

# Living History Association

## Department of Ancient and Medieval Interpretation

### Safety and Authenticity Rules working draft 4/1/00

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## Section 1—Opening:

These Documents cover the Safety and Authenticity Rules of the Living History Association (LHA) Department of Ancient and Medieval Interpretation (DAMI). These rules should be read by all new participants of LHA Safety and Authenticity Minister (SAM) sponsored events. Participants should also stay current with these rules especially those covering activities they are participating in.

#### Philosophy:

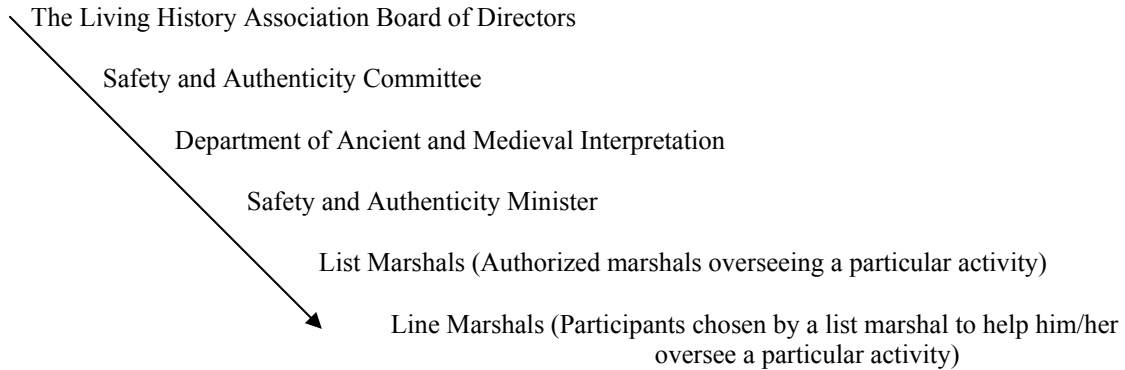
Our activities as reenactors and recreations can only be as safe as we make them. We must be honest, wise, and intelligent in our activities, not taking risks out of our own greed or ignorance. We must be curious, honorable, and just in our competitions, remembering that the victory is never as important as people participating.

These rules are written in simple and broad terms with the knowledge and expectation that they can be expanded on and changed when the situation warrants. The rules listed here are not intended to be the last word on our safety, but depend on the honestly, intelligence and consistency of the people following them. In this way, the rules will provide the safety and protection that an activity needs to be successful in a non-threatening fashion.

**Authority:**

In order for these rules to work it is important for participants to understand the chain of authority on which they rest.

Mundane Law:



Authorized Marshals:

Authorized marshals have a standing authority to monitor camp and event safety.

Authenticity Provost:

This is a LHA DAMI member who is selected by the SAM (on the advice of the event coordinator) who is the only person authorized to enforcement of the DAMI authenticity standard.

**Updates and Maintenance:**

Changes:

Members of the DAMI may propose changes to the SAR. These changes should be provided to the SAM in written form and must include:

- The reason for the change
- The exact wording of the change.

A review to the effects and side effects the change may have on how the “our game is played”

- The SAM will review the proposed change and either reject it providing a written reason or present it for a vote of the DAMI.

Members wishing to offer changes should seek the advice and counsel other members and the DAMI

Corrections:

The DAMI SAM may make corrections that do not change “how our game is played” to the SAR. These changes should be made known to the DAMI and on the request of the DAMI must be proposed as changes.

Other Changes:

Because the DAMI chooses to maintain compatibility with the rules used by other organizations changes in these rules may happen outside the direct control of the DAMI or the SAM. If such a change adversely effects the safety or authenticity of the DAMI compatibility should be ended by changes to the SAR.

Emergency Changes:

If a Safety or Authenticity problem is serious enough to require immediate correction the SAR the SAM may make an emergency change. Emergency changes will remain in effect until the next opportunity for the DAMI to vote on them or review the SAM’s action.

Record keeping:

Three copies of the SAR must be kept in file with the Board of Directors (BOD). Any changes to the SAR shall cause corrected copies (preferably printed) to be filed with the BOD not less than once a year (at the general membership meeting).

The DAMI SAM shall keep three copies on hand one as a master reference, one as an active copy where notes and corrections are made (may be in electronic format ),and one that can be loaned to a event coordinator.

Copies of Safety and Authenticity paperwork including accident reports, rules violation reports, sanction reviews, minor participant waivers, and requests for rules changes must be kept on file buy the SAM for 5 years.

### **Enforcement:**

#### Safety:

Safety of persons and property are both covered by these procedures. This section has been written in relation to injury and risks there of. It also applies to damage to property. The elected members of the SAM, Authorized Marshals, the List Marshals, Line Marshals, and the Authenticity Provost will all be refereed to as Marshals in this section. Marshals take on the added responsibility of actively enforcing the Safety Rules. Other participants should bring safety concerns to these officers if the situation permits. Though marshals take on this added responsibility. It is the responsibility of everyone to make and keep the reenactment area safe. Anyone how observes something that they think is a danger to life, limb, or property should make it known in a way appropriate to the danger and his/her understanding of the activities involved.

#### Safety (Preventive)

Marshal(s) may put a stop to any activity they believe is unsafe. To do this he/she will make all safe and reasonable attempts to make the individual(s) aware they should stop. This should begin with the least offensive method appropriate to the danger. If the individual(s) still continue, other marshals should be called on for support. If the individual(s) continue the unsafe activity(s) all marshal(s) participants and public should be removed to a safe distance and law enforcement authorities should be called. Any situation requiring more than a reasonable request to stop should be reported to the DAMI SAM for review.

Once the activity has stopped (and if necessary emotions have cooled) The Marshal should hold discussion with the individual(s). If the action was safe or can be conducted in a safe manner and does not violate the SAM SAR the activity may continue. If the activity was unsafe or it violates the DAMI SAR appropriate sanctions may be imposed (even if the activity has been allowed to continue in a safe manner).

#### Safety (reactive)

If an injury requiring professional medical attention (even if such attention is refused by the injured individual(s)) happens at an event it is up to the marshal responsible for overseeing the activity or the marital closest to the activity to review the situation and impose an appropriate sanction. Any injury requiring professional medical attention (even if such attention is refused by the injured individual(s)) will be reported to and reviewed by the SAM.

Injuries or unsafe situations caused by blatant ignorance or stupidity

**\*\*If you are unsure of what to do in a situation\*\***

**\*\*ASK someone before acting\*\***

Examples include, but not limited to:

- Not following operating procedure provided by the manufacture of a device.
- Not following well understood safety practices: i.e.-guns should never be pointed at people.
- Doing inherently dangerous things like playing knife games or putting flammable liquids on a burning fire.

#### Authenticity

Only the authenticity provost for an event may enforce the authenticity standard. Even the DAMI SAM may not use the provost's responsibilities..

Participants unwilling to meet the authenticity standards should be asked to leave the event.

### Cheating and Dishonorable Behavior

The bad feelings created by cheating and dishonorable behavior can cause emotional actions that are often dangerous. The marshal overseeing an activity or the first marshal on the scene should review the situation and if appropriate impose a sanction. It should be noted that personas that act like cheaters and villains but do not actually cheat (or do so safely and with the full knowledge and approval of all involved) are not actually cheating. These in persona actions should be punished in persona also.

Sanctions:

Review:

Any marshal based on their review of the situations may apply appropriate sanction. Otherwise the marshal may pass responsibility up the chain of authority. In making a sanctions review a marshal should take into account the danger created, the nature of any injury, the disruption caused by the situation, the amount of culpability of the individual, and the individual's responsiveness and willingness correct the situation.

Sanctions will consist of individual being banished removed from the activity, event, or the LHA DAMI. The Authorized individuals Marshals, Fighters, Fencers, Equestrians, and the like who violations relate to their Authorization may have their authorizations revoked not allowed to reauthorize after a period of time.

No sanction imposed by a Marshal shall be considered a replacement for mundane legal action criminal or civil.

Higher Review:

Decisions, made by any member of the Chain of Authority, may be brought by any LHA member to the next higher level on the Chain of Authority. This review must look at the actions of the Authority and was that decision within the rules and that the sanction is reasonable.

To facilitate this review any individual being sanctioned may request the decision including the reasons in writing within 48 hours of the sanction being enacted.

## **Section 2—Authenticity Standards:**

The Authenticity standards of the SAM have been set in relation to a number of important concepts. Ease of access to new members, quality of presentation for the public and other re-enactors, flexibility to different styles of research and historical interpretation, flexibility in relation to the amount of historical information available to different time periods, and finally, safety.

Each participant will present an interpretation consistent in kit and behavior if viewed from ten or more feet away by a reasonably educated person, of a person that did or may have lived in the period under study. We hope that participants will go beyond this minimum standard and strive for an interpretation that can be viewed from a zero foot distance. For our discussion a reasonably educated adult should be considered to be a person of normal intelligence that has had good grounding in general history.

Upholding the Authenticity Standards:

These guidelines will be enforced by an authenticity provost selected by the DAMI-SAM (the person/group

sponsoring the event may make recommendations). It will be duty of the authenticity provost alone to seek out and rectify variations from the authenticity guideline. This person is allowed to ask participants to show documentation (immediately or and some later time) and may ask that items or behaviors be removed from sight if they do not meet the authenticity guideline. If a participant is unwilling to leave, the enforcement rules in the Safety and Authenticity Rules should be followed.

The authenticity officer is not intended and should not act to quell debates the field of history. If a participant is interpreting a minority historical theory, the enactor should be able to show documentation for their interpretation. It is also not the place of the authenticity officer to intervene in matters of interpretation. i.e. if the Romans are going to harass the Picts again this is ok, that is what Romans did.

The authenticity officer should also be aware of people's experience level. People participating in his or her first medieval reenactment should be given all the support that can be mustered, while it should not be considered acceptable for experienced reenactors to skip over too many details.

Authenticity Provost Qualifications:

- Be a member of the LHA.
- Be regular participant in SAM sponsored events.
- Have a good working knowledge of the SAR.
- Have a good understanding of ancient and medieval history.

This does not mean an overriding expertise, since participants are expected to be able to explain (and document) their kit and behavior. It is only necessary that an Authenticity Provost understand the general themes of history and be able to evaluate a participants claims and documentation. In fact, those with an expertise should be careful to remember not to try to over-enforce the authenticity standards.

## **Section 3—Camp Safety Rules:**

It is the responsibility of everyone to make and keep the reenactment safe. Anyone who observes something that they think is a danger to life, limb, or property should make it known in a way appropriate to the danger and his/her understanding of the activities involved.

