

**Kingdom of Northshield**

**Rules for Fencing Combat  
2025 Rev3**

## Table of Contents

<b>1. RULES OF THE LIST AND OF COMBAT.....</b>	<b>1</b>
1.1. Rules of the List .....	1
1.2. Rules of Combat .....	2
<b>2. EQUIPMENT SPECIFICATIONS.....</b>	<b>5</b>
2.1 General Standards .....	5
2.2. Weapons and Parrying Devices .....	5
2.3. Protective Equipment .....	5
<b>3. AUTHORIZATIONS.....</b>	<b>6</b>
3.1. General Requirements .....	6
3.2. Combat Authorization.....	6
<b>4. MARSHALLING FENCING .....</b>	<b>8</b>
4.1. General Rules .....	8
4.2. Disciplinary Procedures.....	8
4.3 Out of Kingdom Marshals.....	10
 <b>APPENDICES .....</b>	 <b>11</b>
Appendix 1: Minors in Fencing Combat (Minors Fighting Adults).....	11
Appendix 4: Additional Rules for Cut and Thrust Combat.....	12
A4.2 Rules of Combat .....	12
A4.3 Weapons and Parrying Devices .....	12
A4.4 Authorizations.....	13
A4.5 Marshaling Cut and Thrust Combat .....	14

# 1. RULES OF THE LIST AND OF COMBAT

These rules set the fundamental standards for fencing combat in the Kingdom of Northshield. All fencing combatants and marshals are responsible for knowing these rules, as well as the fencing rules for the Society for Creative Anachronism, and the SCA Rules of the List.

These rules are designed to promote safe fencing combat in the Kingdom of Northshield. Should a situation arise which is not explicitly covered by Society or Kingdom fencing combat rules, it should NOT be assumed that the situation is forbidden or inappropriate. 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 solution that promotes the greatest degree of safety for all participants.

SCA Fencing combat is intended to re-create historical unarmored fighting styles. In the late fifteenth and sixteenth centuries, these fighting styles were sometimes called the "Arte of Defence" or "the Noble Science." As such, participants are encouraged to study historical combat manuals and develop combat styles based on those studies whenever possible. However, such studies are optional and are not required for participation in most fencing activities in Northshield.

Fencing combat is a martial activity. All reasonable efforts should be made to keep it both safe and fun at all times. However, as this is a contact sport abrasions, bruises, muscle strains, and other sports-related injuries will occur from time to time. ALL COMBATANTS should be aware of the risks involved before taking part in any form of fencing activity in the SCA and the Kingdom of Northshield.

## 1.1. Rules of the List

1. Fencing combat shall be conducted in accordance with the Rules of the List of the SCA, the SCA Fencing Marshal's Handbook, and these rules. All combatants and marshals must know these rules.
2. Combatants will conduct themselves in an honorable and chivalrous manner at all times.
3. Combatants cannot take part in any official SCA fencing activities (save practices) without first becoming authorized in fencing combat. A properly filled out and signed authorization card, or a completed authorization form, must be presented to the duly appointed List Person, or the Marshal-in-Charge, prior to taking part in any SCA fencing tournament, melee, or demo.
4. Individuals do not have to be paid members of the SCA to be authorized in fencing combat in the Kingdom of Northshield.
5. Prior to every combat or practice, all combatants shall ensure their equipment and armor is safe, in good working order and has been inspected by a member of the Kingdom Marshallate authorized to inspect fencing weapons and protective equipment.
6. Even though a warranted member of the Kingdom Marshallate has inspected the armor and weapons used by a combatant, each combatant shall accept full responsibility for the condition of his or her own equipment. Each combatant has the obligation to see that his or her equipment meets all Society and Kingdom requirements.

