

Kingdom of the West Appendix A - Youth Rapier Combat Experimental Program

1. Rules of the List

1.1 General rules

1.1.1 This program is an experiment as defined by the laws and rules of the SCA, Inc. and must abide by all reporting requirements and limitations that are set down by that body.

1.1.2 These rules are in addition to the rules for Heavy Rapier combat in the West Kingdom.

1.1.3 All participants under these rules must be familiar with the Heavy Rapier rules as a whole.

1.1.4 This program is for minors aged 10 through 15 years.

1.1.5 There will be no Cut and Thrust Rapier Combat for Fighters under the age of 18.

1.1.6 This program is intended primarily as a training and development period for the next generation.

a. While tourneys will be held, it is not expected that tourneys and the glory associated with winning them, will be a primary focus of this program.

b. The main focus will be on chivalry, honor, courtesy, and proper technique.

c. This program might also serve as an opportunity for bonding between parents and their children.

1.1.7 Minors training under this program may practice with adults for instructional and authorization purposes. There shall be no competitive combat between youth and adult fighters.

1.1.8 When tourneys are held, they will be divided by tier whenever possible.

1.1.9 Combatants must compete in the highest tier they qualify for unless directed to do otherwise for the event.

1.1.10 If tiers are combined, then the weapon standard will default to the lowest tier in the pairing.

1.2 Parent or Guardian Rules

1.2.1 Parents and/or guardians shall be subject to all of the requirements set forth by the West Kingdom Youth Combat Marshallate, the West Kingdom Rapier Marshallate, and the Society Rapier Marshallate.

1.2.2 Parents and/or Guardians are responsible for being familiar with Rapier Combat and must sign a statement to these effect prior to the child's authorization.

1.2.3 Parents and/ or Guardians shall sign all appropriate medical releases before the child participates in any training.

1.2.4 Parents and/or guardians may be required to be present when the child is fighting or training.

2. Equipment

2.1 Protective Equipment (Armor)

2.1.1 Armor shall conform to the standards for adult rapier.

2.1.2 Armor must fit well enough to preserve minimum protection of the fighter.

2.2 Offensive and Defensive Equipment

2.2.1 Youth shall use a 34 to 37 inch, Society approved, steel, heavy rapier blade fitted with a hilt incorporating a cup or pierced-work guard to protect the bones of the hand.

2.2.2 Parrying devices shall conform to the standards used for Adult Heavy Rapier.

2.2.3 Youth shall use any Society approved steel dagger blade fitted with a hilt incorporating a cup or pierced-work guard to protect the bones of the hand. Main gauche hilts, cup hilts, and pierced-work hilts meet this requirement as long as they significantly reduce the chances of a shot hitting the hand.

2.2.4 Fiberglass blades may be used for training purposes

3. Authorizations

3.1 General

3.1.1 This program shall be comprised of tiers based on age and weapons forms.

3.1.2 The intent of these tiers is to give youth participants a chance to become comfortable with one weapon form before progressing to a more complex one.

3.1.3 Authorizations will follow the format used for adults.

3.1.4 Fighters will display knowledge and understanding of the West Kingdom Heavy Rapier Rules and well as the Youth Rapier Combat Experiment rules.

3.1.5 Fighters will display safe offense and defense with each hand, standing and legged for each of the weapons forms being tested.

3.1.6 There will be no melee under this program.

3.2 First tier

3.2.1 This is the starting point for all youth rapier fighters with parental permission.

3.2.2 New fighters may begin study within this tier after their 10th birthday.

3.2.3 Depending on readiness of the fighter and their parent, fighters may remain in this tier until they turn 16 and become eligible for an Adult Rapier authorization.

3.2.4 Fighters must demonstrate knowledge and practical use of single sword and off-handed defensive devices.

3.2.5 Fighters in this tier may fight single sword and off-handed defensive.

3.3 Second Tier

3.3.1 Fighters may move to this tier at age 12, with parental permission, and a successful authorization.

3.3.2 Fighters may remain in this tier until they turn 16 – as above.

3.3.3 Fighters must hold a current tier one authorization.

3.3.4 Fighters must demonstrate knowledge and practical use of sword and dagger.

3.3.5 Fighters in this tier may fight single sword, off handed defensive, and/or dagger.

3.4 Third Tier

3.4.1 Fighters may move to this tier at age 14, with parental permission and a successful authorization.

3.4.2 Fighters may remain in this tier until they turn 16 – as above.

3.4.3 Fighters must hold a current tier two authorization.

3.4.4 Fighters must demonstrate knowledge and practical use of case.

3.4.5 Fighters in this tier may fight single sword, off handed defensive, dagger, and case.

4. Rapier Administration

4.1 General

4.1.1 Per the Board of Directors, the Kingdom Rapier Marshal shall undergo a background check.

4.1.2 Adult rapier marshals may marshal youth rapier combat.

4.1.3 There must be 2 marshals present for youth rapier to be held at an event. This may be waived for practices.

4.1.4 At tournaments, every field must have at least one adult rapier marshal supervising that field. Additional marshals on each field may be made up of youth marshals or MIT's as available.

4.2 Youth Marshals

4.2.1 No one under the age of 16 may marshal adult rapier combat.

4.2.2 Youths in the first and second tier of this program may authorize as youth rapier Marshals-In-Training. Youth MITs may oversee combat under the direct supervision of an adult marshal.

4.2.3 Youths in tier 3 of this program may authorize as youth rapier combat marshals.

a. Youth Combat Marshals shall complete a Combat Marshal Authorization.

b. The requirement for melee marshalling experience may be waived.