Camp Safety:

Camps should be setup in such a manner as limit risks from natural situations like floods and fires as well as man-made effects like roads. Tents should be pitched with space between to prevent fire from trailing and should be set-up as far from fires and torches as is reasonable. Torches and candles that are used in camp must be well maintained and safe even if knocked over. Tent ropes should be marked if they encroach on traveled routes.

Equipment Safety:

Edged weapons and tools should be carried, and stored in a manner that reduce the risk of injuries. Sharp weapons and tools should be sheathed. Weapons and tools that can be tested should be, to see if they are sharp. If a weapon or tool is drawn across the palm of the owner bearing his/her own weight or stood on end and rotated on the owner's palm does not cause bleeding is not sharp. If the owner is unwilling do this test the weapon or tool is considered sharp.

Non-edged items should also be treated with care. Since many things in the past were not made with OSHA guidelines or consumer products safety in mind. There needs to be extra care taken when other participants and the public come in contact with these items. Armor can pinch and helms can be to heavy for small necks. Cast iron pots are heavy and fires can burn.

## Section 4—Combat Safety:

**The first rules of combat safety are BE SAFE and have fun.**

Combat activity areas should be chosen carefully. Safety of both the participants and spectators should be considered. Functionality and presentation should also be considered.

Ranges for Archery and Siege engines should be safe from encroachment, over and under shots. Trebuchet and catapults and all range weapons can through things forward as well as backwards.

### Firearms

Firearms must be in good working order. Non-functional (unloadable) props that look like firearms are not firearms.

Powder (black) must be stored safely and in a place that is known to the participants in a reasonable area.

Ball, bullets or other projectiles that would fit it firearms must not be on site. At present we expect any carriers of firearms to learn the safety rules used by the Revolutionary War Department before bringing his/her firearms to events.

### Animal Safety and Care

All animals should always be treated with the care and respect. They should always have access to appropriate amounts of food and water, and be able to get out of the wind and weather. Animals should not be mistreated or abused. If such behavior is observed appropriate actions should be taken immediately and if necessary legal authorities should be contacted, though it should be noted that individuals should make any determination of appropriate treatment of animals familiar with the type of animals in question.

### Types of Animals

We have broken out the types of animals as much to point out the possibility as to set specific rules for each type of animal. Some animals will move from one category to another.

### *Working Animals:*

These animals are part of reenactors personas. Working Animals are expected to be under the control of the owner. They should also be familiar with the activities going on at events and be comfortable with them. The animals should not be put to tasks they are not suited to and trained for.

### *Fighting beasts:*

These are animals will be participating in battle reenactments and competitions. They must be appropriately trained for the activities they will be participating in. Special authorizations may be required before the animal and rider participates in events.

### *Food animals:*

Do to the social reactions caused by seeing food animals it is extremely important that these animals be well treated. Experienced people should only do butchering. Butchering should only be conducted in view of people who are ready and willing to see it.

## The Fighting Disciplines of the DAMI:

The following are the disciplines of study in combat of the DAMI

- **Light Infantry**—The study of cutting and thrusting weapons practiced with a balanced yet padded weapon, participants wear minimal armor and use this as the first step to armored combat.
- **Rebated Armored Combat**—Full contact combat conducted with Rattan based weapons in the style of period rebated training and tournament combat.

- **Renaissance Rapier**—Using dull tipped Del tin and Schlager fencing weapons to study the arts or renaissance defense.
- **Armored Grappling**—the study and practice of period techniques used to disarm and subdue armored opponents while unarmed or in too close to use a weapon
- **Live Steel Drills**—The studying of period drill manuals and the use of their drill and techniques in 1/4 to 3/4 speed choreographed drills with wooden and actual weapons

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### **Light Weapons, Light Infantry**

[THIS SECTION UNDER REWRITE AND IS NOT YET OPERABLE AT THIS TIME]

Light Infantry is the primary contact combat form used in DAMI weapons training and drilling. It is primarily based on the Historic Arms Combat Association rules and standards, most of which is excerpted here and used as the primary rules for LHA Light Infantry. Its purpose is for exciting, hard fought sparring and weapon training, without the undue worry of control or injury to the novice. It should always be kept in mind that moves and techniques were devised for actual weapons, not padded sticks, therefore, some alteration is acceptable (and necessary) for safe simulation. Before competing or training in Light Infantry all participants are required to learn Kata drills and stretches.

Participants may make and devise any padded contact-weapons they wish within the guidelines, provided there is a historical model as precedent. All weapons must have discernible killing portions (blade edges, points, etc.). All weapons must have regulation cores and fully padded with proper foam.

Participants are warned to first use proper HACA style contact-weapons before attempting to construct their own.

HACA style padded contact weapons are made so that “off-target” blows (hands, groin, even unprotected heads) do not cause injury or undue pain.

Blows thrown against helmeted/armored opponents, blows require more intensity, the HACA style LHA/DAMI Light Infantry System is structured for allowing non-armored, unpadded fighters to participate (just as they did throughout history). The duel ability of contact-weapons to be used in either armored or unarmored sparring is a great asset of the system. The HACA style sparring system does require more discipline to learn and develop control as novice participants cannot feel they can make up for lack of skill by trying to “put all their might into a blow” (it’s not designed for this when unarmored). Above all, the weapons are intended so you can hit your opponent not as hard as you want necessarily, but as hard as they need to feel it. However, the HACA Contact-Weapon Sparring System used by the LHA/DAMI is a practical means of providing for safety and standardization.

No grappling or unarmed fighting techniques are to be used unless said parties are both qualified.

All participants must be fully aware of the guidelines and which conditions and method their opponents are accepting.

Whether in single sparring bouts or group melees, each fighter is expected to assume full personal responsibility for his actions and behavior.

Blows are never “counted as good” just because they make contact We do not accept “non-contact.” blows or light wrist taps and flipping wrist touches that would be virtually irrelevant with sharp swords.

Keep in mind, the sole purpose of contact sparring is just that, “contact”. Padded contact-sparring weapons let you strike with intent in proper range, force, and follow through.

### **Target Areas and Hits:**

Unarmored Target Areas:

The whole body excluding: head, throat/neck, and groin.

Hits to the head or off-target areas are ignored.

Non-helmeted fighters can not be struck to the head.

Armored Target Areas:

The whole body excluding the throat/neck, and groin. Hits to off-target areas are ignored. Armored sparring includes both, helmets and either Light or Heavy armor.

Unarmored sparring is without armor/padding (but may or may not include helmets).

Against unarmored targets no blows should cause pain. All are made with good contact (not soft or light but not full-contact either). Without armor on their is just no need for full power strikes. Strikes can be made clearly, strongly, and with great speed while still being safe and discernible to your opponent.

Any solid, clear, firm blow to a limb, armored head, or the torso is a Kill. Any other contact can either be considered insufficient (and called Light”) or Disabling if made against a limb. Participants may call blows Light, Disabling or Kill. Thus, blows to arms and legs may result in either “death” (dismemberment) or a “wound.” Strikes to armored heads are called either Light or a Kill.

In the case of disabling blows to arms, participants no longer utilize the arm. Arm targets include the whole arm (fingers, hand, wrist, forearm, upper-arm). Shoulders count as Torso. Disabling hits to the legs restrict movement to limping (no walking fast or running). Legs strikes do not require the fighter to sit, fall, kneel or lie down. They may continue standing and fighting, but must restrict their movement to limping. Legs targets include the entire leg (foot, shin, knee, and thigh). Hips count as torso.

All hits depend on the honor system. If in doubt, ignore a hit. The defender gets the benefit of the doubt. Next time hit them better. Glancing blows, light touches, flat-of-blade hits and scrapes are all ignored.

All hits should be acknowledged by the defender, unless it was obvious to both parties. If you feel you made good contact and your opponent says nothing, then question it. It may have been light although it seemed clear and good to you. Adrenaline, motion and enthusiasm can cause ambiguity where hits are concerned. It is often a highly subjective matter. Observers too, should keep in mind the fallibility of perception when watching others fight.

There are no restrictions on how one uses a regulation weapon except that Disabling and Killing blows are struck with the authorized, padded portions.

There are no restrictions on the number of opponents one may be engaged by nor the direction they may attack from. Participants fight 360 degrees until either one or both are “Killed”, call a halt, or a third party calls a “Hold!”.

No referees or intermediaries are required or used under this system. Kills and Disabling hits are in affect for the remainder of that bout (assuming single combat) or the encounter (in the case of group fights).

During group fights, (melees) Killed fighters must sit or lie immobile until all combat in the vicinity (approximately 50’) ceases. The general guidelines for single-combat or duel apply equally and wholly to mass group melee.

### **Armor**

Armor is defined as any authentic material used in historical fashion on limbs, torso or head. (Imaginary armor such as, plastic, foam, or rug does not qualify.)

One may face a variety of armor types that reflect increasing protection and categorized as either Unarmored, Light or Heavy.

Light armor consists of actual leather (soft or hard, minimum 1/8” thick) or heavy padded cloth (minimum 1/2” thick).

Heavy armor is replica mail, brigadine, and hardened leather (minimum 1/4”). Types of plate also count as Heavy armor, but padded weapons are not intended for use on plate since, unless all corners and edges are rounded off or folded over, it tears them up.

Helmets must be a minimum of 18 gauge steel or 1/4” hardened leather. Helmets must be fully encasing with either a face plate, metal mesh, or bars. Eye-sockets and openings must be no larger than 1” wide (small enough to prohibit a weapon tip thrusting through).

### **Blow differences:**

Wearing Light armor on the torso allows the participant to receive 2 blows before resulting in a Kill. However, consider any single sufficiently firm or strong blow as resulting in an immediate Kill. Light armored limbs



can receive 2 blows before being Disabled. However, any single sufficiently great” blow causes an instant Kill. With Light armor, any 2 blows received results in a Kill.

When wearing Heavy armor on the Torso, the fighter can receive 2 blows there before resulting in a Kill. However, consider any single sufficiently firm or strong blow as resulting in an immediate Kill. Heavy armored limbs can receive 2 blows before being Disabled. However, any single sufficiently “great” blow may result in instant Disablement. The first Limb blow is called as a “Quarter Kill”. With Heavy armor, any 3 blows received as good result in a Kill. No draw cuts on are viable on Heavy armor.

Notice that the rules governing the nature of blows received are left up to the individual, but that once struck, wounds become a matter of allowable hits based on armor. This methods combines subjective and objective elements and avoids the cycle of feeling a blow too much vs. not feeling it at all. It acknowledges qualitative differences in armor types as well as in the severity of blows and allows for simple sparring to be a reasonable simulation of combat. The focus is on the use of a simulated weapon safely performing as a real one would.

