

## August 2024 Updates:

- **2.7.1** – Alternate location for yellow diamond when no gloves worn.
- **3.1.1.a** – Outlands Authorizing Marshals are limited to authorizing Outlands fighters.
- **3.2.2** – Do not call hold for skin showing where it is now allowed
- **3.2.4** – Fighting from a seated position.
- **4.2**
  - Added definition of tournament field, and melee field.
  - Outlands Specific Armor and Blows Table (with lowered Society requirements.) C&T Spears/Halberds are used to society standards.
  - Further Clarifications on Spear Length and Usage.
  - Clarified non-standard weapon flex test.
- **5.3.6** – Demonstration of a Death from Behind Required for Authorization.
- **7.7.3** – Only one word is allowed after death from a DFB.
- **9.2.3.2** – Number updated, rigid elbows and knees required for 2-Handed Cut & Thrust
- **9.2.3.4** – Recommended additional protection for 2-Handed Cut & Thrust
- **10.2.1** – Outlands Field Marshals encompass Rapier, C&T, Melee and Light Rapier.
- **10.2.2** – Field Marshals encompass all portions of rapier, and C&T combat.
- **10.2.2.a** – Junior Field Marshal added as a way to get young people more involved in rapier, by helping call hold and do inspections.
- **10.3** – Field Marshals must demonstrate knowledge of all rules and be able to enforce the rules in tournaments and melee.
- **Appendix 1** – Draw Cut Description
- **A.2.1.1** – How Flex testing is performed on a field.
- **A.2.3** – Demonstration of Armor/Weapons inspection
- **A.4.1.1** – updated to encompass all portions of rapier, melee, and C&T combat.
- **A.4.1.2** – removed
- **A4.12** – Cut and Thrust for ages 16+
- **A.5.3.g** – Demonstration of DFB for authorization
- **A.5.7** – Clarify no DFB with spears, raising of the elbow against a charging opponent.
- **Appendix 8** – Updated links



## **Preamble**

All fencers in the Outlands are to know the rules in the Society Fencing Marshal's Handbook and the Outlands Rapier Marshal's Handbook. The rules in the SCA Fencing Marshal's Handbook take precedence over the Outlands Rapier Marshal's Handbook. The Outlands Rapier Marshal's Handbook directly adds to the rules stated in the Society Fencing Marshal's Handbook. The rules found here are applicable to all Rapier and Cut & Thrust Combat in The Kingdom of the Outlands. All fencers are equally responsible for their safety, the safety of their fellow fencers, and of the people around them. At all times, safety takes precedence and should be primary.

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## **1. Introduction**

The purpose of these rules is to set fundamental standards for rapier combat in the Kingdom of the Outlands and to make the Outlands rules comply with Society-wide Rapier standards. All fighters and marshals are responsible for knowing these rules. These rules are designed to promote safe rapier combat in the Kingdom. 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. The SCA is also a game about the romantic ideals of chivalry. Where safety is not an issue, any interpretation of these rules should bear these ideals and those of honor in mind. After "don't be stupid" the next rule is "obey the spirit of the game". The individual most responsible for a fighter's safety is that fighter.

These rules are also for those individuals who have an interest in becoming a Field Marshal in the Kingdom of the Outlands. Overviews are provided of the sorts of things that are expected of Field Marshals and for Marshals in Charge at events, from managing armor inspections and handling field protocol all the way through dealing with incidents and suspensions. These descriptions are intended to provide a basis for being a Marshal. Practice is required to perfect the actual performance of these duties. In addition to the descriptions and details of being a Field Marshal, brief overviews are provided for the other types of Marshalling positions that can be filled including Authorizing Marshals and the office of the Kingdom Rapier Marshal (KRM).

*The Outlands follows the Society Fencing Marshal's Handbook for this section.*

## **2. General Information**

*The Outlands adds the following to the Society Fencing Marshal's Handbook for this section:*

2.4. Combatants from outside the Kingdom attending an Outlands event shall meet SCA

standards for protective gear but shall comply with Outlands weapons standards and conventions.

2.6. In single combat, as long as one offensive weapon is retained, a fighter is considered armed. When disarmed (holding no offensive weapon) the combatant must yield and accept a safe, honorable loss unless their opponent allows them to recover their closest weapon. Diving or scrambling for a weapon is unsafe and is specifically prohibited.

2.7.1. A combatant under the age of 18 participating in SCA Fencing activities with combatants over the age of 18 must visibly display a yellow diamond no smaller than 0.5 inch (12mm) on their mask, *the chest of their armor, and visible on both hands*. On light colored gloves, the diamonds should be outlined in black or other dark color for contrast.

2.8.3. Unauthorized rapier fighters may train with, and under the supervision of, authorized rapier fighters in order to prepare for authorization. However, the unauthorized fencer must satisfy current Kingdom requirements for participation in combat. This requirement is satisfied either by being a member of the SCA, Inc., or, if not a member, by signing the liability waiver at each official practice or event.

2.8.5. All combatants shall adhere to the appropriate armor and weapons standards of the Outlands. *Visiting combatants shall adhere to Society armor standards.*

2.8.11. There shall be at least two Marshals on the field for a tournament or duel, and at least one for any other combat. There shall be one marshal for every ten combatants in a melee, with a minimum of two Marshals.

2.8.12. Combatants may engage only when the rapier field Marshal has received verbal acknowledgment of readiness from each combatant and has instructed them to begin.

