

Proposed Policies of the
Æthelmearc Youth Fencing Academy
v 2.0

I. ADMINISTRATIVE STRUCTURE:

A. Youth fencing activities within the Kingdom of Æthelmearc are regulated and jointly monitored by the Kingdom Seneschal, the Kingdom Chancellor of Youth Martial Academy, the Kingdom Marshal of Fence, and their authorized deputies.

B. The head of the Youth Fencing Academy is a Kingdom-level deputy officer, responsible to the Kingdom Marshal of Fence, the Kingdom Chancellor of Youth Martial Academy and the Kingdom Seneschal, called the Provost of the Youth Fencing Academy.

C. The Provost of the Youth Fencing Academy will supervise the activities of officers under him/her who head up the various activities in the program. These officers include Regional Deputies, if deemed necessary and Youth Fencing Marshals, specifically warranted in their particular activity, and under them, the minor participants themselves.

D. Requirements for an office within the youth fencing academy:

1. You must be a warranted fencing marshal and maintain your warrant for the duration of your tenure in office.
2. You must be 18 years of age or older. This will be assumed to be true, but proof will be required should there be reason to suspect otherwise.
3. You must be a member of the Society at any level and have access to the Kingdom newsletter at your place of residence. Your membership must be maintained, without lapse, for the duration of your tenure in your office.
4. You must have a valid mailing address and telephone number. Exceptions may be made for extenuating circumstances. Access to e-mail is desirable.
5. You must agree to fulfill the duties of the office and be acceptable to your Kingdom-level superiors.
6. You must be officially appointed to the office as outlined below. The Kingdom Seneschal and/or Kingdom Fencing Marshal reserve the right to refuse to appoint any particular individual to office. Should a request to be appointed be denied, the Kingdom Officer issuing the refusal shall advise the candidate and the Crown in writing of the reasons why he/she was refused.

E. Appointment of regional deputies:

The Provost of the Youth Fencing Academy may appoint Regional Deputies to oversee the youth martial program on a regional level. Candidates must meet the requirements for office outlined above and be specifically authorized as Youth Fencing Marshals.

F. Appointment of youth fencing marshals:

1. You must meet the requirements for office outlined above and be specifically authorized as a Youth Fencing Marshal.
2. You must request appointment to the office by notifying the Provost of the Youth Martial Academy and providing him/her the following information: SCA and legal names, full mailing address and telephone numbers (and e-mail address, if applicable), and proof of membership (e.g., a copy of your membership card or mailing label from the Kingdom newsletter).

G. Reporting requirements:

1. Regional Deputies will submit a written report of activity to the Provost of the Youth Martial Academy quarterly by the 1st of February, May, August, and November. Youth Fencing Marshals are not required to submit written reports, but are strongly encouraged to if they have been MIC at an event or involved in anything they feel requires a report.

2. The Provost of the Youth Martial Academy shall submit a written report of activity to the Kingdom Fencing Marshal and Kingdom Seneschal quarterly by the 15th of February, May, August, and November. This report shall consist of compiled reports from the Regional Deputies, Youth Fencing Marshals and a summary report of the Provosts own activities for the quarter.

3. Other reporting responsibilities for all Fencing Academy officers and marshals include authorization reports, as necessary, and injury reports. Any injuries incurred by participants must be reported by telephone or in person to the Provost for Youth Fencing and the Kingdom Fencing Marshal within 24 hours of the injury. If neither can be reached, contact the Kingdom Seneschal directly. The verbal report must be followed up by a written report sent to the Kingdom Fencing Marshal and the Kingdom Seneschal within 10 days of the incident, with a courtesy copy to the Provost of the Youth Fencing Academy.

H. ENFORCEMENT OF MINOR POLICIES:

1. It is the responsibility of the group seneschal, in cooperation with the Youth Fencing Marshals that Current Society and Kingdom minor policies are adhered to at all events, youth fencing practices, and youth fencing at any event held within the group's area. These policies must be clearly communicated to anyone manning troll at any event.

2. All signed minor waivers are to be collected and given to the Youth Fencing Marshal in charge of that event, practice, or activity. In the case of regular practices, the signed minor waivers must be included in the packet sent regularly to the Kingdom Waiver Secretary as per your group's current guidelines. The annual minor consent to participate and any waivers signed in conjunction with a tournament (not site waivers) or event activity must be included in the event MOL's Tourney Report and sent to the kingdom MOL Office in a timely manner.