#### **Attack From Behind:**

When attacking from behind, it is often necessary only to tap or firmly touch the opponent rather than delivering a blow. When making any thrust at unarmored targets or against helmets, caution should be taken in using a looser grip as it is safer than a firm one.

#### **Melee:**

Participants may face both armored and unarmored opponents in the same melee.

When a non-helmeted fighter confronts a helmeted opponent, they may not strike the helmeted player to the head either. This is the “reciprocity of helmet law”. The helmeted player is not subject to a killing-target area that their opponent, by virtue of being without a helmet, is not. Helmeted fighters do have the option of rescinding this and allowing their helm to be a target for non-helmeted opponents (unless openly stated to you, assume any helmeted opponent has not done so).

#### **Protective Gear:**

Although not a requirement when fighting unarmored, participants are encouraged to wear gloves and any other padding they feel comfortable with (i.e., shin guards, cups, knee and elbow pads, mouth pieces, etc.). If openly agreed to, participants may elect to spar full-contact wearing protective padding instead of replica armor. Although this form of padded fighting does not qualify as historical armor and is treated as if Unarmored for purposes of wounds and kills, it does allow for harder fighting and stronger blows. Minimal padding required is a helmet, knee and elbow pads, shin guards, and heavy gloves. Advisable protection includes collar, upper arm, kidney and hip padding. Suggested equipment for this is street hockey, martial arts and baseball gear, and home-made plastic armor. However, for realism and appearance, such modern padding or equipment should not be obvious.

Any “open face” sparring head-gear or helmet may be worn but is not viable for receiving head strikes. No face stabs are allowed unless helmets are fully encasing.

#### **APPENDIX A—Padded light contact weapons construction:**

##### **Swords:**

Basic construction consists of a simple solid core of 2 oak slats taped together (DO NOT GLUE), with thin aluminum bars running the length of the flat on both sides.

Edges are constructed of strips of high-impact foam glued onto the wood core with strips of thin leather then glued onto them. The entire weapon is wrapped in duct tape and covered with a canvas or thick cloth cover.

Balance is adjusted by shifting the aluminum strips.

Hilts are made of close-cell foam shaped and wrapped with duct tape.

Use only solid oak or hardwood (no pine, fir or soft woods) and High-Impact closed-cell foam (L2000 flotation foam or Landau padding found at foam distributors and upholstery or auto-interior shops before adding the edges, round off the tip of the wooden slats and file the sides smooth.

Add another 1” of additional ordinary soft foam-rubber on top of the thrusting tip

For the handle, first file down the wood to create a “tang” and pommel. (This allows your grip wrap and padded pommel to be more secure and easier to shape)

##### **Shields:**

All shields should be based on historical models and be constructed out of appropriate wood (1/2" thick minimum ply for example).

They must have 1" to 2" of soft ordinary foam rubber on their fronts.

They must also have 1/2" of foam (any kind) on the back.

Edges must be wrapped in two layers of pipe-insulation or 1" of high-impact or Landau-foam.

Shields must have their edge and front covered in cloth.

### **Heavy list, Rebated Armored Combat (RAC)**

Heavy List, Rebated Armored Combat is a full contact martial art. It has developed primarily within the Society for Creative Anachronism (SCA) where it is the premier marshal art, although aspects of HACA and MSR combat are also fused into this discipline of study. In the LHA. Heavy list combat provides both participants and the public with as accurate a view of full contact medieval tournament competition as is possible without shedding blood or diluting the hard fought rough And tumble aspects of the world of the knight. And while these requirements are black and white but they are not the only requirements. Much of what makes up the practice and lore of heavy list combat is not written here (or anywhere). It can only be learned buy joining with other Heavy List Fighters as it was in the middle ages.

These rules are intended to set down bare minimum in equipment and behavior standards for safe participation in Rebated Armored Combat. These rules are not intended to teach or instruct.

*Who may participate?*

LHA members or those attending LHA sponsored events whom...:

- A) Are 18 years of age. .
- B) Are wearing a complete set of armor as setout the DAMI SAR.
- C) Use weapons and other equipment constructed as setout in the DAMI SAR.
- D) Conduct themselves within rules as setout in the DAMI SAR.
- E) If they are competing with others have passed an authorization exam that includes:
  - 1) The Handbook of behavior and the overview of the ancient/ medieval period warriors as well as familiarity with all rules
  - 2) Armor and its uses
  - 3) Weapons the use and study of the following:
    - Swords
      - Single Handed:
      - Two Handed (long, Batard or hand and a half):
      - Mass weapons: (one handed, less than three feet of haft)
    - Mace:
    - Axe
    - Hammer:
      - Hafted weapons (haft three feet and over)
    - Pole Arm:
      - Spear
      - Axe:
    - Shields
      - Offensive
      - Static

The interpretations of the Rules of the Lists and the Conventions of Combat are the sole province of the DAMI and the SAM Marshallate, and requests for specific modifications for an event must be made to the SAM. At ordinary events, the Marshal-in-Charge is the final arbiter on the field, and may make slight modifications of the Rules of the Lists and Conventions of Combat (e.g., waive encounter guidelines for melees or bridge fights, allow capture of combatants).

## Part I. Rules of the Lists:

A. Each fighter, recognizing the possibilities of physical injury to him or herself in such combat, shall assume unto himself or herself all risk and liability for harm suffered by means of such combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat, and shall assume unto themselves the liabilities thereof.

B. No person shall participate in Combat-Related Activities (including armored combat, period fencing, combat archery, marshaling, scouting, and banner-bearing in combat) unless and until he or she shall have been properly Authorized under SAM procedures and shall have signed the appropriate waiver. In witness whereof, each participant shall have and be prepared to present a valid Authorization Card to the SAM representative.

C. All combatants must be presented to, and be acceptable to, the SAM representative.

D. All combatants shall adhere to the appropriate Armor and Weapons standards of the SAM, and to any additional standards of the time frame in which the event or SAM demonstration takes place.

E. The Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the SAM to allow the weapon or armor.

F. Combatants shall behave in a knightly and chivalrous manner, and shall fight according to the appropriate Conventions of Combat and have read the handbook. On decorum and behavior on the list

G. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament list is not to be considered a challenge, and therefore may not be declined or rejected without forfeiting the bout.

## Part II. Conventions of Combat:

CC1. The legal target areas are defined as the whole torso, head and limbs, with the exception of the lower legs beginning one inch above the top of the kneecap, and the hand from one inch above the wrist. Blows landing on illegal targets need not be counted, and if thrown intentionally are considered dangerous and a censurable act. Blows to the groin are to be acknowledged, however, such blows are strongly discouraged, and throwing them frequently is grounds for censure. Pickaxe and baseball swings with a polearm are forbidden.

CC2. All weapons to be used in combat are to be declared to the opponent and the marshals before the fight. If an auxiliary weapon is to be used, Convention of Combat #5 may be waived subject to the fighters' and marshals' approval. Such a waiver shall be announced before the commencement of combat. Any auxiliary weapon that prevents proper acknowledgment of blows must be given into the marshals' keeping until it is needed.

CC3. A "hold" may be called only by the fighters and marshals on the field, or by the SAM representative. Others may call a "hold" only in the case of immediate safety hazards. Upon the calling of a hold, combat shall cease, and will not be resumed until the reason for the hold has been corrected and the marshals have given their permission. Anyone beginning a blow after a "hold" is called is subject to censure.

CC4. Judging the effects of blows is left to the honor of the combatants, unless they relinquish this responsibility, by their disregard of acknowledgment or due to clear violations of the Rules of the Lists or the Conventions of Combat. Then the Marshall in Charge or the SAM representative may and shall call the blow. Participants can always appeal such discipline to the SAM

CC5. A blow only partially deflected by a shield or defensive weapon will be counted as being unobstructed. Blows striking the shield or defensive weapon and then the combatant need not necessarily be counted unless they are of impressive force, or the type of weapon permits a kill while part of the blow is obstructed. For example, an axe or mace blow may kill even though the haft stuck the shield or defensive weapon.

CC6. A blow that includes the dropping or breaking of a weapon need not be counted, unless a sound weapon was clearly broken upon the combatant's body.

CC7. A helpless opponent shall not be struck, and a "hold" must be called unless both are conducting techniques and are qualified in armored grappling, and such has been announced prior to the bout. An opponent is helpless if he has slipped or is falling, or has struck the ground, or if he has dropped or broken his weapon. Blows begun before the cause of the hold shall be counted. If a combatant either drops his weapon, or slips and falls without being pushed, three times, the combatant will be warned that on the next occurrence he will be considered to be held at sword's point and be forced to yield.

CC8. If during combat a fighter loses his helm or the visor opens up, or if the protective value of the helm is in any way impaired, the fighter is dead and shall leave the field immediately. If necessary, a hold shall be called.

CC9. Blows landed simultaneously count to both opponents. A kill that follows a wounding blow is a kill (i.e., a wounded opponent is not helpless). A wounding blow thrown simultaneously by a combatant receiving a wounding blow wounds his opponent. A killing blow started before the combatant receives a killing blow counts. Double kills may be fought again except in melees or wars, or where both are deemed dead.

CC10. If, during the course of a fight, a sword is used for three static blocks (braced against the shield or helm), the marshal will warn the fighter that, at the next occurrence, the sword will be considered broken and the blow good.

CC11. Thrusting and feinting to the face is legal practice. A 'face thrust' is defined as a thrust which lands above the collarbones, below the mid-brow, and between the sideburns. The definition of a telling blow is a face thrust, which unmistakably moves the helm. Marshals observing such shall inform the combatant that a telling blow may have occurred.

CC12. A fighter who has been wounded once loses control of the portion of the limb below the wound. If the arm is struck again below the wound so as to block a further disabling or killing blow, the blow is counted as if the arm was not there. In no way may the wounded limb be used to grasp, or propel the fighter: he is to act as if motor control were absent.

CC13. A mace, polearm, or great sword blow to the hip kills, as does an ax blow to the inner thigh. Any other weapon blow to the hip disables the fighter, so that he may not rise up on his knees. A blow to the shoulder joint or the inside of the shoulder joint with a weapon listed above kills. A blow on the outside of the shoulder joint disables the arm.

CC14 single sword or dagger blades that can be placed along the gorget or groin may be used in a draw cut. This constitutes a killing wound.

### Part III. Conventions of Combat for Melees

CM1. We do not wish to recreate the violence and inhumanity of a real medieval battle. The same standards of chivalry and courtesy that are shown in the lists shall be displayed, in group-combat. Anyone, who refuses to obey the rules reproduced here, shall be removed from the battle.