2.8.13. The Marshals shall use terms such as “matte” or “edge of the world” to warn the combatants if they are approaching the edge of the list field. The combatants should then make an effort to avoid moving off the field.

2.8.14. At the end of each bout the Marshal shall ask each of the fighters if they are satisfied with the conduct of the bout. Each Marshal is also asked if they have any questions. Any participants who leave the field thereby declare themselves satisfied with the bout.

2.8.15. As previously stated, any combatant may—without dishonor or penalty—reject a

bout against any non-standard equipment or technique. The non-standard equipment or technique will then be disallowed for that bout, and the bout will be resolved using standard equipment and techniques.

### **3. Conventions**

*The Outlands adds the following to the Society Fencing Marshal's Handbook for this section:*

3.1.1. The Authorizations from out of kingdom combatants living in the Outlands will be honored for three months; after which the combatant is expected to re-authorize under an Outlands Authorizing Marshal.

3.1.1.a. An Outlands Authorizing Marshal may not authorize for another kingdom's fighter without prior authorization from that Kingdom's Rapier Marshal and the Outlands Rapier Marshal.

3.1.2. Out-of-Kingdom rapier fighters must familiarize themselves with the weapons standards and other rules, requirements, and conventions of Outlands Rapier Combat.

3.2.2. Hold should not be called for incidental gapping in abrasion resistant armor, nor for skin showing where no armor is required (such as arms/legs.)

3.2.3. If any of the fighters have a hearing impairment, the call of hold shall be accompanied with an "X" made by the marshal crossing their forearms up and in front of their chest.

3.2.4. If a fighter is disabled or is unable to safely stand or walk, they may fight in a tournament from a stool, wheelchair or other accommodation. The opponent of the seated fighter may not circle or attack the fighter beyond the 120-degree sight, and their legs are no longer a valid target.

### **4. Categories of Fencing**

*The Outlands modifies the following in the Society Fencing Marshal's Handbook for this section.*

4.2 The table below summarizes the key differences in the four categories. Refer to the remainder of the rules for further clarification and details.

Definition of a tournament field: Has limited space, and roped off area.  
 Melee field: Rarely roped off, large area.

Fencing Category	Blades Allowed	Other weapons and secondaries	Types of Blows Allowed	Armor Requirements
Rapier	No foils, epees, flexidaggers, or similar blades. All blades must be made of steel, and meet the Greater Flexibility standard in table 3.	<ul style="list-style-type: none"> <li>• Sword</li> <li>• Dagger</li> <li>• Defensive object</li> <li>• 7' Spear on a Tournament field.</li> <li>• 9' Spear on Melee Field. Non-standard in a tournament.</li> </ul>	<ul style="list-style-type: none"> <li>• Thrust</li> <li>• Tip cut</li> <li>• Draw cut</li> </ul> <p><b>In Melee Only</b></p> <ul style="list-style-type: none"> <li>• Knee walking**</li> <li>• Death from Behind</li> <li>• No DFB with spear</li> </ul>	Standard
Cut & Thrust (1-handed)	No foils, epees, flexidaggers, or similar blades.  All blades must be made of steel, and meet the Lesser Flexibility standard in table 3.	<ul style="list-style-type: none"> <li>• 1-handed Sword</li> <li>• Dagger</li> <li>• Defensive object</li> </ul> <p><b>Non-Standard</b> (must flex in at least 2 directions.)</p> <ul style="list-style-type: none"> <li>• Rubber Rondels (must flex in 2 directions)</li> <li>• Leather Dussacks</li> </ul>	<ul style="list-style-type: none"> <li>• Thrust</li> <li>• Tip cut</li> <li>• Draw cut</li> <li>• Percussive Cut</li> </ul> <p><b>No melee allowed</b></p>	Standard + Abrasion Resistance on limbs, Rigid Back of Head Protection, Padded Elbow & Knee Protection, Additional Hand Protection
Cut & Thrust (2-handed)	No foils, epees, flexidaggers, or similar blades.  All blades must be made of steel, and meet the Lesser Flexibility	<ul style="list-style-type: none"> <li>• 1-handed Sword</li> <li>• 2-handed sword</li> <li>• Dagger</li> <li>• Defensive object</li> <li>• 7' Spears &amp;</li> </ul>	<ul style="list-style-type: none"> <li>• Thrust</li> <li>• Tip cut</li> <li>• Draw cut</li> <li>• Percussive Cut</li> </ul> <ul style="list-style-type: none"> <li>• Leg blows are</li> </ul>	Standard + Abrasion Resistance on limbs, Rigid Back of Head Protection, Rigid Elbow & Knee

	standard in table 3.	Polearms, thrusting only.	disabling by default.	Protection, Rigid Hand Protection.
		<ul style="list-style-type: none"> <li>• Cutting with Spears is done via current Society Rules.</li> </ul>	<b>No melee allowed</b>	Recommend Collar Bone and Fingertip Protection
Light Rapier	Steel Foil, Epee, or similar variant (such as a double-wide epee or musketeer blades) from an established commercial Manufacturer. Must meet the Greater Flexibility standard indicated in table 3.	<ul style="list-style-type: none"> <li>• Sword</li> <li>• Dagger</li> <li>• Defensive object</li> <li>• Spears may not be used in this category</li> </ul>	<ul style="list-style-type: none"> <li>• Thrust</li> <li>• Tip cut</li> <li>• Draw cut</li> </ul> <b>In Melee Only</b> <ul style="list-style-type: none"> <li>• Knee walking</li> <li>• Death from Behind</li> </ul>	Standard + Abrasion Resistance on limbs, and puncture resistance on throat (not rigid).