II. PARENTAL/LEGAL GUARDIAN RESPONSIBILITIES:

1. Parents/legal guardians must observe rapier combat, and be aware of the risk of injury inherent in this martial art, and sign a statement explicitly acknowledging the above.

2. Parents/legal guardians must behave in a courteous and responsible manner at all times. Disruptive parents and youth fencers may be asked to leave the Lists area.

3. Parents/legal guardians must understand that this is a contact sport and injuries may occur. Parents/legal guardians are strongly advised to have their child seen by their healthcare provider before allowing them to participate in this activity.

4. Parents/legal guardians are required to read and understand the guidelines set forth in this handbook before signing any waivers.

5. At least one responsible person, 18 years or older, must be present at the event while the minor is engaged in youth rapier activities. If a parent/legal guardian wishes to assign someone to act as the responsible

party in their stead, the parent/guardian must provide the following information to the youth rapier marshal in writing: Parent/Guardian name, child's name, responsible party's name, and any allergies or medical conditions that the child may have. The youth rapier marshal may NOT be assigned as the responsible party.

6. If the minor is ejected from the lists for any reason, the minor will be turned over to the custody of the responsible party. If for any reason the responsible party is unable to be located, the parent/guardian will lose the privilege of assigning another person to be the responsible party in the future.
7. The marshalate strongly recommends that minors engaged in youth rapier activities have and FRS radio or other means of contacting the parent or responsible party should the need arise.
8. Youth rapier marshals are not babysitters, and are not responsible for supervising minors participating in youth rapier activities.

III. YOUTH FENCING MARSHALATE GUIDELINES

AUTHORIZATION TO MARSHAL ADULT FENCING ACTIVITIES DOES NOT AUTOMATICALLY MAKE YOU A YOUTH FENCING MARSHAL. A SEPARATE AUTHORIZATION IS REQUIRED TO MARSHAL YOUTH FENCING ACTIVITIES.

A. Marshalate Structure

1. A Youth Fencing Marshal is a person at least eighteen (18) years of age who:
 - a. Is a warranted fencing marshal.
 - b. Meets the requirements for office as outlined in Section I-A. and has been approved of by the Provost of the Youth Fencing Academy.
 - c. Has the responsibility of training youth fencers.
 - d. Is authorized to marshal on the youth fencing list.
 - e. Is authorized to inspect weapons and armor for youth fencing.
 - f. Has the power to authorize participants as outlined in the Section III-B.
 - g. Is responsible for youth fencer practice in his/her geographical group.
 - h. Is responsible for maintaining files on youth fencing activities within his or her group and reporting as required.
 - i. Has the reporting duties consisting of Waivers, Injury and Authorization reports, as they are necessary.
2. At least one Youth Fencing Marshal is required for any practice or tournament bout.
3. The Youth Fencing Marshal is responsible for attempting to ensure safety, including, but not limited to, inspecting weapons and equipment, warning participants of inappropriate or dangerous behavior, and if necessary, removing a participant from the field.

B. Youth Fencing will be limited to one-on-one combat. Melees are strictly forbidden.

C. Disciplinary Actions

1. The Youth Fencing Marshal is in charge of the field. Violations of the rules, safety regulations, or other inappropriate or unsafe action will be dealt

with by the Youth Fencing Marshallate in an appropriate way. Disciplinary actions may include a simple caution, a warning, removal from the field, removal from the tournament or practice, or suspension of authorization.

2. The Youth Fencing Marshals may bar anyone who they feel is disruptive from the vicinity of the list field.

3. Any action that involves removing a participant or a parent/legal guardian from the field, tournament, or practice, must be reported to, and is subject to review by, the Provost for the Youth Fencing Academy.

4. Only the Crown, the Earl Marshal, the Kingdom Fencing Marshal, or the Provost for the Youth Fencing Academy may suspend the authorization of a participant from youth fencing for a specified length of time.

5. All injuries, in addition to being included in regular reporting, must be reported by telephone or in person to the Provost for the Youth Fencing Academy and the Kingdom Fencing Marshal within 24 hours of the injury. If none can be reached, contact the Kingdom Seneschal directly. A written report must be sent to the Kingdom Fencing Marshal and the Kingdom Seneschal within 10 days of the incident, with a courtesy copy to the Provost for the Youth Fencing Academy.