CM2. All conventions for single combat, apply to melee combat, except where superseded by the following rules.

CM4. No two-handed weapons will be swung through an arc greater than 90 degrees.

CM5. A fighter who has tripped or fallen or who is otherwise helpless may not be struck. But may be dispatched with a gentle yet firm thrust to the body as long as it is not from behind.

CM6. A fighter who has lost his weapon during a melee is not considered helpless, and a “hold” will not be called.

CM7. If, during a melee exchange, an arm is lost to a blow, the shield or weapon that was held by that arm need not be discarded. The weapon or shield may dangle at the side of the user as long as it is not used in any way to strike or to parry a blow.

CM8. Except in the case of shield walls, no more than four fighters shall attack a single opponent.

CM9. When a fighter is a member of a formed unit (e.g., a shield wall) that is fighting a similar unit, he may strike and be struck by any opponent within range. If a breakthrough occurs in your segment of the unit, you may both strike and be struck by a passing opponent.

CM10. It is both unsafe and unchivalrous to attack and strike an opponent who is unaware of your presence. It is therefore not allowed. You may only strike an opponent under the following conditions:

- a) Eye to eye contact has occurred, AND either (b) or (c) below.
- b) The opponent has acknowledged your presence by a nod, blocking a light blow, or by striking at you.
- c) He turns to face you (neither you nor he may deliver a blow as he turns; Florentine fighters especially should be aware of this).

CM11. If an opponent ignores your attempts to attract his attention, you may not proceed to attack him. He may simply have felt that his own team members bumped him. In such an instance you should foul his weapon or shield with your own weapon and spin him to face you OR place your blade across his chest at shoulder height declaring, “You sir are dead”. Or if armed with a hafted weapon, place it over his shoulder at least a foot past his body so that he can see it and call the same. Deliberate and repeated refusal to acknowledge the presence of an opponent or a death from behind will be treated by the marshals as equivalent to non-acknowledgment of blows.

CM12. If an opponent has engaged you and then turned his back, he may be struck unless he has moved out of range. At that point contact has been broken and he must be re-engaged.

CM13. If you are unintentionally engaged, attacked and killed by an overzealous teammate, you are dead.

CM14. Fighters killed in a melee must die defensively, and may not give aid in any form to still-fighting comrades. Provisionally authorized fighters are not allowed in melees.

#### Part IV. Revised and Updated Armor and Weapon Standards

The following definitions shall apply throughout the Armor Standards unless specifically stated otherwise:

1. Gauge: US. Standard (abbreviated herein as “Ga.”).
2. Steel: Hot- or cold-rolled mild steel, or equivalent ferrous metal such as stainless steel.
3. Plate: steel of not less than 18 Ga.
4. Heavy Leather: Stiff leather approx. 1/4” thick; sole leather
5. Rigid Material:
  - a. Steel of not less than 18 Ga.
  - b. High-impact plastic such as A.B.S. or polystyrene
  - c. Heavy leather
6. Equivalent: At all times this refers to the impact resistance, distribution and absorption characteristics of the specified material, not the physical dimensions.
7. Padding: Unless otherwise specified, padding shall be an equivalent of two layers of thick shag rug, 1 inch of resilient foam, two layers of thick cotton quilting such as mattress padding, moving pads or heavy felt padding.
8. Commercial Hockey or Lacrosse Gloves: Gloves used for full-contact sports where the hands are at risk.

9. Street Hockey Gloves: Lightly padded gloves for use in amateur sports; are not considered protection for most applications.

#### A. Shield Standards

Static:

1. Shields shall be rimmed with rubber hose, bicycle tire, leather or equivalent resilient material to minimize damage to rattan weapons.
2. No bolts, wires, or other stiff/sharp objects shall project more than of an inch from any part of the shield without being padded. Rounded shield bosses are not included in this category.
3. No shield shall be designed so that it provides an unfair advantage to its user (e.g., a shield that can be seen through or one that has a mirror polish on its metal face).

Offensive shields shall be constructed of 1/2-inch plywood and be padded with one inch of closed cell foam covered by hosing. They may only be used to strike the body weapon or arm of an opponent to gain the advantage in killing him, and cannot in of themselves cause death.

#### B. Armor Standards

The types of armor considered to be period for Rebated Combat are: Plate, Chainmaille or Lamallar (any metal), Leather or composites of leather and metal and Quilted cloth

1. Blows shall be judged on the basis that all fighters are presumed to be wearing the armor they are in so that fighter armored in plate must be struck with more force than those in chain and those in leather. There shall be a reasonable standard of force used and any fighter requiring himself to be hit in excess of this shall be removed from the list or field. Any other material not of period manufacture (plastic, foam etc) shall be considered quilting.

2. Helms helm too are considered to be of the style you are wearing, and the actual area that is thrustable varies from style to style, thus thrusting to great helms is foolish unless you can hit the eye slot And make your opponent realize it!

##### a) Requirements

- i) Helms shall be constructed of no less than 16 Ga. steel and may not be formed or ground so that it is thinner than 16 Ga.
- ii) All joints must be riveted with rivets not more than 2-1/2 inches apart, with iron or steel rivets of no less than 1/8" diameter or solid brass or copper rivets no less than 3/16" in diameter; or be welded on both inside and outside, or be lap welded on one side. Welds must not be cracked, burned or slagged; rivets shall be secure.
- iii) Face guards shall be constructed in such a manner that a dowel of 1" in diameter cannot be passed through the vision or breathing slots.
- iv) The face guard shall extend a minimum of 1 inch below the bottom of the chin and jaw line when the head is held erect.
- v) All attachments to helms (e.g., visors) shall be secured in such a way that they cannot open or become detached in normal use. The SAM, or its representative, may insist on a second or even third safety catch if the current catch is not sufficient.
- vi) All helms shall be equipped with a chinstrap or other means of preventing it from being dislodged during combat. An equivalent, for example, might be a

strap from helm to breastplate. A snug fit is not an equivalent. The chinstrap must be at least 1/2 inch wide and placed so that it does not tend to strangle the wearer.

vii) There will be no internal projections other than necessary bolts or rivet heads. Bolt shafts shall not project past the nut; all metal corners and edges shall be dull. Face guards bars or mesh shall not be attached to the inside of the helm.

viii) All parts of the helm that come in contact with the head shall be lined with at least 1/2 inch of resilient foam or its equivalent. A suspension harness that does not allow the helm to make contact with the head is acceptable.

ix) Bars used in the face-guard shall be of steel of not less than 1/16-inch (4.8 mm) diameter, or equivalent. If the span between the crossbars is less than 2 inch, then 1/8-inch diameter bars may be used.

x) Eyeglasses worn within the helm shall be either "Sports Glasses" designed to withstand heavy impact or have lenses made of a material that does not splinter during catastrophic failure. One type of acceptable lens material is polycarbonate. Glass lenses are not acceptable including 'safety glass.'

### 3. Neck Armor

#### a) Requirements

i) The neck, larynx, and cervical vertebrae must be covered by one of the following:

(1) A gorget of rigid materials lined with at least 3/8 inch of resilient foam and constructed so that no more than 3/4 inch of the neck is exposed.

(2) A padded gorget in conjunction with mail or heavy leather camail or aventail descending from the helm and extending well onto the shoulders in such a way that it is held away from the neck and is either securely attached to the bottom of the visor or is overlapped by the visor. Mail used for an aventail is required to be a minimum of 14 gauge if butted or 18 if welded.

### 4. Shoulder Armor

#### a) Requirements

i) Padding at least 1/2" thick heavy leather or a suitable equivalent shall be worn over the shoulders, extending from the point of the shoulder to within 1 inch of the base of the neck. A gorget may be used to meet these requirements.

### 5. Thorax and Abdominal Armor

#### a) Requirements

i) Padding at least 1/2 inch thick of heavy leather or a suitable equivalent shall be worn to protect the midsection. It shall cover, in front, from the belt line to the sternum, and in back, from the base of the spine to the bottom of the shoulder blades.

ii) The groin must be covered by one of the following:

(1) Men: a hockey, soccer, karate or baseball-style cup.

(2) Men or Women: a skirt of heavy mail, brigantine, heavy leather or stiff carpet that is not split and extends at least 8" below the groin.

(3) Men or Women: a fault of plate or other rigid material. Breast armor for women in the form of a single breastplate is strongly recommended. Separate breast-cups are strongly discouraged, as they can be more dangerous than no armor at all.

## 6. Leg Armor

### a) Requirements

i) The front and both sides of both knee joints shall be covered by a rigid surface lined with at least 1/2 inch of resilient foam. The external side of each knee shall have a wing constructed of rigid material, which extends at least 2 inch past the back of the knee. This armor shall be attached in such a way that the knee remains covered when the leg moves or the knee is bent.

ii) It is highly recommended that both thighs shall be armored by 1/2 inch of padding, heavy leather, single layer carpet (heavy shag type) or suitable equivalent.

## 7. Arm Armor

### a) Requirements

i) The point and the bones on either side of the elbow joints shall be covered by one of the following:

(1) If the elbow is exposed, rigid material with at least 1/2" of resilient padding.

(2) If the shield covers the elbow, 1/2 inch of resilient padding shall cover the above stated areas. If the shield is discarded during combat, rigid elbow protection must be added before combat may be resumed.

ii) The forearm shall be protected if exposed. Though vambraces are encouraged, the minimum protection required is a strip of armor and padding material at least one [1] inch wide running along the ulna from the elbow protection to one inch above the wrist.

(1) Forearm protection shall consist of an armor layer and a cushioning layer. The armor layer shall consist of 20 gauge or better steel [mild or stainless], or 8 ounce or heavier leather, or plastic of equivalent thickness to ounce or heavier leather. The cushioning layer may be made of a wide range of materials such as foam padding, leather or clothe [a gambeson or arming coat]. The intent is that the blow shocks not transmit directly to the bone.

(2) Vambraces are very strongly recommended.

## 8. Hand and Wrist Armor:

### a) Requirements



i) The outer surface of both hands and wrists on both arms must be covered by one of the following:

(1) A basket hilt constructed of the following:

(a) 3/16" bar stock with openings no greater than 1" x 3".

(b) 1/4" or thicker bars stock with openings no greater than 1 1/4" wide, or so constructed that a 1 1/4" rattan sword may not pass through.

(c) A sheet-metal hilt of no less than 16 Ga. steel.

(2) A gauntlet of rigid plates either lined with padding or arranged so that the shock of impact is transmitted to the weapon.