Table 1. Overview of differences between the four categories of SCA Fencing. Refer to the remainder of the rules for specifics.

\*\*For Knee Walking description, see Society Fencing Marshal Handbook 8.3.5

## 5. Types of Fencing Combat

*The Outlands adds the following to the Society Fencing Marshal's Handbook for this section:*

5.3.6. Melee combat often involves a large variety of weapons. The Marshals may limit what weapons and secondaries are to be used in each melee. It is the responsibility of each combatant to withdrawal from a melee if they are uncomfortable fighting against any of the allowed weaponry. In the Outlands, as part of your authorization, you are expected to safely demonstrate a Death from Behind.

## 6. Description of Weapons and Defensive Objects

*The Outlands adds the following to the Society Fencing Marshal's Handbook for this section:*

6.3.1. Only rubber headed spears are allowed in SCA Fencing in the Outlands.

6.5.4.1. "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 with sufficient pull. "Hold" need not be called if the cloak is merely near the face, deflecting a weapon, or loosely draped over or weighting down the blade.

6.5.6. In addition to the Society rules for parrying devices listed below, the device must be recognizable as a civilian defensive item of the Period. Bucklers must obviously be a buckler or small targe, not a kite shield or heater. Dimensions are not listed, but the general "spirit of the game" is expected to be abided.

6.5.7. A rigid parry device can be a hard scabbard, a walking stick, or a baton, but not a "defensive" weapon (ie: rigid defensive daggers).

6.5.8. Devices made of PVC pipe must be wrapped in cloth, fiber tape, or duct tape, and one or both ends must be capped. A scabbard with one end capped must be used in such a manner the open end is not presented to the opponent.

## **7. Use of Weapons and Defensive Objects**

*The Outlands adds the following to the Society Fencing Marshal's Handbook for this section:*

7.2.2. Tip Cuts (*Included, not optional*)

7.2.4. Push Cuts are considered a Non-standard Technique and may only be used when agreed to before a melee, tournament or individual bout.

7.7.3. Killing from behind (known as a DFB) may only be performed on one opponent at a time. The opponent is considered dead the moment the tip of the weapon enters their sight. Upon death from a DFB, you are allowed one word, then must safely exit combat.

## **8. Acknowledgement of Blows**

*The Outlands adds the following to the Society Fencing Marshal's Handbook for this section:*



8.3.3. A blow to the hand or arm renders the entire limb incapacitated.

8.3.6. It is HIGHLY recommended that unfamiliar fighters perform a set of quick calibration passes before a bout in order to properly gauge what either opponent will consider a valid thrust or draw.

## **9. Armor Requirements**

*The Outlands adds the following to the Society Fencing Marshal's Handbook for this section:*

9.2.3.2. For Cut & Thrust Combat, *knees* and elbows must be further protected by a minimum of a resilient padding at least 1/8" (12 mm) thick. Rigid knees and elbows are required for 2-handed Cut & Thrust.

9.2.3.4. If at least one combatant is using a two-handed metal weapon in Cut & Thrust Combat, then the backs of the hands, including fingers, and 1" (2.5cm) above the bend of the wrist on the back half of the forearm must be covered by rigid protection with sufficient coverage to prevent a reasonable percussive blow from contacting the bones of the hand and wrist. Finger-tip protectors that ground to the hilt are recommended, as is a gorget with Clavicle protection.

9.4.1. In addition to the equipment described in the Society Rapier Handbook, close mesh chain mail (ie: Butcher's Mail, Sharkmail, and other commercial brands) are considered puncture-resistant material and are acceptable armor provided the following conditions are met:

9.4.1.1. The mail is worn underneath an abrasion resistant shirt or doublet; OR If worn on top of a shirt, the armholes must be tied close to the arm in such a fashion as to prevent blades from sliding up the sleeve and into the armpit, and the shirt must be made of abrasion resistant material

9.4.1.2. Care is taken to check the mail for broken or weak links, particularly under the shirt's armpits.

## **10. Marshalling**

*The Outlands adds the following to the Society Fencing Marshal's Handbook for this section:*

10.2.1. Outlands Rapier Marshals are warranted for all Rapier related activities, including but not limited to C&T and melee. Those previously warranted for Rapier only (no C&T) can continue marshaling Rapier and melee until their authorization expires, at that time their reauthorization will include C&T questions.

10.2.2. The term marshal generally refers to field marshals. Field Marshals act under the direction of the Marshal in Charge upon the combat field to oversee the safety and the orderly action of combat. These Marshals are responsible for the enforcement of the Rules of Rapier Combat and Cut & Thrust Combat. It is not required to be an authorized fencer to become an authorized Rapier Marshal.

10.2.2.a Minors below the age of 14, that are interested may become Junior Field Marshal. This requires a current waiver and parents authorization. Their responsibilities are the same as a standard Field Marshal, but must always be accompanied by an adult Field Marshal, aged 18+.

10.2.3. Authorizing Marshals are appointed by the Outlands Kingdom Rapier Marshal and are charged with the responsibility of authorizing rapier fighters for competition and Field Marshals to oversee safety and the orderly action of combat.

10.2.4. The Marshal in Charge is an authorized Rapier Field Marshal who oversees the rapier activities at a specific SCA function (event, practice, or demo). This Marshal is specifically responsible for the general enforcement of all Rules of Rapier Combat, supervision of Field Marshals, equipment inspection, and the combatant suspension procedure. There must be a Marshal in Charge at every SCA function where there is rapier activity.

