

Cut and Thrust RULES FOR THE KINGDOM OF AETHELMEARC 1-06

I. General requirements:

- A. Minimum age- As per the laws of the kingdom, the minimum age for anyone participating in any official kingdom Martial activity including local practice is 18 years of age, or the youth must provide proof that he or she is an emancipated minor.
- B. All fighters and marshals are responsible for understanding and abiding by these rules for Aethelmearc Cut and Thrust combat, the SCA Rules of the Lists, and the corporate rules for Cut and Thrust combat in the SCA.
- C. Prior to every combat, exhibition, or practice, all combatants shall insure that their equipment is safe, in good working order, and has been inspected by a warranted Cut and Thrust marshal of Aethelmearc.
- D. Unless otherwise stated, the policies of the marshal of fence take precedence.

II. Armor Requirements:

- A. No skin shall show anywhere on the fighter's body regardless of the position or stance of the fighter. There shall be sufficient overlap between the separate pieces of armor that the required protection for that body area is preserved. Corporate standard definitions for armor are as follows:

Abrasion Resistant Material: material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing, examples of which are broad cloth, a layer of heavy poplin cloth (35% cotton, 65% polyester), sweat pants, opaque cotton, and polycotton. Nylon pantyhose and gauze shirts are examples of unacceptable materials.

Puncture Resistant Material: any fabric or combination of fabrics that will predictably withstand puncture, examples of which include 4 oz. (2 mm) leather, four layers of heavy poplin cloth, ballistic nylon rated to at least 550 Newton, and commercial fencing clothing rated to at least 550 Newton.

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 materials are-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 heavy whole grain leather (8 ounce, 4 mm).

B. HEAD AND NECK

1. The head shall be covered with a steel or other metal helm or a FIE rated mask. The back of the head must also be covered by rigid material. The face must be covered by either 12 Kg mesh (e.g. as in a standard fencing mask, 24 kilo mask is suggested) or perforated metal. Such metal must not have holes larger than 1/8" (3 mm) in diameter, with a minimum offset of 3/16" (5 mm) and shall also meet the definition of rigid material.
2. Helms must be secured to the fighter so that they cannot be easily removed or dislodged during combat.
3. Rapier helms when inspected shall comply with the rigid materials standard provisions on facial coverage and shall show no evidence of impending failure (e.g. rust which weakens the metal involved, dents or other defects which spread open mesh, broken wield points, etc)
4. At all times, additional throat protection is required. This shall consist of rigid material as noted above covering the entire throat and shall be padded by 1/4 (one quarter) inch (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. The clavicle must also be protected by rigid material.

C. TORSO AND OTHER KILLING ZONES

1. The entire torso (chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with a puncture resistant material. It is highly suggested that the torso be covered with sufficient padding while still allowing for proper judging of blows,.
2. Male fighters shall wear rigid groin protection. Any ventilation holes large enough to admit a broken blade must be covered from the outside with at least puncture resistant material. Female fighters shall wear puncture resistant groin protection.
3. Rigid breast protection for female fighters is highly recommended

D. ARMS AND LEGS

1. Gloves made of abrasion resistant material shall protect hands and shall overlap any sleeve openings. The feet shall be protected by boots or

shoes comprised of at least abrasion resistant.

2. Rigid protection for the wrist is required on both arms.
3. Abrasion resistant material is required on the arms, legs, and any area not otherwise mentioned in these rules.
4. Rigid protection for the knees and elbows is required. (Winged cops or commercial hard plastic pads that have been augmented are suggested.)

III. WEAPON AND PARRY DEVICE STANDARDS

A. General

1. Sharp points, edges, or corners are not allowed anywhere on any equipment.
2. All equipment must be able to safely withstand normal combat stresses.
3. Equipment that is likely to break a blade or damage other equipment is prohibited.

B. Blades

1. All blades are subject to the following:
 - a. Steel blades must be manufactured by a commercial supplier. Artisans desiring an exemption must apply to the Deputy Society Marshal for Rapier Combat and the Society Cut and Thrust Marshal and will be considered on a case by case basis.
 - b. 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 Heavier type blades may be shortened so long as it does not make them too stiff.
 - c. All steel blades must be reasonably flexible. Parry only daggers are not allowed.
 - d. A field-test for flexibility is as follows: Hold the blade parallel to the ground. Support the handle on a table if necessary. Hang a 3 oz. weight (85 Grams) just behind the tip. If the blade flexes visibly more than 1/2 inch (12 mm) for rapier blades or 1/4 inch (6mm) for dagger blades, the blade is sufficiently flexible.
 - e. All blades must be capped with rubber, plastic, or leather reinforced with a steel washer.
 - f. Tips will have a blunt flat striking surface, presenting a cross-section of at least 3/8-inch (9 mm) in diameter.
 - g. 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 the tip and the blade.

- h. Any blade with kinks, sharp bends, or cracks shall not be used. Steel blades that develop defects cannot be repaired and must be retired.
 - i. Weapons may use a hand guard such as a swept hilt or quillions and knuckle bow. The quillions must be blunt. A combination of quillion and knuckle bow is recommended.
2. Blade types:
 - a. The following blades are currently allowed. This list may change over time. For rapiers, Del tin practice Cut and Thrust blade, Del Tin practice rapier or equivalent, Del Tin bated rapier blade, Zamorano, Hanwei practice rapier and replicas that pass the flexibility standard. For daggers, Safety flex blades (15/6) model, and replica type blade that passes the flexibility standard.
 3. Parry devices:
 - a. Solid parry devices will be made of sturdy, lightweight materials resistant to breakage and splintering.
 - 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 or with materials that 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.