Youth Fencing Marshals who fail to do their job or who create a dangerous situation on the field will be subject to the same disciplinary actions as participants and parents/legal guardians.

6. If a dispute arises at an official SCA event concerning youth fencing activities and it cannot be resolved between the individuals, contact the following people (in order) until the dispute is settled:

The Youth Fencing Marshal in charge of the youth fencing activities at the event.

The Provost of the Youth Fencing Academy.

The Kingdom Marshal of Fence

The Kingdom Chancellor of Youth Martial Academy and/or Seneschal of the Kingdom of Æthelmearc

The Crown.

IV. AUTHORIZATION PROCEDURES

A. AUTHORIZATION FOR YOUTH FENCING ACTIVITIES

1. In authorizing new participants, an appropriate Youth Fencing Marshal shall question the participant on legal target areas, the amount of force necessary to deliver and call a blow, proper weapon and equipment standards, rules of the list, and the Conventions of Youth Field Conduct, as outlined in this handbook.

2. The Youth Fencing Marshal shall have the participant fight an authorization bout with another child who is authorized in the same division. If one is not available, a child authorized in a higher division may be substituted for an opponent. If a suitable youth opponent is not available, the second warranted Youth Marshal may fight the authorization bout.

3. During this portion of the authorization, the warranting Youth Fencing Marshal should observe the candidates' ability to control the field, how they recognize problems, and their reactions to problems encountered during the bout, and how they react under pressure. If the candidate cannot comply with all of the above requirements, then the candidate does not pass. Polite, constructive criticism is encouraged to assist the candidate in correcting shortcomings.

B. Qualifications for Authorization

1. The youth fencer will have read and understood the rules and armor requirements of Æthelmearc youth fencing.

2. The youth fencer poses no unnecessary risk of injury either to his opponent or to himself.
3. The youth fencer can define and demonstrate some defensive capability (a minimum of two or three parries), including the use of the off hand for defense.
4. The youth fencer can define and demonstrate some offensive capability other than just a direct attack.
5. All youth fencers must authorize in single light rapier as their first weapons form.
6. Two warranted Æthelmearc youth marshals must be present to authorize a youth fencer.
7. Separate authorizations are necessary for each rapier form: Single Rapier, Rapier and Rigid Parry, Rapier and Dagger, Rapier and Non-Rigid Parry, Case of Rapiers.
8. The youth shall demonstrate the ability to protect himself or herself at all times and the ability to throw controlled shots and receive shots properly.
9. Upon completion of these events, the Youth Fencing Marshals shall decide whether or not they were completed satisfactorily. If there is any doubt as to the individual's ability, the individual shall not be authorized at that time.
10. Authorization cards will be sent to the parent or legal guardian. The Youth Authorization must be signed by the Earl Marshal of Aethelmearc! Cards must be presented to the Youth Fencing Marshal in charge or the list official before any bouts begin. A properly completed SCA General Membership Waiver must be given to the authorizing Youth Fencing Marshal before the Authorization Card will be issued. Authorizations are for one year, until the youth moves up to the next division (they will be issued a new card), or until the youth turns 18 (at which point they may authorize in the adult fencing program).
11. Non-authorized participants may participate in practice as long as the Youth Fencing Marshal has a properly executed (by the parent/legal guardian), consent to participate waiver.
12. All participants must be authorized before participating in any tournament. The parent/legal guardian needs to keep the temporary form from the authorization paperwork to ensure that the youth will be allowed to participate at events before he or she receives a card.

V. GENERAL REQUIREMENTS:

- A. Participants must be at least 14, but no more than 17 years old to participate in Æthelmearc Youth Fencing.
- B. Whether in practice or at a tournament, no youths will participate in Youth Fencing unless they have a duly executed youth fencing waiver on file.
- C. Participants must be authorized by the youth rapier marshalate to participate in a youth rapier tournament.
- D. Though youths need not be authorized to practice, a warranted youth rapier marshal must be present and a parent/legal guardian must sign a youth fencing waiver.
- E. Prior to every combat, tournament or practice, all combatants shall insure that their equipment is safe, in good working order, and has been inspected by a warranted youth fencing marshal of Æthelmearc.
- F. Youth Fencers will not be allowed to participate in any adult fencing tournament or fencing activity, but Warranted Youth Marshals will be allowed, with parental consent, to fence with youth participants for training purposes.