7. The Crown's representative upon the field and in all matters dealing with fencing combat are the Earl Marshal, then the Kingdom Rapier Marshal, then, by delegation, the members of the Kingdom Rapier Marshallate.
8. All combat will immediately stop upon the call of "Hold." Combatants will check for immediate hazards, assume a non-threatening stance with their weapons pointed away from their opponents, and not move until so instructed by a marshal. Hold may be called by marshals, combatants, or spectators.
9. Marshals will use the term "Ware Edge" (or a similar concise phrase) to warn combatants if they are approaching the edge of the field. Combatants should then make an effort to avoid running off the edge of the field. Such warnings do not halt combat.
10. At the end of each bout, the Presiding Marshal(s) will ask the combatants if they are satisfied with the conduct of the bout. Each marshal overseeing the bout will also be asked if they have any questions about the combat. Any participants who leave the field without voicing a concern will be considered to have declared themselves satisfied with the bout. Combatants who are not satisfied can ask that the matter be discussed at a later time, rather than on the field (assuming it does not change the outcome of the bout), but must still voice their concern to a marshal prior to the formal close of the bout.
11. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament lists is not to be considered a challenge and therefore may not be declined or rejected without forfeiting the bout. Combatants may not recruit other combatants to fight in their stead to avoid fighting a tournament bout.
12. At inter-kingdom events, for any given Kingdom's tourney or melee, guest combatants shall meet SCA standards for protective gear, but shall comply with whatever weapons standards are being used by the host Kingdom for that tourney.
13. Visiting combatants shall be accorded fighting privileges upon presentation of a valid SCA Combatant Authorization Card issued by their kingdom of residence.

Authorized Combatants who move to the Kingdom of Northshield have one (1) year to request that their authorizations be transferred over and receive a Northshield Authorization card. Requests to transfer authorizations must be filed with the KRM or a designated deputy. If the transfer is approved, the combatant will need to provide the Clerk of the Roster any requested supporting documents to show proof of authorization, as well as sign an updated combat waiver.

14. Anyone under the age of 18 years (a minor) MUST have a parent or court-appointed guardian present, or be in possession of a properly executed "Medical Authorization Form for Minors." Emancipated minors shall be required to produce proof of their status when checking in at the list table. Further information on minors in fencing combat can be found in Appendix 3 of these rules.

## 1.2. Rules of Combat

### A. Behavior on the Field

1. All combatants shall obey the commands of the marshals overseeing the field or be removed from the field and subject to further disciplinary action.

2. Disagreements with the marshals overseeing the field shall be resolved through established mechanisms outlined in these rules and in the Kingdom of Northshield Marshals' Administration Handbook.
3. Each combatant shall maintain control over their temper and behavior at all times. Combatants who fail to maintain such control will be subject to disciplinary action at the marshal's discretion.
4. Striking an opponent with excessive force or with deliberate intent to injure is forbidden.
5. Intentional body-to-body contact is forbidden. However, since fencing combat is a martial activity, it is understood that incidental or accidental body-to-body contact will occur from time to time.
6. Conduct obstructive to normal fencing combat, such as consistently ignoring blows, deliberate misuse of the rules (such as calling HOLD or purposefully backing into the list ropes when pressed) or the like is forbidden. Marshals may, at their discretion, impose limitations or disciplinary measures on any combatant(s) they feel are deliberately undertaking such actions.
7. The use of the Fleché (running at an opponent with fencing extended), or similar uncontrolled attacks, is prohibited.

#### B. Use of Weapons and Parrying Devices

1. Tip and push cuts are optional. A combatant may choose to accept such cuts if they so desire and agreed upon before the start of the bout.
2. Chopping or hacking blows are not permitted in fencing combat. Fast circular movements (such as the moulinet) may be used to place a blade for allowable cuts.
3. If a combatant is disarmed or drops a weapon, it is up to the opponent to decide whether or not the combatant will be allowed to regain the lost weapon. If the opponent refuses to let the combatant retrieve the lost weapon, the disarmed combatant must be able to draw another weapon from his or her person, or yield. No Hold will be called unless there is a clear and present safety issue.
4. Purposefully striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.

5. Combatants may choose to grasp, rather than parry, a Sword. Grasping is defined as the brief binding of a sword with the hand for purposes of redirecting, controlling, or otherwise immobilizing the blade; grasping is NOT meant to be used to purposefully bend, wrest, or wrestle the Sword from the opponent's grip. A combatant's hand does not have to close over or around a blade to be considered "grasping": restraining the sword with the hand in any way constitutes grasping for the purposes of these rules.
6. If a fighter attempts to free their sword from an opponent's grasp, even if it is not possible to twist or slide the blade due to the opponent's grip/restraint, the person grasping the blade must release it immediately.
7. Wrestling for control of the blade will result in an immediate "Hold" being called.