(3) A commercial hockey, kendo or lacrosse glove.

(4) If a shield is being used, one of the above listed forms of hand protection must be worn. A plain leather glove is not acceptable unless suitable additional finger protection has been added to either the glove or the shield.

## C. Weapons Standards

### 1. Swords

#### a) Materials

i) Swords shall have a diameter of no less than 1-1/4 inch and shall be constructed solely of rattan. The rattan shall not be treated in any way that significantly reduces its flexibility. Any sword with a striking surface constructed out of more than one piece of rattan shall not be used until inspected by the crown or its representative, and in any case shall not exceed 30 inches in length, and be padded on all striking edges with at least 1/2 inch of resilient padding.

ii) Striking edges may be padded with flat materials such as leather, split hose, or webbing. No material that reduces the striking surface to less than 1-1/4 inch may be used.

iii) Cutting edges shall be clearly marked by shaping or alignment of the guard. In addition, contrasting tape will also be used to mark the edges of the weapon.

iv) The point of the blade, if not used for thrusting, shall be cut off square with the edges rounded.

v) The full length of the blade, including the tip, shall be wrapped with tape in such a way that no splinters protrude through the tape.

vi) Thrusting tips are permitted for the list and melee combat but must be marked by contrasting tape schemes for identification purposes.

vii) Thrusting tips shall be at least two inches in diameter and have at least 1 inch of progressive resistance. Tips shall not be able to bottom out or fold over.

viii) Single-handed weapons shall not weigh more than 5 pounds; two-handed weapons shall not weigh more than 7 pounds.

ix) No sword shall exceed 72" in total length.

x) Flamberge style great swords may be used provided they meet with applicable unpadded polearm standards as well as applicable greatsword standards.

b) Grip, Guard and Pommel

i) Two-handed sword grips, including guard and pommel, shall not exceed 18 inches in total length. This measurement will be made from the bottom of the cross-guard [quillons] to the end of the pommel. The pommel is considered part of the grip measurement.

ii) All swords shall have either a basket hilt, quillons, tsuba or equivalent hand guard. Basket hilts designed for two-handed sword use shall be individually inspected by the SAM or its representative.

iii) Guards shall have no sharp edges, or unpadded protruding points with cross-sections less than 1-1/4 inches. Guards and pommels must be firmly attached to the blade.

iv) Two-handed swords shall not have quillons spanning more than 14 inches.

(v) Single-handed sword May have 6 inches of ricasso above the hilt and can be gripped along the rear spine to thrust providing proper hand protection is used.

(vi) Two-handed swords may have a 10-inch ricasso above the hilt and can be used for thrusting and slashing. They may also be gripped anywhere along the blade for blocking only.

2. Mass Weapons

a) Definitions

i) Mace: a hafted impact weapon with a radial symmetrical heavy spiked or flanged head, no more than 36 inches in length and used with one hand.

ii) Axes and War Hammers: one or two-sided, hafted cutting and/or smashing weapons, resembling the tools for which they are named, no more than 36 inches in length and used with one hand.

b) Materials

i) Hafts shall be of rattan of no less than 1-1/4 inch in diameter, and shall not be treated in any way that significantly reduces flexibility.

ii) The haft shall be wrapped in such a way that no splinters protrude through the tape.

c) Striking Surfaces

i) Leather, rubber, soft flexible plastic, foam and cloth are permitted for constructing the head. No rigid materials shall be used in the construction of the striking head.

ii) The head of the weapon shall not exceed 3 pounds in weight, and shall be firmly attached to the haft.

iii) Mace heads, Axes and War Hammers shall be have at least 1/2 inch of closed cell foam, or it's equivalent on their striking surface. The striking surface [s] shall not fold over.

iv) Thrusting tips and butt spikes are allowed on hafted weapons, and must conform to sword thrusting tip rules. Cutting edges shall be marked in accordance with those guidelines set forth for swords; see section III.a.1.d.

### 3. Hafted weapons Polearms and Spears

#### a) Definitions

i) Padded Polearms are cutting and thrusting weapons no more than 72 inches in overall length, used with two hands.

ii) Unpadded Polearms are cutting and thrusting weapons no more than 90 inches in length, used with two hands.

iii) Spears are not to exceed 108 inches in length and are to be used for thrusting any legal target, or slashing to the face

iv) Great axes are cutting and thrusting weapons greater then three feet in length and used with two hands

#### b) Materials

i) Polearm and unpadded shafts shall be constructed solely of rattan not less than 1-1/4 inches in diameter.

ii) Spears shall be constructed of rattan or poltruded fiberglass, not less than 1-1/4 inches in diameter. Poltruded fiberglass spear shafts will have a schedule 40 PVC cap on the end that contains the spear's thrusting tip.

iii) The shaft may not be treated in any way that significantly reduces flexibility.

iv) Polearm and spear shafts shall be wrapped in such a way that no splinters protrude into the padding of the striking head. The rest of the shaft may be left bare except for poltruded fiberglass spear shafts. Poltruded fiberglass spear shafts must be covered with a minimum of one layer of nylon strapping tape, duct tape, or like material.

#### c) Striking Surfaces

i) Leather, rubber, soft flexible plastic, foam and cloth are permitted for constructing the striking head. The head shall be firmly attached to the shaft.

ii) The entire polearm striking head shall be covered with at least 1/2 inches of closed cell foam, or it's equivalent. The striking head must be at least 18 inches in length. The striking surface will be clearly marked. The non-striking surface shall be covered with at least 1/4 inch of closed cell foam, or it's equivalent.

iii) Halberd-style Polearms must have one third the length of their shafts padded by at least 1/2 inch of resilient foam. Mauls over inches long are forbidden.

iv) Polearm thrusting tips shall have at least 1 inch of progressive give and be at least 2 inches in diameter. Cutting edges shall be marked in accordance with those guidelines set forth for swords; see section III.a.1.d. Spear thrusting tips shall be the same as above, except for 8 inches of the shaft on either side of the

tip being covered with a strip of 1 inch of closed cell foam 1/2-inch thick, used for face slashing.

v) Polearm butt spikes shall meet the same requirements as stated for the polearm thrusting tips.

vi) Spears do not have butt-spikes and may not be swung to strike a blow, but can be used to parry. Polearms will not have a cutting/smashing head at both ends.

vii) Thrusting while the polearm/spear user is running forward is forbidden.

viii) Unpadded polearm tips must conform to padded polearm standards. Blades may be no longer than 1/3 of the weapon length and no shorter than 18 inches. A splicing junction (two pieces of rattan joined together by strapping tape and covered with duct tape) no closer to the end of the blade than 24 inches and no longer than 8 inches may be used to give a more defined blade. Blades must be taped and marked in the same manner as sword blades. Unpadded polearm standards allow for two-handed axes with commercially made rubber heads and may not exceed 6 feet in length.

#### D. Miscellaneous

A. The SAM and its representatives reserve the right to ban any fighter or marshal who, in the representative's opinion, is unsafe or is deliberately trying to abuse the spirit of the laws without necessarily breaking them.

B. The marshal in charge of an event and/or the SAM or its representatives reserves the right to ban any weapon, regardless of construction materials used, if in the marshal's opinion the weapon represents a risk in excess of that of normal combat.

C. All fighters must sign a waiver form and will be issued a fighter ID card by the SAM. These waivers are effective for two years. At the end of that time, the fighter is required to sign a new waiver form and obtain a new Fighter ID card.

#### Part V. Combat Archery

##### A. General

Combat archery is an aspect of heavy weapons melee combat and is to be done within the constraints of these rules with the spirit of recreating the use of archery in mass combat in the middle ages while striving for a balance between safety and realism. Anything not covered within these rules should be governed by the Rules and Conventions for Rebated Armored Combat.

##### 1. Scope

a) The rules governing combat archery encompass all archery weapon activity in rattan (Rebated) combat. This includes at this time exclusively combat bows.

b) Rule 1.1.1 explicitly excludes any other combat form (Rapier, Light Infantry etc) from using combat archery in any manner.

##### 2. Restrictions

a) Combat archery shall be restricted to melees (mass combat) involving more than one combatant per side.

b) Combat archery may never be used in a heavy weapon's tournament list combat in any form.

c) In addition to the previous stated restrictions, combat archery can occur only if the Marshall-In-Charge (MIC) of heavy weapon combat (HWC) for the event gives approval and there is a warranted Combat Archery Marshal present. Only a CA Marshal may inspect and approve CA equipment. Only the SAM or appointed deputies may warrant a CA Marshal. Reminder: As is the case in all HWC the MIC's decision is final, and may only be overridden by the standard appeal process in place for the HWC Marshallate.

d) Combat archery may only take place in locations that satisfy the regulations as per section 3.0 Combat Archery Sites.

## B. Fighter Authorization

### 1. General

Combat archers are taking part in HWC and therefore all standards and procedures that apply to fighters participating in HWC apply to fighters doing combat archery.

a) Combat archery is a weapons form authorization like weapon and shield, two weapon, great weapon, pole weapon and spear.

b) Combat archery authorizations may only occur with the approval of the HWC MIC of the event, and may only be performed by a warranted CA Marshal.

c) Combat archery authorizations may only take place in locations that satisfy the regulations as per section 3.0 Combat Archery Sites.

### 2. Procedure

Unless stated otherwise in this section (2.2) the procedure for authorization in combat archery is the same as that for any of the other HWC weapons forms. This includes legal target areas. The legal target areas for arrow strikes are the same as those, which apply to thrusts.

a) Engagement with combat archery has only one restriction, No firing from behind.

i) Safe to yourself, safe to others. In addition to what is normally expected of a fighter in this regard the following rules apply.

ii) The fighter must demonstrate the ability to use a bow safely, in an effective competent manner. This includes the following (not exclusive). The fighter must explain and demonstrate how to draw a bow, being careful not to overdraw. The fighter must understand that firing a bow without an arrow (dry firing) can damage the bow. The fighter must be able to effectively judge the trajectory of an arrow given a bows position and angle. The fighter must fire ten (10) arrows into a group of fighters (2 or more) approximately 30-40 yards as an example for the marshals.

iii) The fighter shall face a charging HW Combatant and must demonstrate the proper technique for discarding the bow and switching to a secondary weapon as per section 4.1.1

iv) The fighter must be able to inspect combat archery equipment to ensure that at all times the equipment in use is safe. This includes the following (not exclusively). The fighter must be able to explain the details regarding the construction of combat archery equipment to ensure that the fighter will understand the reasons for the equipment in use. The fighter must be able to visually inspect combat archery equipment as per section 6.0 Weapons Inspection.

b) Armor Standards are EXACTLY the same for combat archers, as they are heavy weapons combatants. Note: This includes hand protection, However, a street hockey glove, half-gauntlet or equivalent may be used on the draw hand if a weapon with a basket hilt is used as a backup.

c) Fighters should be aware that metal wings on their bow arm elbow cup may snag or cut bowstrings.