VI. WEAPONS FORMS

- A. Rapier - The form shall consist of a single rapier. The fencer should use the empty hand for defense.
- B. Rapier and rigid parry (blocking) implement.

- C. Rapier and dagger.
- D. Rapier and non-rigid parry (blocking) implement.
- E. Case of rapiers - The form shall consist of two rapiers.

VII. COMBAT CONVENTIONS

A. Fencing rules:

1. All fencers will behave in an honorable and chivalrous manner.
2. In rapier combat, 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. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh. Consistent excessive calibration shall be grounds for revocation or denial of authorization.
3. All fencers are considered to be wearing cotton, linen, or wool street clothing of the period that these rules are intended to simulate. Skirts are to be no longer than ankle length and not entangle the fencer's normal movement. Corseting, bum rolls, or anything that drastically changes the form of the body is prohibited. Clothing which prevents the wearer from accurately calling blows is prohibited.
4. It is the responsibility of each fencer to determine what weapons his or her opponent is using and to resolve any questions about said weapons before combat.
5. Any portion of the body is a legal target.
6. Any charging, running, hopping, or other attack where the fencer cannot immediately cease movement when a hold is called is strictly prohibited, e.g., a fleche.
7. Draw cuts, push cuts, and tip cuts are all considered to be valid cuts. For a cut to be counted there must be at least six inches (15 cm) of draw with the blade or travel of the tip against the body. Cuts that move across the entire width of a limb or the throat will count even if they are not six inches long. Whipping, hacking, and modern sabre cuts are prohibited.
8. Wrestling, grappling, and kicking an opponent is prohibited.
9. Striking with any portion of the weapon other than the blade is prohibited.
10. Combat between fencing weapons and SCA heavy list or boffer weapons is prohibited.
11. A fencer is considered armed so long as one offensive weapon is retained.
12. Upon hearing the call of "HOLD" all fighting shall immediately stop. The fencers shall freeze, check their immediate area for hazards and then assume a non-threatening position with their weapons pointed away from everyone in their vicinity. Unless instructed otherwise, fencers are to remain in the same location on the field.
13. Hold will not be called for dropped weapons unless it becomes a safety issue. A fencer who disarms his or her opponent will have the option of allowing the opponent to retrieve his or weapon or forcing the opponent to yield. A fencer who has been disarmed must abide by his or her opponent's decision.
14. Parries with the empty hand while using single rapier are permitted and are not considered as wounding so long as the blade is not drawn or thrust against the hand. Use of the open hand to push aside an opponents weapon hand is also allowed so long as the opponent is not grasped and contact only occurs on the hand just below the bell.
15. Entrapping, "catching," or "placing" an opponent's weapon or parrying device in a position in which it is irretrievable, through the use of the hand or other object, is prohibited.
16. All fencing is to be done in the round.
17. No object may be thrown or tossed during the course of a bout.
18. At the end of every tournament bout it is the list marshal's duty to ask each fencer if he/she is satisfied with the outcome of the bout.

B. Acknowledgment of Blows

1. Youths shall acknowledge all valid blows per the following:
 - a. A "kill" is considered to be one thrust or cut (see section VI. A. 7) to the torso, head, neck, groin (to one hand width down the inside of the leg) and armpit (to one hand width down the inside of the arm. A "killing blow" will end the fight, resulting in defeat for the recipient.
 - b. An arm, hand, leg, or foot is rendered unusable after a single thrust or single draw cut to it. If an arm is lost, it cannot be used. If a hand is lost, it may not be used and must remain limp. If a leg or foot is lost, a fencer must kneel or sit. The fencer may not rise up or use the muscles of the injured leg. A hip or buttock is part of the leg on the same side. Note: The fencer may pull him/herself along using his/her hands and arms. Loss of both arms results in defeat.
 - c. A blow to the hand will disable the hand, but not the entire arm.
 - d. A blow to the leg or foot will disable that leg and ground the recipient. A grounded participant will sit on the ground to continue the fight. A participant may not attack a grounded opponent from the side or from behind, as that opponent may not turn to face him.
2. Lost limbs may not be used in a defensive manner in any way, shape, or form. Blows that strike a lost limb that would have contacted the body, are to be counted as having struck the body.
3. Participants may, at their discretion, yield upon the loss of an arm or leg.
4. Any blow may be counted by the recipient as heavier than technically required if, in his or her opinion, it would have caused a disabling wound. No blow may be counted as less effective than the above rules require.