10.2.5. Group Rapier Marshals are authorized Field Marshals responsible for reporting and managing the Rapier activities of a specific SCA Group (Barony, Shire, etc.). As an SCA officer they are required to fully understand and enforce current SCA Rapier Policies. The Group Marshal must be or assure that there is a Marshal in Charge at all required times.

10.2.6. The Kingdom Rapier Marshal (KRM) is the Marshal appointed by the Crown and the Earl Marshal to oversee rapier combat within the kingdom and is the only Marshal who may appoint Rapier Authorizing Marshals.

10.3 Marshals must demonstrate a knowledge of these rules and kingdom rules (both practical and in execution) and must be willing and able to enforce the rules for safety and fairness, and to mediate disputes between combatants. Marshals shall be tested on their ability to keep melee participants and spectators safe, as well as know the different requirements for all forms of combat (see Table 1, in section 4.2)

10.8. More in-depth information about marshaling is in Appendix 4.

## **11. Adverse Events**

*The Outlands follows the Society Fencing Marshal's Handbook for this section.*

## **12. Use of weapons, styles, and armor requirements outside of these rules**

*The Outlands follows the Society Fencing Marshal's Handbook for this section.*

### **Appendix 1: Glossary**

*The Outlands adds the following to the Society Fencing Marshal's Handbook for this section:*

NOTE: For a cut to be valid, an attack must be made edge on, with intent, and continuous pressure must be applied over a single location, as if to simulate drawing blood; merely laying the tip or edge of the blade against an opponent is not sufficient to be considered a valid cut.

### **Appendix 2: Inspecting a combatant's arms and armor**

*The Outlands adds the following to the Society Fencing Marshal's Handbook for this section.*

**A2.1.1.** Flexibility testing can only be performed via using a weight. Inspecting flex by pushing on a sword is invalid. Sword flexing by hand only shows if a blade sticks in a bent position. A sword must be flex tested after purchase.

**A.2.3.** Once per calendar year, the Kingdom Rapier Marshal will provide an example of a proper armor inspection, so as all combatants will know exactly what to expect in an inspection, and thus be most prepared. This demonstration should also be recorded and become available for Field Marshals who could not attend.

### **Appendix 3: Testing methods for penetration resistant armor**

*The Outlands follows the Society Fencing Marshal's Handbook for this section.*

### **Appendix 4: Marshalling Fencing in the SCA**

*The Outlands adds the following to the Society Fencing Marshal's Handbook for this section:*

**A.4.1.1** Fencing field marshals act under the direction of the Marshal in Charge upon the combat field to oversee the safety and orderly action of combat. These Marshals are responsible for the enforcement of the Rules of Rapier Combat. It is not required to be an authorized fencer to become an authorized fencing Marshal. Fencing field marshals must be able to officiate all forms of light rapier, rapier, and Cut and Thrust. Fencing Marshals must also be able to keep participants and spectators safe in a melee.

#### **A4.8.3** After the Bout

In order to give all involved a chance to voice their opinions after a bout is over, the following is the closing protocol after a bout:

- First ask the fighter who took the wounding or killing blow “Are you satisfied?” As with the “are you prepared” question, you need to get a verbal reply to this query.
- Then ask the fighter who initiated the wounding or killing blow “Are you satisfied?”
- Finally, the marshals ask each other if they have any questions or concerns regarding the bout and its resolution.

If everyone is satisfied, announce the winner or inform the Herald of the victor so they may make the announcement. If either fighter is not satisfied, they are to resolve the situation by discussion or by re-fighting the match. If asked by the fighters, the marshals may offer opinions at this time. All issues and questions about a particular bout should be resolved on the field at the time of the occurrence. Once the bout is over and the fighters walk off the field, that fight is over and all issues relating to it are considered to be resolved. If the marshals have questions or concerns about the combat not brought up by the combatants, they should discuss them with the fencers on the field. Again, the question should be resolved by discussion or re-fighting the bout. As with the fencers, if the Marshals are concerned or have any questions about the bout, but do not respond at this time, they have forfeited their right to speak on the fighter's actions any further. In some circumstances it may be appropriate for the marshals and combatants to agree to continue the discussion off the field in order to allow the tournament to continue. If this happens, notifying the Marshal in Charge would not be out of order and the Minister of Lists for the tournament should be told in case the bout needs to be re-fought at the end of the round.

#### **A4.9** Marshalling Melees

Marshalling for melees is a bit more complicated than for the usual tournament list. Instead of keeping track of just two fencers, you will be monitoring multiple combatants and their varied weaponry. Because melees can be visually confusing just due to the number of people and weapons on the field, it is required to have at least two marshals on the field for the first ten people and one for each additional group of ten.

Marshals need to pay close attention to the combat and monitor the same sorts of things in melees that you would in a tournament situation, with additional attention being paid to the state of people's tempers and the cleanness of their fencing. Because of the intensity generally found in melees, there is the tendency for people to not be able to acknowledge blows as well as they usually would and adrenaline will cause people to hit harder than they might normally.

