should stand in a location relative to the fight that provides the maximum ability to view the fight this means as the fight moves you may need to move as well.
    - A marshal should be able to notify call hit location and whether a blow was delivered edge-on or flat. A marshal may NOT call whether a blow is good or not.
  + Spectator management
    - Marshals must keep spectators and unarmored fighters outside of the safety zones around the outside of the list.
  + Showmanship and field presence
    - It is expected that marshals will adhere to the same period appearance rules as are required of fighters (preferably exceeding them).
    - Marshals should conduct themselves in a calm and chivalrous manner at all times.
    - Marshal should identifiable to spectators and fighters as a marshal from a distance by wearing the badge of the office and having a marshal’s staff.
    - At the end of each bout, the Marshals shall (**read MUST**) ask each fighter if they are satisfied with the conduct of the bout. If either combatant is dissatisfied with the conduct of the bout, they must state any grievances before walking off the field. Any fighter who leaves the field without stating grievances is declaring him/herself satisfied with the bout.
* **Support Staff**
  + - MoLs, waterbearers, chirugeons, heralds, & **marshals** etc are all giving of their free time so we can play. Rudeness will not be tolerated & is against Kingdom and Society law 3.1.3.5.1. Sanctions have been applied.
    - Your MoL is responsible for nearly all paperwork related to combat including authorizations, youth waivers, membership, etc. Rely on them and support them.
* **Paperwork**
  + Be sure to go to marshal roster page and use “update info” to tell KEM you took this class – fix anything else that needs fixing too. ([marshal.Atlantia.sca.org](http://marshal.Atlantia.sca.org))
  + Find rules and Print them, keep them with you.
  + Get your MiT forms if you don’t have them, do not go back to someone months later and ask them to sign
  + To stay current, sign up for the Atlantian Marshal’s mailing list, read Acorn letters each month, check in on the rapier marshal website ([rapier.atlantia.sca.org](http://rapier.atlantia.sca.org)).
  + Event reporting
    - Anyone can file a report using the form on the marshal’s website for any marshal activity. You don’t have to be the MiC, or even a marshal to bring things to the attention of the Kingdom marshallate this way.
    - File reports within 10 days of the event.
    - Discipline MiCs should file the report and then inform the overall event MiC that it has been done; event MiCs should make sure all discipline reports are filed.
    - Please be certain to report any of the following events:
      * Equipment failure (armor, weapon or other)
      * Injury (any event that requires the fighter to leave the field)
      * Conflict issues (disrespect for, or arguments with, any marshal)
      * Rules confusion (misunderstanding of, or disregard for, any rule)
      * Please give us details on both good and bad things so we can detect patterns if things occur at multiple events. (also consider reporting good things to the Crowns, Baronage, Provosts, etc).
* **Hot Points & Common Questions**
* Corkscrewing – corkscrewing is a heavy term we don’t have it here. It is virtually impossible for a rapier fighter to corkscrew his opponent because Atlantian law says If a combatant has been placed on the ground (i.e. loss of leg or foot), the standing opponent may not attack from any angle greater than 120 degrees, central to the forward facing position of the fighter.
* Fences – List fences are not Electric do not call hold because someone is getting near one. Do not call a hold until someone is actually going over one. When you do call a hold let the other person get up, let the fighters decide where they want to start from, do not forcibly re center them.
* Brawling tactics - Brawling tactics Fleeting contact is permissible, as is parrying or grasping the blade per Society rules. Grasping, grappling, tripping, or striking the opponent or the opponent's equipment with one's hand or body is not permissible.
* Disarmed opponents - A fighter is armed so long as at least one offensive weapon is retained. If a fighter is disarmed, their opponent has the **option** of allowing them to recover their weapon(s); otherwise, a disarmed fighter must yield.
* Observing the fight from a place where you will know exactly what occurred in any passage.  KEM wants marshals to be able to say what occurred. The location and orientation of any blow and be prepared to answer questions when asked.  KEM does not want validity of blows being addressed but does want our marshal in a place and time to control the fight and understand what has happened.  Not determine validity of blow.
* Regional Marshals are designated problem solvers and teachers.  They are contacts for problems and getting reports to the KRM, problems and normal reports.
* **Definitions**
* **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 "trigger" 5 to 7 oz linen
  + sweat pants
  + opaque cotton, poly-cotton or lycra/spandex mix tights
* **Puncture-resistant material**: any fabric or combination of fabrics that will predictably withstand puncture. Examples include, but are not limited to:
  + four-ounce (1.60 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
* **Rigid Material:** puncture-resistant material that will not significantly flex, spread apart, or deform under pressure of a 12 Kg mask tester, Examples include, but are not limited to:
  + 22 gauge stainless steel (0.8 mm)
  + 20 gauge mild steel (1.0 mm)
  + 16 gauge aluminum, copper, or brass (1.6 mm)
  + one layer of hardened heavy leather (8 ounce, 3.18 mm)