### 3. Restrictions

a) A fighter may not be authorized in combat archery unless they have been previously authorized in one of the other weapons forms listed in 2.1.1.

## C. Combat Archery Sites

### 1. Physical Dimensions

#### a) Length and Width

A combat archery field must measure at least 60 yards square. This means a minimum of 60 yards wide and a minimum of 60 yards long at its least wide and least long points. This is NOT 60 square yards.

### 2. Local Laws

It is considered prudent to confirm that local laws allow the use of archery equipment on this site. If no check is made and a legal situation results from this specific problem then the HWC MIC will be responsible and may face disciplinary actions through the Marshallate.

## D. Combat Rules

### 1. General

Combat Archers are subject to all of the normal conventions, which apply to HWC, with the following clarifications.

#### a) Archers Entering Melee

Archers may elect to switch to HWC at any time during the battle by discarding their bow AND placing their draw hand into a basket hilted weapon or other suitable full hand protection.

i) Archers may reclaim their bow and return to Combat Archery at any time, so long as their bow has not been damaged or placed in an area, which is out of bounds, such as the water areas of a bridge battle.

ii) Whenever practicable, archers who elect to discard their bow should make a reasonable attempt to place the bow in a manner that will not create a hazard to foot traffic.

iii) An archer may never have a bow in hand while wielding a rattan weapon. The bow must be discarded prior to drawing a secondary weapon.

iv) A Combat Archer who is still in possession of a bow may never be struck with a rattan weapon.

v) No archer may ever launch a shaft at an opponent who is at a range of 10 feet or less.

#### b) Archers Coming Into Weapons Range

A Combat Archer shall not enter weapons range with an opponent unless the archer has complied with the procedure shown in section 4.1.1

i) Weapons range is defined as 10 feet or less.

ii) An archer shall not be considered within weapons range if the opponent's direct path to the archer is blocked by an intact shield wall or impenetrable object such as a simulated wall.

c) Should an archer come within weapons range of an opponent and fail to comply with the procedure outlined in section 4.1.1, the archer is considered to have been killed. The archer must die in a defensive fashion and await the marshal's call for the dead to clear.

2. Should a bow or bowstring be struck by an arrow, the bow is considered to have been destroyed and must be discarded as per section 4.1.1

3. An archer's quiver shall not be proof against a blow from a rattan weapon or an arrow strike.

4. Marshals are required to wear helmets or fencing masks that provide coverage to the entire head and throat.

a) Marshals are strongly encouraged to wear Marshallate tabards so that they will be easily identified and not accidentally targeted by archers.

#### E. Weapons Standards

The weapons standards are based on safety. For that reason, use of illegal weapons in the list may result in permanent removal of the offending person's HWC authorization card.

##### 1. Hand Bows

a) Construction

Hand bows must be of solid fiberglass construction.

b) Draw Weight

The draw weight of the bow must be between 25 pounds and 30 pounds at a draw length of 28 inches.

c) All bows shall be marked with the archer's name or a distinctive mark to aid in identification and retrieval.

d) Strings

i) Style

Endless loop or Flemish loop.

ii) Material

Dacron, Fastflight or equivalent modern material. No period materials are allowed.

##### 2. Arrows

a) Arrow Shafts

Arrow shafts must be made from solid fiberglass rod of 1/4 inch to 5/16 inch in diameter or from commercially available solid fiberglass bowfishing arrows. All arrows must be a standard 28 inches in length, which is measured from the back of the barrel of the blunt to the seat of the nock.

i) All metal points or sleeves must be removed from the head of the shaft prior to the application of the blunt. After cutting the shaft to length, the head of the shaft should be lightly sanded to remove the sharp edge.

b) Fletching

Plastic vanes or natural feathers only.

c) Knocks

Modern knocks only.

d) Heads

Arrowheads must be of the type known as “Baldr Blunts” commercially available from vendors within the S.C.A. The head shall be secured to the shaft by tightening a plastic “tie wrap” around the barrel of the blunt and further with a wrapping of fiber tape which covers the area where the barrel meets the shaft.

i) Fiberglass rod of less than 5/16-inch diameter will need to have the head of the shaft wrapped in fiber or electrical tape so that the shaft fits snugly inside the barrel of the blunt.

e) All arrows shall bear the archer’s name or a distinctive mark to aid in identification and retrieval.

## F. Weapons Inspection

Constant attention to the condition of combat archery weapons is critical to avoiding potentially dangerous situations.

### 1. Responsibility

CA Marshals, as part of weapon inspection, shall inspect all handbows and arrows to be used in combat archery.

### 2. Frequency

Weapons inspection must occur before each battle.

a) Bows and arrows are to be inspected before each battle. Once shot, an arrow must be re-inspected by a CA Marshal before it may be shot again. (This rule may change to allow the reuse of arrows after a suitable testing period.)

### 3. Handbows

#### a) Visual Inspection

A visual inspection of the bow is done to determine if the bow is constructed of the proper materials and to ensure that the bow is not damaged to the point where it has become structurally unsound. If there are any severe cracks, gouges or fractures that the marshal believes will cause the bow to break when drawn, the bow may not be used. Marshals shall also check to see that the bow does not exceed the maximum allowed draw weight.



b) String Inspection

The string should be checked for damage and excessive wear. If significant wear is visible, such as severed or knotted strands, then the string fails and the bow may not be used until the string is replaced.

4. Arrows

a) Visual Inspection

A visual inspection shall be performed on each arrow to determine if the arrow has been constructed of the proper materials and to ensure that there are no cracks, chips or fractures that would affect the structural integrity of the arrow. Bending the shaft should aid in determining any flaws. The shaft can be damaged superficially without affecting the integrity of the shaft. If the head is damaged or not properly attached to the shaft, then that arrow fails inspection.

b) Marshals should be aware that bowfishing shafts have a hole drilled through the shaft near the nock to accept fishing line. This hole is not to be considered damage to the shaft.”

c) Missing or torn Fletching shall not be considered damage to the shaft. Part VI  
Special rules for fighters under 18 years of age IN ADDITION TO THE GENERAL RAC RULES

1) NO fighter less than 16 years of age will be allowed to train in RAC

2) NO fighter under 18 years can train UNLESS a participating parent is Present

Marshals:

Special authorizations for Minor Marshals Shall include training and knowledge in the area of minor authorizations. It is suggested that this be given only to marshals with a minimum of two years on the roster. The testing can be informal and verbal, and given by the SAM or his deputies.

Practice:

a) Minors may only practice in front of a Minor Marshall.

b) Minors are not allowed to participate in any melee outside of authorized practice in front of a Minor Marshall.

c) Minors may spar in practice only with fighters chosen by the Minor Marshall.

Events:

a) Minor combat activity at Events shall be limited to lists that only contain other minor participants, They may not enter “open” lists or engage in Melees of any kind.

b) They may not participate in “pick-ups” unless authorized and viewed by a Minor Marshall.

Armor:

In addition to the DAMI RAC armor standards the following standards also apply to Minors.

1) Helms

a. construction of no less than 14 gauge steel.

b. the face plate must extend a minimum of 2” below the chin or jawline.

c. suspension harnesses may not be used in place of padding.

2) Neck armor

a. gorgets are required. Aventails and camails may be used in addition to, but may not substitute for a gorget.

- 3) Shoulder armor
  - a. Rigid material over 1/4" foam minimum. Gorgets may not substitute for shoulder armor.
- 4) Thorax and abdominal armor
  - a. coverage is from belt line to top of sternum and from the base of the spine to the top of the shoulder blades.
- 5) Leg armor is required.
- 6) Arm, hand and wrist armor
  - a. 1/2" foam or rigid material from the shoulder tip to the elbow in such a manner that the upper arm is not exposed.
  - b. Vambraces of 8oz leather with splinted material or 1/2" padding or equivalent are required.
  - c. 1/2 gauntlets of a minimum of 8oz leather or equivalent are required.

### **Rapier Combat Rules and Regulations:**

1. Introduction
2. Conventions
3. Weapons & Parrying Devices
4. Protective Gear
5. Authorizations
6. Marshalling Concerns
7. Appendices
8. Marshal Handbook

## **1. INTRODUCTION**

### **1. PURPOSE**

These rules are a compendium of the rules under which rapier combat and marshaling activities are performed in the Living History Association (LHA). The rules in this document are applicable to all rapier fighting activities (tourneys, wars, melees, demos, prize fights, fighter practices, etc.) that are run under the auspices of the LHA .

All fighters and marshals are responsible for knowing these rules.

This handbook is an addendum to the marshallate rules for the LHA.

The rules contained herein cover rapier combat (period fencing).

General information on the working of the marshallate may be found in the LHA Marshal's Handbook.

Consult local knight's marshal for more information.

Fighters visiting from outside the LHA shall be accorded fighting privileges on presentation of a valid Fighter Authorization Card for Schlager combat.

The Standards, Conventions and Rules listed herein will become effective and enforceable upon the publication of this handbook. The Standards, Conventions and Rules listed herein supersede all previous published marshallate related Rules, Conventions and Standards and are Law in the LHA concerning all rapier activities. Any observations, questions or comments about the Standards, Conventions and Rules contained in this handbook should be directed, in writing, to the LHA Rapier Marshal for consideration or comment.

Copies of this handbook may be freely made by members of the LHA. for circulation to other members, so long as no changes are made to the contents of this handbook.

### **2. OVERVIEW**

Rapier fighting began roughly in the mid fifteenth century. Decades before Columbus sailed for the New World, a new type of sword was being worn by gentles of the court. It had approximately the same heft as the broadsword, but was tapered sharply at the tip. While a lord wore armor on the field, he most certainly wore a rapier at court. It did not need to be able to hack through plate, but rather thrust through the dress of the day. As the style progressed, various schools of Defense for the use of the Rapier and Dagger emerged all across Europe. The period fencing scholar and his more mercenary counterpart, the prize fighter drew many students to their particular style.

Here in the LHA we recreate all forms of Rapier combat. Not only the stylized duel, but the melee, the Tavern Brawl, and the Prize fight are also practiced. These are all facets of the rapier's history, and should not be overlooked.

### 3. CHARGE FROM THE MARSHALLATE

The Arte of Defense with Rapier is a privilege and not a right. Therefore, a marshal has the power and responsibility to recommend temporary or permanent cancellation of this privilege if the offending fighter behaves in an unsafe manner. Both scholar and master must abide by the rules of honor and the rules set forth in this handbook. Only one form of combat will be addressed: Rapier.