As with tournaments, fencers are expected to maintain control over their tempers at all times and to have a care with blows and blow calling. The same procedure of warning and removal of combatants used during one-on-one fencing should be employed during melees. There are some things that are permitted during melees that are not allowed on the tournament field. The first is "death from behind". Instructions for how to properly perform death from behind are included under Section 7.7 in the fencing rules. A fighter who performs a death-from-behind improperly (i.e. - strikes their opponent in the back) should be removed from the melee and referred to the Marshal in Charge immediately. Second is the use of mock-gunnery weapons such as rubber band guns or thrown weapons. Mock gunnery may only be used if spectators can be kept out of the potential range of fire of the projectiles. The weapons themselves must meet all of the usual non-standard weapon requirements. Again, use of these weapons should be announced beforehand so everyone knows what to expect. Under certain circumstances the Marshal in Charge may approve thrown weapons for use in special tournaments, such as escort tournaments.

#### **A4.9.1 Melee Protocol**

Follow the same general protocol for the opening of a melee as you would with a tournament – ask for the preparedness of each of the sides and ask for satisfaction and questions when everything is all over. Generally it is easiest to request that everyone who is prepared raise their blades in the air since it won't be possible to get individual verbal responses from everyone. Satisfaction will usually be asked of the last few combatants on the field.

#### **A4.9.2 Making Calls**

Use the same standard for making calls of "matté", "edge of the world", or "hold" in a melee that you would in a tournament. If the conventions and size of the combat allow it, holds may be made local (contained to a small area of the field where the problem is) rather than general (which stops the entire combat.) Be sure you can make yourself heard over the combat when you make calls and be willing to make them. Safety, always the highest priority on the tournament field, becomes even more important during melees.

As Field Marshals order combat on the list field, there are quick phrases they can use to give direction to the combatants in various situations. "Matte", "edge", and "hold" are the most common.

When combatants are too near the edge of the field or a hazard call “Matté”, “edge of the world” or other similar phrase. These are merely a warning and are not intended to stop combat.

When any unsafe event or potential danger occurs the marshal shall call “hold”, and all other marshals shall repeat the call to ensure all combatants hear the command. Like in a tournament, the call of “hold” will stop combat. Reasons to call a “hold” include but are not limited to:

- Blades are broken, untipped, or bent
- Significant skin showing on combatant; “hold” should not be called for incidental gapping in abrasion resistant armor
- Fighters are about to leave the field or run into a hazard
- Another person, child, or animal coming onto the field
- Excessive anger
- Grappling or grabbing of blades
- Kicking
- Non-incident body to body contact
- Repeated refusal to acknowledge blows
- Excessively hard thrusts
- Punching, including bell, pommel, and quillion strikes
- Intentional movement from a kneeling position such as raising or launching
- Fighters tripping or falling
- Other things that could be considered a hazard to those on the field

Marshals must remember that the fight is between the combatants and not the combatants and marshals. Be alert and pay attention to the combat but do not disturb or interfere with the fighters unless you observe any action that is a hazard to combatants or spectators, or is a blatant disregarding of the rules. If you do observe behavior or behaviors that are a breach of safety (such as, but not limited to, those listed above) you are required to call a “hold” and either fix the problem (such as skin showing), or issue a warning to the fighter whose behavior merits attention. Warnings about conduct should be reported to the Marshal in Charge.

For repeated or egregious violations any Field Marshal may remove any combatant from the field for a bout or from the list entirely. Again, the Marshal in Charge needs to know what is going on and should be present if there have been warnings issued previously. Removing a fencer from a list is a rather drastic step to take. Due consideration should be given to the circumstances surrounding the incident (such as fighters lunging simultaneously or poor footing), the relative experience of the fencers and their recent level of training, and past conduct. You absolutely should consult with the other Marshals present and the other combatants involved before taking such an action.

#### **A4.9.3 Combat Conventions**

Make sure the conventions for each melee are spelled out at the beginning of the combat and that all fighters and marshals know what they are. Conventions can include but are not limited to: having the “dead” on or off the field, time limits, fields of engagement (i.e.- 120° or 180°), death from behind, special weaponry, victory conditions that end combat.

It is beneficial to carry a writing implement and paper when marshaling larger melees so that in the case of an incident, you can quickly write down the names of those involved and any witnesses, or notes to remember which combatants to speak with, for further follow up as necessary after the melee.

Should a situation arise not explicitly covered by Corporate or Kingdom Fencing rules, the marshals should not assume that the situation is forbidden or inappropriate. Again: No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants and observers.

#### **A4.10 Warnings and Suspensions**

If a Field Marshal issues a warning to a combatant, the Marshal in Charge should observe the warned fighter on the field. Should problems persist, either the Marshal on the spot or the Marshal in Charge is to remove the offending fencer from the field. A Field Marshal may remove a fencer from a round or an entire list. The Marshal in Charge of an event is permitted to prevent a fencer from fighting for the rest of an event or to pull a fencer’s authorization card completely and prevent them from taking part in any official combat until they have reauthorized.

Pulling a fencer from a list or practice, and/or taking their authorization card should not be the next thing you do after noticing or being notified of a potential problem. Additional steps should be taken first, which can include such things as: observing the fencer over a set period of time to see if the problem is chronic; talking to other fencers to see if they have had the same problems; talking to the fencer themselves to see if they realize there is a problem; recommending and assisting with additional training; and any other preventative measures that can be taken to preserve safety and save face for all involved.

If any of these additional steps are taken, the KRM should be notified in writing of the incident(s). This will keep them in the loop and will provide the opportunity to track whether a fencer is having chronic problems.

Should a fencer need to be suspended for any length of time (including the duration of a tournament), a written report about the problem must be made to the KRM within one week of the suspension happening and sooner if possible. This report should be made in writing and include specific details about when and why the suspension was made, as well as the names of witnesses and their contact information.