VIII. Armor Requirements

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

1. Abrasion-resistant material: material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing, for example - broadcloth, a layer of heavy poplin cloth (35% cotton, 65% polyester), sweat pants, opaque cotton, and poly-cotton. Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.
2. Puncture-resistant material: any fabric or combination of fabrics that will predictably withstand puncture, for example - four-ounce (2 mm) leather, four layers of heavy poplin cloth, ballistic nylon rated to at least 550 Newtons, and commercial fencing clothing rated to at least 550 Newtons. Kevlar is not an acceptable material, as it degrades rapidly.
3. 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 aluminum, copper, or brass (1.6 mm); one layer of heavy leather (8 ounce, 4 mm).

B. Fencing Mask - The front and top of the head must be covered by rigid material to below the jaw line and behind the ears. Standard 12 kg fencing masks meet this standard. Fencing helmets meeting this standard are also acceptable and shall be approved on a case-by-case basis. The face must be covered by either 12 kilogram mesh (e.g., a standard fencing mask) or perforated metal which meets the definition of rigid material, and has holes no larger than 1/8" (3 mm) in diameter, and a minimum offset of 3/16" (5 mm). Masks and helmets must be secured to the fighter, 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 fighter.

C. Head and Throat – All participants must wear a gorget which consists of rigid material (a minimum of at least 8-oz. top-grain leather, although gorgets made of metal are strongly encouraged) 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. Gorgets worn over a hood or other substantial fabric padding will be considered to meet this requirement. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.

D. Torso and Arm Armor – Puncture resistant armor shall cover the body from the top of the shoulder to the base of the groin and the underarm area. Minimum underarm protection is provided by a triangle extending from the armhole seam, and covering the lower half of the sleeve, extending down the under side of the arm one-third the distance to the elbow. The edges of any closure must overlap by at least 3". The rest of the arm must be covered with abrasion resistant material. Female participants must cover the chest area with rigid material.

E. Gloves – Gloves made of abrasion resistant material must overlap the wrist openings of the sleeves by at least 3", and cover any cuff opening. If gloves designed for electric equipment are used, the openings for wires must be secured shut.

F. Groin/Breast Armor – Male fencers shall wear a cup (rigid material) underneath the lower extremity armor. Female fencers must ensure that their groin area is covered by puncture resistant material. The chest area of female participants must be covered with rigid material.

G. Lower Extremity Armor – All portions of the lower extremities must be covered with at least abrasion resistant material. Spandex, cotton gauze, and nylon tights are unacceptable. If skin can be seen through the material, the material is too thin. Footwear must completely enclose the foot with a minimum of abrasion resistant material.

H. Armor Testing – Armor shall be tested when it is new and each time a fencer renews their authorizations (i.e. at least every two years). However, armor may be retested at any point if a marshal feels that there is something amiss. Acceptable tests are as follows:

1. Cloth or garment manufacturer's commercial certification that a fabric is rated to 550 Newtons. Documentation must be available at time of inspection.
2. Use of a 550 Newton punch test device, manufactured by sources approved by the Deputy Society Marshal for Rapier Combat and used in accordance with the instructions for such a device.
3. Use of a drop test device which delivers a force, on dropping, of 1.5 joules to the fabric sample via a dull, flat 5/32" (4mm) metal rod. Details for constructing and using an approved device of this sort may be found in Appendix 3 of the Corporate Rules for Rapier Combat.
4. Use of a flat-broken foil blade to thrust against the material. To conduct this test, lay the material on firm ground or a penetrable surface. While holding the length of a foil test blade with your hands placed about ten inches apart, punch the material four times increasing the force each time. After each punch, examine the material. If it has been completely penetrated or penetrated in more than one layer, it fails. If there is no damage, or if only the top layer has been damaged, the material passes.
5. For masks: Marshals have the right and responsibility to refuse any mask that they deem to be in danger of failing to protect against a hard thrust with

an epee. Upon the wearer's request, a mask may be punch-tested if the equipment is available. Marshals cannot require a punch test. A good field test, if a punch tester is not available, is to push on the mesh with a thumb. If the mesh shows any flex, the mask is not strong enough.