These rules are designed to promote safe rapier combat. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all participants.

## 2. CONVENTIONS

### 1. GENERAL INFORMATION

- a. Rapier Combat shall be conducted in accordance with the Rules of the Lists of the LHA and these rules.
- b. All combatants, prior to every combat or practice, shall insure their equipment is safe, in good working order and has been inspected by a member of the Rapier Marshallate.
- c. At interkingdom events, for any given Kingdom's tourney, LHA combatants shall meet LHA 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 LHA Law, the Crown's representative upon the field and in all matters dealing with Rapier Combat is the Earl Marshal, then the LHA Rapier Marshal, then, by delegation, members of the Rapier Marshallate.

### 2. BEHAVIOR ON THE FIELD

- a. All fighters shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to subsequent disciplinary action.
- b. Disagreements with the marshals overseeing the field shall be resolved through the established mechanisms outlined in the Marshallate Procedures of the LHA.
- c. Each fighter shall maintain control over his or her temper and behavior at all times.
- d. Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
- e. Upon hearing the call of "HOLD" all fighting shall immediately stop. The fighters shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.
- f. Conduct obstructive of normal rapier combat, such as consistent ignoring of blows, deliberate misuse of the rules (such as calling HOLD whenever pressed), or the like, is forbidden.

### 3. USE OF WEAPONS AND PARRYING DEVICES

- a. Blows will be struck by: thrusting with the point of the blade (thrust); or sliding the edge of the blade by drawing (draw cut), sliding the edge by pushing (push cut) or by placing the tip and then drawing it across an opponent (tip cut).
- b. Chopping or hacking blows are never permitted. Fast circular movements (such as moulinets) may, however, be used to place a blade for a blow, but rapiers are not impact weapons and shall not be used as such.
- c. Parrying devices may be used to move, deflect, or immobilize an opponent's weapon or parrying device in any manner, so long as such use does not endanger the safety of the combatants.
- d. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.
- e. Any combatant being disarmed, or dropping a weapon, must be able to draw another weapon from his/her person or yield. NO HOLD SHALL BE CALLED. His/her opponent may exploit an earned advantage with no loss of honor.

[NOTE: It is chivalrous to allow one's opponent the opportunity to retrieve a dropped weapon or secondary, but just as in armored combat, acts of chivalry are praiseworthy - NOT mandatory.]

### 4. ACKNOWLEDGEMENT OF BLOWS

- a. In judging blows, all fighters are presumed to be wearing common civil attire of the period, not armor.
- b. Tourneys may be held which define areas of the body as armored, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat.
- c. In rapier combat, blows will be counted as though they were struck with a real rapier, extremely sharp on point and edge. Any blow that exerts pressure against a fighter through fabric or against his mask or helm, not incidental grazing, but in line pressure, shall be counted a good blow. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh. Cuts, whether by edge or tip, shall exert pressure against an opponent, not incidental grazing, in order to be counted as good cuts. 8 inches of draw, push or tip against an opponent is needed

for a valid cut. This can be travel of 8 inches of a blade over the opponent's body, or 8 inches of movement across an opponent's body.

d. A good thrust to the torso, neck or head is a killing blow and ends the fight. A good cut to the neck, the brachial artery (armpit to the fighter's inner hand width down the limb), the femoral artery (inner groin to the fighter's hand width down the inner limb), or the abdomen (between ribs and hip, front or back) is a kill. A good blow (cut or thrust) to the arm will disable the arm. A good blow (cut or thrust) to the hand shall render the hand useless; the rest of the arm may still be used to parry with a loose fist. Any additional hit to that hand will disable the arm. A good blow (cut or thrust) to the foot or leg will disable the leg. The fighter must then fight seated, kneeling or standing on one leg. A good cut to the head or chest may be acted out as the sees fit.

e. Parries may be performed with weapons, parrying devices, the gloved hand, or any other part of the body. Though the gloved hand may be used to parry an opponent's blade and hilt, it shall not be used to push, grasp or strike an opponent.

f. Fighters may choose to grasp, rather than parry the blades. 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 momentarily, NOT to bend it or wrest it from the opponent's grip. Grasping techniques are restricted to the blade and may not be used on the hilt.

g. If an effective blow is thrown (already in motion) before, or on, the same moment as an event that would stop a fight (a "HOLD" being called, 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.

### 3. WEAPONS AND PARRYING DEVICES

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

a. The following types of blades are used:

i. Rapier blades: [34 - 48 inches tip to hilt]

Oval bladed schlagers

Diamond bladed schlagers

Del Tin Practice Rapiers

ii. Dagger blades: [18-20 inches tip to hilt]

There shall be two classes of daggers:

1) flexidaggers (including "schlager daggers" i.e. Black Tulip)

2) Rigid daggers shall be made of rattan, CPVC, or "plunger style" (i.e. a telescoping design where some form of elastic band spring provides most of the "give"). A rigid dagger shall have a thrusting tip providing progressively resistant "give", by, at least, 1 inch (2 inch for rattan) diameter head that compresses without allowing contact with the rigid tip of the weapon.

b. All are subject to the following:

i. Steel blades must be manufactured by commercial suppliers. Artisans desiring an exception must apply to the LHA Marshal for Rapier Combat and will be considered on a case-by-case basis.

ii. 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:

The tang of the weapon may be altered.

Rapier blades may be shortened so long as it does not make them too stiff.

iii. All steel blades must be reasonably flexible. Rigid steel "parrying-only" daggers such as those made from cut down blades will not be allowed. (See Appendix #1, below, for field tests of flexibility.)

iv. The edge must be nominally 1/16 inch. Less than this is considered too sharp. Diamond bladed schlagers must be checked carefully for the minimum edge.

v. All blade ends must be capped with rubber, plastic, or leather.

a. Tips will have a flat striking surface of at least 3/8 inch (9mm) diameter.

b. 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.

vi. Any blade with kinks, sharp bends, or cracks shall not be used. Steel blades that develop these defects cannot be repaired and must be retired. Flexidaggers with "S" curves shall not be used unless they can be properly re-curved.

- vii. Weapons may use a hand guard such as a cup hilt, swept hilt or quillions and knucklebow. Quillions must not be longer than 12 inches overall. The ends of quillions must be blunt with a 1/4 inch minimum diameter.
- viii. Orthopedic (or "Pistol") grips will not be used unless the fighter has written approval, from the LHA Rapier Marshal, for medical reasons, supported by documentation from their health care provider.
- ix. Rapiers with a blade length greater than 48 inches may be used only with opponent's consent.

#### 5. PARRYING DEVICES:

- a. Solid parrying devices will be made of sturdy, lightweight materials and will be resistant to breakage and splintering. Bucklers may be of any size; however, bucklers of greater than 16" diameter (200 square inches) and Offensive bucklers may be used only with opponent's consent.
- 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, nor with materials which are heavy enough to turn the device into a flail or impact weapon.
- c. Devices that would predictably cause excessive entangling of an opponent, or their equipment, either by design or by repeated mishap, are not allowed.
- d. Offensive bucklers shall be made of soft flexible materials such as cloth, tape, foam and golf tubes.
- e. An opponent may decline to face non-standard devices without forfeiting a bout.

#### 6. PROJECTILE WEAPONS:

Throwing weapons and mock-gunners gear (rubber-band guns) may be used in rapier melee combat, as long as safety standards for those arts are met.

- a. Throwing weapons shall be made of soft flexible materials such as cloth, tape, foam and golf tubes.
- b. Depending on the particular scenario, certain throwing weapons may have permanent or temporary effects on the target.
- c. Mock Gunnery Gear (rubber-band guns) shall be constructed of any material appropriate to the firearm being simulated. The ammunition shall be made of surgical type tubing.
- d. Mock Gunnery Gear may also be used as a Rigid Parry device before and/or after it has been fired. If the Gun is accidentally discharged while being utilized as a parry device, the shot might still hit somebody and count. Otherwise it should be considered a misfire.
- e. Damage from a projectile weapon should be resolved the same as thrust.  
(Conventions: 4)
- f. The use of any projectile weapon is forbidden in any situation where spectators cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used.

#### 4. PROTECTIVE GEAR

##### 1. In order of increasing resistance:

- a. 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:

- i. broadcloth
- ii. a single layer of heavy poplin cloth (35% cotton, 65% polyester; "trigger" cloth)
- iii. sweat pants
- iv. opaque cotton, poly-cotton or lycra/spandex mix tights.

Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.

- b. Puncture-resistant material: any fabric or combination of fabrics that will predictably withstand puncture.

Examples include, but are not limited to:

- i. Four-ounce (2 mm) leather;
- ii. four layers of heavy poplin cloth;
- iii. ballistic nylon rated to at least 550 Newtons;
- iv. commercial fencing clothing rated to at least 550 Newtons.

Kevlar is not an acceptable material, as it degrades rapidly.

These materials need only be tested at the marshal's discretion; all other materials 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. Acceptable field tests shall deliver a consistent force. Tests known to be acceptable are noted in Appendix 1, below.

- c. Rigid Material: puncture-resistant material that will not significantly flex, spread apart, or deform under pressure of 12 Kg applied repeatedly to any single point.

Examples of rigid material are:

- i. 22 gauge stainless steel (0.8 mm)

- ii. 20 gauge mild steel (1.0 mm)
- iii. 16 gauge aluminum, copper, or brass (1.6 mm)
- iv. one layer of heavy leather (8 ounce, 4 mm)

2. The following are the LHA norms for protective gear. Individuals preferring more stringent protection are free to do so, but must weigh the benefits of more rigorous penetration coverage against the risks of heat illness, exhaustion, and stroke due to heavier or more confining gear.

a. HEAD AND NECK:

i. 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 are known to meet this standard. If built to this standard, rapier combat 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 1/8" (3 mm) in diameter, with a minimum offset of 3/16" (5 mm) and shall also meet the definition of rigid material.

iii. Masks and helms 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.

iv. Both modern fencing masks and rapier helms, when inspected, shall comply with the rigid material 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 weld points, etc.). If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard commercial 12kg mask punch. Marshals doing the testing shall be trained in the use of the punch.

v. The rest of the head and neck must be covered by at least puncture resistant material.

vi. Additional throat protection is also 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), 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. An extension from the gorget that covers the collar bones is recommended, but not required.

b. TORSO AND OTHER KILLING ZONES

i. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits and shoulders) must be covered with puncture-resistant material.

ii. Male fighters shall wear rigid groin protection. Any ventilation holes large enough to admit a broken dagger blade must be covered from the outside with at least puncture-resistant material.

iii. Female fighters shall wear puncture resistant groin protection. Rigid groin and breast protection is strongly recommended, but not required.

c. ARMS AND LEGS

i. Minimum armpit and shoulder coverage is provided by extending the puncture resistant material from the torso 1/3 the distance to the fighter's elbow.

ii. Hands shall be protected by gloves, made of abrasion resistant material, that overlap any sleeve openings as below. A strong cuff of at least 3 oz leather is strongly recommended (especially if using open or swept hilts), but not required.

iii. Feet shall be protected by boots, or shoes, comprised of at least abrasion-resistant material.

iv. Abrasion-resistant material is required on the rest of the arms, legs, and any area not otherwise mentioned in these rules.

v. No skin shall be bared. There shall be a minimum two inches (2") of overlap between separate pieces of protective clothing, regardless of the fighter's stance or movements.