There are instances when removing a fencer from a practice or a list immediately is necessary.

- Loss of temper
- Egregious or repeated excessive force in shots
- Deliberate aggressive body-to-body contact
- Failure to acknowledge a call of “hold”
- Consistently failing to acknowledge or ignoring hits to themselves
- Deliberate and repeated violation of the rules
- Arguing with or being disrespectful to the Marshals

Suspension or loss of authorization card may follow such an incident, but all factors must be taken into account first. Use common sense and consult with other marshals and combatants before suspending someone.

#### **A4.11** Marshal in Charge

The Marshal in Charge is an authorized Rapier Field Marshal who is in charge of the rapier activities at a specific SCA function (event, practice, or demo). This Marshal is specifically responsible for the general enforcement of all Rules of Rapier Combat, supervision of Field Marshals, equipment inspection, and the combatant suspension procedure. There must be a Marshal in Charge at every SCA function where there is rapier activity, and the Marshal in Charge should be present during every tournament held at an event. The duties for being a Marshal in Charge are the same for both Fencing and Cut and Thrust.

The autocrat of a particular event usually chooses a Marshal in Charge for their event. If the autocrat does not do so, the Local Marshal is the de facto Marshal in Charge unless another Marshal steps forward to do the job. In the case of fighter practice the Group Marshal is the default Marshal in Charge unless they have designated someone else.

Duties:

- Setting up the fighting field, including setting up field markers, “walking the field” to make sure any hazards are removed.
- Making sure that fencers have authorization cards and that those cards are shown to the Minister of Lists (MOL).
- Arranging for additional Marshals to assist with field duty.
- Conducting armor and weapon inspections of the combatants or designating other Marshals to do so.
- Setting and announcing the rules of the tournament(s) or monitoring those who are responsible for the tournaments.
- Making sure that the rules are followed by all combatants and Field Marshals.
- Consulting with event staff on the locations of nearest medical resources.



- Making a final event report to the Group Rapier Marshal once the event is over. This report should include such things as number of fencers, types of tournaments run, incidents that occurred, injuries and/or broken blades, if any, as well as any other details the Group Marshal might want or need.

Remember to thank your Field Marshals for their assistance. It is with their help that your tournament will run smoothly and kind word goes a long way for the next time you need their help.

In addition to performing those duties that come with being a Field Marshal, Marshals in Charge are also expected to monitor the Field Marshals to ensure that they are conducting themselves in an appropriate manner. It is the responsibility of the Marshal in Charge to pull any unsafe Marshal off the field. To keep Marshals as alert as possible, the Marshal in Charge should rotate the Field Marshals. It is not advisable to have one Marshal on the field for an entire tournament; Marshals need water, shade, and sunscreen just as much as fencers do. Also remember to take care of your own needs; you can't monitor the field if you fall down from lack of water or too much sun. The safety of those on the field, both Marshals and combatants, is the ultimate responsibility of the Marshal in Charge of an event.

#### **A4.12** Group Rapier Marshal

Group Rapier Marshals are authorized Field Marshals responsible for reporting and managing the rapier activities of a specific SCA Group (Barony, Shire, etc.) As an SCA officer they are required to fully understand and enforce current SCA Rapier Policies. The Group Marshal must be or assure that there is a Marshal in Charge at all required times.

Like any other group officer the Local Marshal for a group must reside in the recognized boundaries of the area that they serve.

Duties:

- Reports monthly to the KRM, and the Knight Marshal and Seneschal of their local group. (See reporting information below.)
- If the local group is associated with a larger group (such as a Canton or College attached to a Barony), the Marshal for the smaller group should also send a report to their Baronial superior.
- Once a year, in January, send a Doomsday Report recapping the year's events to all the people listed in one and two.
- Be at scheduled fighter practices to act as the Rapier Marshal in Charge or arrange for another Marshal to do so.
- If the group has equipment to loan, maintain that equipment, bring the gear to practices, and keep a current inventory list. Updated copies of this list should be

given to whichever officer keeps track of things owned by the group, generally the Exchequer or Quartermaster.

- Having spare copies of the rules to hand out to new fencers is highly recommended, as is having blank copies of the minor waiver forms.

Since the Group Marshal of Fence is the default Marshal in Charge at fighter practice the safety of those fencing is their primary responsibility, just as it is for the Marshal in Charge at an event. The Local Marshal may also have to act as the Marshal in Charge at events in their area, or designate someone to do so, should the event's autocrat not make arrangements ahead of time.

Contact with potential new fencers also comes with the territory. Group Marshals should be prepared to assist those who express an interest in learning about fencing with courtesy and enthusiasm.

Minors 14 and older are allowed to fence and field marshal with parental knowledge and approval and the approval of the KRM. Cut & Thrust is limited to ages 16+ and requires previous rapier authorization. The minor's parent or guardian must have observed rapier combat and understand what participation entails. This is a martial art and it is possible for injury to result and the parent or guardian needs to be aware of that. The parent or guardian must also have filled out the proper forms. These forms are included at the back of this packet. Once the youngster starts fencing, it doesn't hurt to keep a relatively close eye on them to make sure they are learning the appropriate things and are not going overboard in enthusiasm with their new activity.

#### **A4.12.1 Reporting**

Local Rapier Marshals report to their local Seneschal and Knight Marshal on a monthly basis, and are expected to report to their Kingdom counterparts as specified by that officer, with the minimum being once a quarter (i.e. send a copy of your report to the KRM if there are fencers at the practice). Usually the report presented to the local group at populace or business meetings can simply be sent along to the Kingdom office once a month.