IV. COMBAT CONVENTIONS

A. Use of weapons and parrying devices

1. Blows are struck by thrusting with the point of the blade (thrust) and by cutting with the edge or the tip.
2. Cutting attacks are performed in two ways:
 - a Cuts by percussion (chop)
 - b Cuts by incision, being either a push or draw with the edge or tip of the blade.
3. At all times cuts must be controlled and pulled sufficiently so as not to injure the opponent while still retaining the necessary contact and pressure to validate the cut. (Enough contact that a reasonable person could be expected to calibrate properly.)
4. Dagger use is the same as in regular SCA fencing. Push cuts, draw cuts and thrusts are all valid.
5. A thrust should be the lightest touch possible that a reasonable person

could be able to tell that they were hit.

6. Parry 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.
7. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.

B. Acknowledgment of blows

1. In judging blows, all fighters are presumed to be unarmored, wearing common civil attire of the period.
2. Demonstrations 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.
3. In Cut and Thrust combat, blows will be counted as though they were struck with a real blade that is extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted as a good blow. Any blow that strikes a mask, helm, or gorget shall be counted as striking flesh.
4. A good thrust or cut to the head, neck, torso, groin, femoral artery (fighter's hand width down the inner leg) and brachial artery (fighter's hand width down the inner arm) shall be judged as incapacitating, rendering the fighter unable to continue.
5. A good cut or thrust to the arm disables the arm.
6. A good cut or thrust to the hand disables the hand. A fighter can still parry with the arm.
7. A good thrust or cut to the leg or foot disables the fighter and ends the bout.
8. Parries may be performed with weapons, parry devices, the gloved hand, or any other part of the body.
9. If an effective blow is thrown before or on the same moment as an event that would stop a fight (a hold called or the fighter being killed himself etc.), the blow shall count. If the blow is thrown after the hold, killing blow, or other event, it shall not count.

C.

1. Tournaments of single combat will be allowed. Each combat must be over seen by two warranted cut and thrust marshals.
2. Melee is forbidden.

V. MARSHALING CONCERNS

A. General concerns

1. All bouts must be supervised by a warranted Cut and Thrust marshal
2. A Cut and Thrust marshal in a list is responsible for that list, and may remove any fighter who poses a safety risk, or who displays inappropriate conduct on the field.
3. If at any point a candidate shows a pattern of unsafe behavior their participation is to be discontinued until the problem can be properly addressed.
4. If something does not look right, call a hold.
5. Pay close attention to equipment between bouts.

B. Reporting

1. Monthly reports must be sent to the Deputy Cut and Thrust Marshal.
2. The Deputy Cut and Thrust Marshal shall make a report monthly to the Kingdom Rapier Marshal.
3. The report must have the names of the participants, date, any injuries no matter how small, any damage to the equipment, effects on the armor, and any suggestions or observations. All incidents must be reported.
4. If a Cut and Thrust marshal declines to work with a candidate the marshal must report this information within 24 hours.

C. Cut and thrust authorization process

1. Candidates must hold a current rattan or heavy rapier authorization from the kingdom of Aethelmearc.
2. Prior to primary authorization a candidate may train with an AE warranted C&T marshal only.

There will be two authorizations for C&T combat in Aethelmearc.

Primary authorization - sword and buckler

Complete authorization - the remaining forms consisting of single sword, sword and dagger, sword and parry object, case of sword (two sword)

To successfully obtain a primary authorization for C&T combat the candidate must

1. Must be thoroughly familiar with the Aethelmearc policies for Cut and Thrust.
2. The candidate must display controlled cuts and thrusts against a stationary

target.

3. The candidate must show consistently safe levels of calibration and control in a bouting/free fight situation.

4. The candidate must display consistently safe, courteous behavior in a bouting/free fight situation.

-The candidate is to be evaluated by two warranted Aethelmearc C&T marshals.

The primary authorization enables the candidate to participate in C&T tournaments (with the sword and buckler form only) and to train in all other forms with other C&T authorized fighters to obtain a complete authorization.

To successfully obtain a complete authorization for C&T combat the candidate must

1. Be thoroughly familiar with the Aethelmearc policies for Cut and Thrust.

2. The candidate must show consistently safe levels of calibration and control in a bouting/ free fight situation in the following forms

A. Single sword

B. Sword and Dagger

C. Sword and Parry Object

D. Case of sword (two sword)

-The candidate is to be evaluated by two warranted Aethelmearc C&T marshals.

D. Deputy for Cut and Thrust

1. Appointed by the Kingdom Rapier Marshal with the approval of the Kingdom Earl Marshal and the Crown.

2. The Deputy for Cut and Thrust shall enforce the policies of the Kingdom Rapier Marshal and the kingdom of Aethelmearc.

3. The Deputy for Cut and Thrust shall warrant Cut and Thrust marshals at his/her discretion.

4. The Deputy for Cut and Thrust may revoke the warrant of any Cut and Thrust marshal for just cause. At that time, a report must be made to the Kingdom Rapier Marshal, who may set up a hearing on the subject if necessary.