IX. AGE DIVISIONS

- A. Participants will be divided into two (2) age groups: 14-15 and 16-17. Outside of training and practice, participants may only face opponents within their own age group.
- B. Participants age 14-15 shall be allowed to use and face the following weapons forms: single rapier, soft parry (cloak), and rigid parry (buckler).
- C. Participants age 16-17 will be allowed to use and face the following weapons forms: single rapier, case of rapiers, dagger, soft parry (cloak), and rigid parry (buckler).
- D. At no time shall there be tournament fighting between the divisions.
- E. The Fencing Marshallate recognizes that some youths will be very small or very large for their age. These youths may, at the request of their parent or legal guardian, and on a case-by-case basis determined by the Kingdom Fencing Marshal, Provost of the Youth Martial Academy, or empowered deputy, be moved up or down one division as appropriate.
- F. At no time will anyone under the age of 18 participate in adult combat-related activities.

X. WEAPONS AND PARRY DEVICES

A. Rapiers

1. Foil and epee blades are allowed. They are referred to as "light rapiers". Youth Fencers are not allowed to use heavy rapiers.
2. Any blade of a given class may only be used against weapons of that class, but NOT against blades of another class (i.e. light rapiers, or foils and epees, may be used against each other and may not be used against heavy rapiers). Daggers may be used against rapiers of either type.
3. Light rapier points must be capped with standard plastic or rubber fencing tips, and must be taped with tape that contrasts in color with the blade and the tip. The tape must not cover the tip.
4. Foil, epee, and sabre bells are permitted on light rapiers. Bells with openings large enough to admit a standard, capped light rapier point must be blocked with rigid material. Quillons can be no longer than 12". The ends must be blunted and all edges rounded. A light rapier with quillons which may trap and/or break a blade are cause for prohibiting the use of the blade. As per Society fencing rules, orthopedic and pistol grips are prohibited without documentation from the fighter's health-care provider.
5. Rapier blades may have a single, gradual curve. Sharp bends, or more than a single curve (S-curves) are cause for prohibiting the use of the blade.
6. All rapier weapons shall be fought as light two-edged weapons with a point.
7. Marshals shall disqualify weapons that are in danger of breaking.
8. All blades must be manufactured by a commercial supplier or an artisan approved by the Society Deputy Marshal for Rapier Combat and the Kingdom Marshal of Fence.
9. Blades will not be altered by grinding, cutting or any other method which could significantly alter their temper, flexibility or durability. The only exception to this rule is shortening or re-threading the tang.
10. All blades must be able to pass a flexibility test as follows: Hold weapon parallel to the ground, supporting the handle against a table or bench if necessary. Hang a 3 ounce weight (85 grams) just behind the tip. If the blade of a dagger (out to 18" blade length) flexes visibly (more than 1/4 inch <6 mm>),

the blade is sufficiently flexible. For a rapier blade (greater than 18"), the flex must be 1/2 inch (12 mm).

B. Daggers

1. The maximum allowable dagger length, pommel to tip, is 25" for a flexi-dagger.
2. Bells, grips, quillions, and blade testing shall follow the specifications for light rapiers.
3. Standard thrusting daggers shall be commercial "flexi-blades", "Scottie", or Safeflex brand daggers, which will be capped as rapiers.
4. Steel daggers score touches in the same manner as rapiers.

C. Parrying Objects

1. Striking any part of the body with any parrying object is strictly illegal.
2. Sharp points, edges or corners are not allowed anywhere on any equipment
3. Devices that predictably or repeatedly cause entangling are not allowed
4. Bucklers
 - a. The allowable maximum area is 315 square inches (20" diameter circle).
 - b. Bucklers shall be constructed of lightweight, rigid material, such as 1/4" plywood.
 - c. Buckler edges shall be covered to prevent splintering, and may not be jagged or rough.
5. Cloaks
 - a. Cloak size, shape, and weight are left to the discretion of the user.
 - b. Soft hem weights such as rope, rolled fabric or leather are permitted. Rigid weights, such as bars, rods, chains or strips of metal are prohibited.
 - c. Cloaks will be allowed to take multiple hits without being considered to have sustained ruinous damage to the fabric. However, if the marshal sees things getting out of hand, he or she may step in and advise the fencer that the cloak is no longer useful. A thrust or cut will penetrate a cloak and do damage to the fencer.
6. Other Parrying Devices: Virtually any object may be used as a parry item, provided that the object poses no threat to the safety of the combatants and will not trap and/or break a blade. Marshal discretion regarding the safety of the parry item is the deciding factor as to whether or not it will be permitted into the list.

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