Reporting does not have to be a complicated affair and really doesn't need to take much time. The minimum information that needs to be in the Rapier Marshal's report includes:

- Your name and the name of the group you are reporting for.
- Number of authorized and unauthorized fencers, the number of White Scarves, and the number of Masters of Defense in attendance.
- Whether there were any injuries, broken blades or other noteworthy incidents.
- If there were any incidents or major injuries, describe the nature of the incident, including any and all pertinent details. If the incident is serious, contact the Outlands Rapier Marshal immediately. Do not wait until your monthly report to tell the KRM about problems.

- If there are events in the area with fencing at them during the month, it is good to include that information in the report as well, detailing things like who the Marshal in Charge was, the winners of the tournament, best death, and most chivalrous along with the usual injury and broken blade information.

You may also choose to include such information as attendance at classes if there are any and who taught, notes about war practices, and other things of that nature. Since the KRM cannot be at every practice every week, this is a good way to keep them up to speed on what is going on in your area.

Different Kingdom Marshals or your group's Knight Marshal may request additional information from you. Be sure to check with both to find out what sort of information they expect to see in your reports.

The annual Doomsday report recaps the group's fencing activities for the last year, discussing fluctuations in attendance, new members, and other such things. Using the monthly reports to gather this information should make this part easy. If the Group Marshal is ambitious, goals for the group may be outlined here as well, with progress towards those goals being reported during the year through the regular reports. The annual Doomsday report goes to the same people the monthly reports are sent to.

#### **A.4.13 Authorizing Marshals**

Authorizing Marshals for both Fencing and Cut and Thrust are appointed by the KRM, or the KRM in consultation with their Cut & Thrust Deputy. Fencing Authorizing Marshals do not perform Cut and Thrust authorizations and are not required to be Cut & Thrust Authorizing Marshals. This is the only exception to the requirement that an Authorizing Marshal be authorized in all forms.

Authorizing Marshals do not have any greater authority than any other Field Marshal by virtue of their status as an Authorizing Marshal. Thus, an Authorizing Marshal cannot revoke authorization cards unless they are also the Marshal in Charge of an event or practice. If you are interested in becoming an Authorizing Marshal contact the KRM to discuss specific requirements and duties.

##### **A4.13.1 Reporting**

Authorizing Marshals need to collect details of each authorization bout and report to the KRM monthly.

Information to be collected includes:

- Participants SCA name, membership number, and membership expiration date
- Participants mundane name
- Date the authorization took place
- Each type of authorization attempted (field marshal, rapier, secondaries, etc.)

- Results of each authorization attempted
- Date each authorization expires
- Name of the authorizing marshal
- Age if participant is a minor
- Any additional notes

Additional reporting requirements may be added or changed at the discretion of the Kingdom Earl Marshal or KRM in order to maintain an accurate list or database of authorized marshals and fighters.

#### **A4.14 Outlands Rapier Marshal**

The Outlands Rapier Marshal (KRM) is the marshal appointed by the Crown and the Earl Marshal to oversee rapier combat within the Kingdom and is the only Marshal who may appoint Rapier Authorization Marshals.

The KRM is a Lesser Office of the Kingdom under the Great Office of the Earl Marshal. General duties for all lesser offices are laid out in Outlands Kingdom Law and are included below along with other things that the Rapier Marshal is responsible for.

- Being responsible to a Great Officer of State.
- Maintaining informal contact with their corresponding Great Officer at least once every month.
- Making written reports to the Kingdom Earl Marshal and the Society Deputy Marshal for Rapier at least once every quarter.
- Report to the Earl Marshal, Society Deputy Marshal for Rapier, and subsidiary fencing Marshals concerning the growth and current practices of fencing in the Kingdom.
- Retaining correspondence and keeping records of all activities carried on in the performance of their duties which is turned over to their successor.
- Refraining from active involvement in internal policy decisions pertaining to their area of jurisdiction in the branch within which they reside or in any other branch.
- Appoint and monitor a Deputy to supervise the Outlands Cut and Thrust program.
- Appoint and monitor any Regional Deputies deemed necessary to assist with the good conduct of the office.
- Appoint and monitor Authorizing Marshals.
- Set, maintain, and enforce the equipment specifications, fighting conventions, and Marshallate rules for fence.
- Update the Kingdom fencing rules and associated handbooks as necessary.
- Be responsible for the authorization procedure of fencers and fencing Marshals.
- Assure that Local Marshals and Authorizing Marshals are properly executing their duties.
- Mediate the authorization card appeal process.
- Keep records of submitted reports and a list of authorized fencers, Marshals, and Authorizing Marshals.

- Advise the Crown regarding war efforts involving rapier combat as a member of the Outlands War Council.
- Collaborate with the KRMs of any Kingdom where the Outlands is a Principal participant in an event or war and assist the Crown as necessary with treaty negotiations.
- Serve as one of the Marshals in Charge at events where the Outlands is a Principal participant.

Being the KRM is an administrative position dedicated to maintaining the good growth and safety standards of fencing in the Outlands. To avoid the appearance of impropriety it is recommended that the KRM not participate as a combatant in tournaments while in office.

#### **A4.15 Regional Fencing Deputies**

Because the Outlands is spread across such a long geographic area, the KRM may choose to appoint any number of deputies to assist them. The duties and the level of authority of a given Deputy is decided by the needs of the KRM. Contact the KRM or the Cut and Thrust Deputy if you are interested in being a Regional Deputy.