## 5. AUTHORIZATIONS

1. TO AUTHORIZE, one must:

- a. Be at least 18 years old .
- b. Read and be familiar with these rules.
- c. Have some nominal training in schlager combat (preferably from a Marshal)
- d. Sign a combat waiver
- e. Complete and Pass an Authorization Procedure officiated by 2 warranted Marshals. This procedure will have two parts.

1. A Brief Verbal Quiz to ensure that the candidate is familiar with the rules.

2. Directed Combat with an authorized fighter to demonstrate safe use of the equipment and practical application of the rules.

See Appendix #3 for an example of a typical authorization procedure.

## 2. PAPERWORK

a. After the authorization procedure is completed and the candidate satisfies the requirements, the forms are completed and sent to the Authorization Card Deputy. The fighter will then be issued a card listing his/her authorizations.

b. A copy of the completed authorization form, signed by the Authorizing Marshals, will serve as proof of authorization until the fighter receives his/her card.

c. All additional authorizations can be noted on the Authorization Card.

## 3. AUTHORIZATIONS AVAILABLE

### a. Weapons:

i. RAPIER (to include offhand)

ii. DAGGER (to include single Dagger and combined with Rapier)

iii. RIGID PARRY (Buckler, Cane, Tankard, etc.)

iv. SOFT PARRY (Cloak, Hat, Puppet, etc.)

v. CASE (or two rapiers)

A combatant may use any combination of weapons he or she has authorizations for. (e.g. If you are authorized in both SOFT PARRY and DAGGER, then you may fight with Cloak & Dagger.) CASE (two weapons of similar length) is a separate authorization.

(Note: in order to fight with Case of Daggers, one must be authorized in both CASE and DAGGER.)

The RAPIER authorization must be completed first before any others are attempted. The other four may be done in any order the candidate chooses. The five authorizations may be attempted months apart or on the same day, providing there is ample time and the candidate has the energy.

## 6. MARSHALLING CONCERNS IN RAPIER COMBAT

1. AUTHORIZATIONS: Competence in other combat styles does not automatically mean competence in rapier. Separate warrants and authorizations in rapier combat are required.

2. BROKEN BLADES: Marshals and fighters shall pay special attention for missing tips or broken blades.

3. CLOAKS: When cloaks are used, "HOLD" should be called if the cloak becomes tangled about either fighter, or about one of the weapons such that the weapon cannot be withdrawn. "HOLD" need not be called if the cloak is merely near the face, deflecting a weapon, loosely draped over, or weighting down the blade.

4. BLADE GRASPING: If a rapier has been grasped by an opponent, "HOLD" shall be called if wrestling about the blade occurs.

5. EXCESSIVE IMPACT: Combat in the LHA 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.

6. MELEE: Melee combats present special challenges to all involved. LHA norms are as below:

a. In melees, fighters are engaged with all opponents immediately upon the call to lay on.

b. 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 strike an opponent from behind.

c. Killing from behind is allowed. The norm for "death from behind" in melees shall be: 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. A fighter who deliberately ignores an attacker behind them may be considered in misuse of the rules and obstructive behavior.

d. In special scenario melees (e.g., bridge or town battles), additional restrictions may be imposed by the marshals as needed.

7. MINORS: The minimum age for training and authorization in LHA Rapier combat is 16.

8. PERIODIC TESTING OF PROTECTIVE GEAR: All protective equipment shall be formally tested (including fabric and mask tests, as appropriate) at least once every two years. Compliance is the responsibility of the individual fighter. Any protective gear may be formally tested if there is concern that the gear may have lost protective ability due to age, wear and tear, or other factors.

9. UNFORESEEN SITUATIONS: Should a situation arise not explicitly covered by LHA rapier combat rules, the marshals should NOT assume that the situation is forbidden or inappropriate. Again, however, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants.

## **Section 5—Archery and projectile/thrown weapons:**

TBA

## **Section 6—Equestrian activities:**

TBA

## **Section 7—Marshal qualifications and Guidelines**

This document covers the responsibilities and qualifications of LHA Authorized Marshals. Many LHA-SAM activities require the oversight of a responsible individual to be conducted safely. Types of marshals

There are many types of marshals the first big distinction is between Authorized Marshals and Line Marshals. Authorized Marshals are the LHA SAM's Officials who oversee the safety of activities and events. Line marshals are individuals who at any given time may be helping Authorized Marshals in their work. There are no special requirements for Line Marshals it is the responsibility of Authorized marshals to pick line marshals that are capable of doing the work that they are being asked to do in a safe and reasonable manner.

Heavy List  
Light Infantry(light list)  
Renaissance Rapier  
Range Safety  
    Archery  
    Thrown Weapons  
    Siege Weapons  
    Firearms  
Equestrian  
Experimental Activities  
Line Marshals

### Terms of Service

The term of service for any marshal is 1 year (or the remainder thereof) beginning on the first of May. Each March the SAM will conduct examinations of those wishing to be marshals. Individuals wishing to become marshals for the first time may take the exam at any time of the year. Individuals, who do not renew their Qualifications for The first of May, may take the exam later in the year at the convenience of the SAM.

### Qualifications:

Marshals must be:

- Members of the LHA.
- At least 18 years of age.
- Must be participants.

Marshals must be participants in the activities that they wish to be Authorized marshals of. If the activity requires authorization for participation it is also prerequisite for becoming a marshal of that activity. Individuals with disabilities that prevent them from participating in an activity, which they wish to Marshal, may petition in writing the SAM. The SAM may on review waive these qualifications.



Must be able to pass the yearly Qualification Exam.

Responsibilities of Marshals:

Marshals must be able to create and maintain a safe environment for the activity. This includes the safety of participants, spectators, people in general, and property

Marshals must oversee the safe conduct of the activity including inspecting the equipment used by the participants. Observing the conduct of participants and spectators. This observation should include being able to document any situations that may require a report (such as an injury).

Marshals must be able to make command decisions including canceling, closing, or altering an activity if it would otherwise be dangerous. It will also fall upon Marshals to sanction those who violate the rules. Individuals who cannot muster the authority and objectivity to enforce the rules should not put themselves in the position of being marshal. It also falls to Marshals of all types to enforce other parts of the SAR (except Authenticity). Marshals should also support event coordinators and authenticity provosts in there work.

Additionally marshals should strive to uphold the reenactment quality of the activity. So it is also important that Marshals hold themselves to high standers of authenticity. As well honorable, and courteous behavior. Though it is not a requirement that Marshals be instructors of the or exemplars of the activities they Marshal. They will often be asked for instruction and should at least be able to give safe and unbiased advice.

Becoming a Marshal:

Individuals wishing to become Marshals should begin buy participating in the activity, which they wish to marshal. If Authorization is required to participate in the activity this is a necessary first step. The individuals should read and study the SAR focusing on the sections that apply to the activities that they wish to marshal. They should not neglect the rest of the SAR since marshals are expected to uphold all the Safety Rules.

Working with authorized marshals is also advised. Acting as a line marshal helping to keep spectators safe is suggested. Scoring events will help the future marshal gain understanding of how contests should be run.

Finally when the Individuals feel ready they should apply to the SAM-for the exam. The exam may be come directly to the individual to compete and mail back to the SAM or it may came through an other marshal who will administer the exam. If a passing score is obtained qualifications papers will be issued.

People with experience with other reenactment organizations should be readily able To become LHA SAM authorized marshals. It should only require review of the LHA SAM SAR. And the taking of the exam.

SCA and other non-LHA Marshals:

SCA marshals may oversee activities that the SCA authorizes them to marshal. This should only be done as a temporary replacement for LHA SAM Authorization. This activity should be limited to activities where no LHA marshal is available and is not recommended.

Other Notes:

Marshals may participate in activities that they are marshaling as long as that participation does not distract from their responsibilities as a marshal. Examples would be an Archery Marshal shooting along with other archers.

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## FAQ

*Why does the LHA DAMI SAR contain so many Acronyms?*

The original author wanted the documents to be as compact as possible.

*Why is the SAR not more specific on most matters?*

Situations are always different, no matter how well crafted rules will never really match all situations the participants will find themselves in. In the end it will be the actions of participants that will make an event safe or dangerous. We prefer to let participants have as wide a range of options as possible. We hope that this freedom will be used to make things safer than a specific set of rules can. We also hope that by making rules that participants can respect will cause participants to respect the rules.

*Why are changes to the SAR and appeals of marshal decisions to the SAM and above required to be in writing?*

There are many reasons for this. The first is so that rules changes and appeals, and sanctions will be thought out and well reasoned. Secondly a written process can be filed reviewed and reconsidered at a later time.

## Index:

**BOD** = Board of Directors, the final authority on LHA policy.

**LHA** = Living History Association

**RAC**= Rebated Armored Combat

**SCA** = Society for Creative Anachronism a large Medieval re-creation group spanning most of the world. The SCA has over 30 years of experience in safe combat activities.

**SAR** = Safety and Authenticity Rules

**SAM** = Safety and Authenticity Minister. The member of the SAM that maintains and oversees the rules.

**SAC** = Safety and Authenticity Committee. A committee of BOD that oversees LHA safety and authenticity

**Behavior** = The actions and speech of a participant at an event

**Firearm(s)** = Any functional slug thrower

**List/Kirk** = Place where fighting happens. This could be anything from a large parcel of land with fields, woods, and other terrain to a few square feet of board.

**Kit** = All the equipment a participant brings to an event

**List, rules of** = A set of rules that regulate Combat Activities

**Participant** = A person who is participating activity in a SAM sponsored event.

**Spectator** = A person watching a reenactment activity. This can include both other reenactors and public

**Public** = non-reenactors visiting an event.