Fencing Regional Deputy. There can be one or more Regional Fencing Deputies for the Kingdom, although current practice has been for the KRM to, at minimum, have a deputy acting in the region opposite to where they reside in order to provide maximum coverage for attending events, practices, and dealing with people and problems. Regional Deputies should have a very thorough knowledge of the rules and how to apply them, as well as the ability to work with a wide variety of fencers and an understanding of Outlands culture.

Cut and Thrust Regional Deputy. The Cut and Thrust Marshals' Regional Deputy is generally one of the most experienced Cut and Thrust combatants. Like their counterparts they need to be very familiar with the Outlands Rapier Rules, the Outlands rules for Cut and Thrust, and Outlands culture. In addition, they should be able to safely and accurately teach this style of combat. It is expected that Marshals show an acceptable level of knowledge of the historical basis for the form in addition to the usual marshallate responsibilities.

### **Appendix 5: Authorization**

*The Outlands adds the following to the Society Fencing Marshal's Handbook for this section:*

**A5.2.** The Outlands has three major fencing categories, outlined in Section 4 Categories of Fencing. Each category requires a separate authorization. The base authorization for

each category will include one single sword. Each additional weapon or secondary within that category can be included in the authorization.

- For example: a fighter may be authorized “full card” in light rapier, which includes single sword, case of swords, dagger, and defensive object. The same fighter may also be authorized in rapier, single sword and spear only. This fighter may not enter a tournament and fight with a rapier and buckler; they would need to add defensive object to their rapier authorization first.

**A5.2.7.** Can the candidate recognize an unsafe or illegal activity while fighting and call a “hold” as appropriate? The authorizing marshal is encouraged to bend and break the rules of SCA combat to test this. Great care must be taken to not cause injury during this test.

**A5.3.g.** The fighter must demonstrate how to safely perform a Death from Behind, as well as how one reacts to being DFB’d in a melee.

**A5.5.** Current SCA membership is required to be authorized in the Outlands. With the advent of the Stags App as the replacement for physical authorization cards, fencing authorization expirations are tied to the expiration of membership.

No authorization may be written to expire past the expiration date shown on the candidate’s Blue Card.

A5.6 All authorizations require:

- The combatant must pass a verbal test of knowledge about the equipment specifications and Rapier Marshallate rules of the Outlands.
- The combatant must pass a field test using the appropriate equipment before an authorization is issued (though it is not required that the combatant own their own equipment). This includes fighting with their non-dominant hand and while legged.
- The combatant must display knowledge of melee conventions to participate in melee safely. The combatant must pass verbal test indicating knowledge of the following:
  - Safely performing a death from behind
  - Legal blows to the 180 and 120
  - Use of local holds
  - Common phrases to avoid to minimize unnecessary calls of “hold”. For example, hole sounds like hold.
  - Phrases like “Fill the gap in the line” should be used instead of “Fill the hole”; and “There is a divot in the ground” instead of “Mind the hole over there”.
- The Authorizing Marshal must answer the following question in the negative: “Is this fencer a danger to themselves or to others?”

**A5.7** While the authorization procedures outlined above have been written with all forms in mind, some guidance may be of interest for Authorizing Marshals when dealing with spears.

- Spears, when constructed as found in section 6.3 of this manual, should be treated as thrusting-only rapiers, mounted on a long handle (which falls under section 6.5.2.1, Rigid Parrying Devices).
- The candidate for spear authorization must demonstrate knowledge of the following:
  - Basic knowledge of spear construction, and how to inspect a spear before use
  - Valid blows with spear (i.e., thrust only, no cuts, no Death from Behind)
  - Knowledge of rigid parrying devices, and what they may and may not do with the haft of a spear
  - Safe raising of elbow when dealing with a charging opponent.
- As with any rapier form, the successful candidate will demonstrate safety above all, (see A5.3) Secondly, they must show basic competency with the weapon in question. As above, the Authorizing Marshal must be able to satisfactorily answer the following question in the negative: “Is this fencer a danger to themselves or to others?”

**A5.8** The Authorizing Marshal shall issue or update authorization cards for those that pass the authorization test and shall report as per the Outlands Rapier Marshal’s requirements. A candidate who fails the test may be given additional training and may apply for authorization at another time. The combatant must inform the marshal conducting the second authorization of their failure to pass if the test was within the preceding 6 months. The candidate who passes the tests will be duly authorized to compete in official rapier competitions.

## **Appendix 6: Procedure for experimental programs**

*The Outlands follows the Society Fencing Marshal’s Handbook for this section.*

## **Appendix 7: Adverse Events Reports**

*The Outlands follows the Society Fencing Marshal’s Handbook for this section.*

## **Appendix 8: Forms**

*The Outlands adds the following section to the Society Fencing Marshal’s Handbook:*

A8.1 Forms change frequently. The common forms used for fencing are listed here for reference only. Always check current Kingdom Laws and Standards for the most current forms. These can be found at <https://www.outlands.org/resources/members/library/>

A8.2 Forms for minors can be found at <https://www.sca.org/resources/document-library/#minor>

8.3 ROSTER ADULT WAIVER can be found at <https://www.sca.org/resources/document-library/#waiver>

Approved the Oct 19 day of 2024, AS LVIII,

Being 2024 Gregorian during the reign of

Hank Hill Ackelun

King

Queen

水野 菊 棘

Ibara

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Outlands Marshal of Fence

Bentley to Rain

Outlands Earl Marshal