#### C. Acknowledgement of Blows

1. General
  - a. The entire body is considered a legal target area.
  - b. Each combatant shall acknowledge all valid blows received.
  - c. The mandatory minimum length for a draw cut is six (6) inches. Combatants may choose to accept a shorter cut as valid if they so choose.
  - d. Constant pressure must be transmitted to the opponent with the edge of the blade for a draw cut to be valid.
  - e. A valid thrust is not negated or lessened due to sliding off after solid contact with the tip of the blade has been made.

#### D. Melee Combat

1. A combatant may never purposefully strike an opponent from behind. Doing so will result in immediate suspension from the current combat scenario, at minimum.
2. Combatants and marshals should make every effort to be aware of grounded or legged combatants on the field so as to avoid collisions or falling over someone not in their immediate line of vision.
3. Death From Behind (DFB) can be employed in melee combat only if the RMIC announces its use beforehand. A combatant performs DFB by laying a blade over the opponent's shoulder to at least a third of the blade length, while calling out "You have been killed from behind!" (or some other short, courteous phrase) in a loud, clear voice. Daggers may also be used to perform Death From Behind, but care must be taken not to punch or strike the fighter with the guard or quillons of the dagger when performing the action. Reaching around the neck is forbidden. The opponent will be deemed "killed" from the instant the blade touches his or her shoulder, and shall not attempt to spin, duck, or dodge away.
4. Fouling or placing your blade over an opponent's blade from behind is permissible and does not require DFB to have been declared. Fouling from behind can only be performed with bladed weapons: cloaks, rigid parry devices, or the fighter's bare hands or limbs cannot be used for this purpose. When performing such an action, the attacker must make every effort to not strike, collide with, or otherwise entangle themselves or their sword with the person being fouled.
5. When "Hold" is called in a melee, all combatants must check for immediate hazards, drop to their knees if able, point their weapons toward the ground, and remain so until told by the marshals to rise. Melee combatants may not regroup or make plans during a hold.

6. The Marshal in Charge may impose additional restrictions on melee combat, based on the needs of the scenario or conditions of the field. Such restrictions must be announced to the combatants prior to the start of the melee.

## 2. EQUIPMENT SPECIFICATIONS

### 2.1 General Standards

1. Equipment that is likely to break a blade or damage other equipment is prohibited.

### 2.2. Weapons and Parrying Devices

#### A. Prohibited Blades and Weapons:

Foils and epees are expressly prohibited for use in fencing combat in Northshield. Rigid steel "parrying-only" daggers, such as those made from cut down blades, will not be allowed. Flexidaggers are prohibited in Northshield.

#### B. All blades are subject to the following:

1. Orthopedic (or "Pistol") grips will not be used unless the combatant has approval for medical reasons, supported by documentation from their health care provider.

#### C. Parrying Devices

1. Bucklers:
  - a. Bucklers may not exceed 30 inches in any one dimension.

#### D. Projectile Weapons

1. Rubber band guns may only be used in fencing melee combat as long as safety standards are met and the RMIC approves the use of the weapons. The projectiles from rubber band guns shall be deemed to penetrate bucklers and non-rigid parry devices in a straight line (e.g. your buckler is not bullet-proof). Damage from projectile weapons will be resolved the same as for a thrust.
2. A separate authorization is not required
3. Marshals overseeing melees where projectile weapons are being used must wear protective eyewear. At a minimum, this eyewear must have shatter-resistant lenses and be worn whenever combat is underway.

### 2.3. Protective Equipment

#### A. General Coverage

Combatants can wear more armor as desired as long as it does not impede their ability to call blows. Use the Society for Creative Anachronism Fencing Marshals' Handbook base rules except where Northshield requires more protection. Northshield requires more protection as follows

9.2.1. Hands shall be protected by gloves made of abrasion resistant material. Feet shall

be protected by footwear comprised of at least abrasion resistant material. Limbs will be covered by a minimum of abrasion resistant material down to the elbow (minimum length must accommodate rule 9.2.2.1) for arms and down to the knees for legs. Incidental exposure of skin beyond these areas is allowed unless stated otherwise in the rules.

9.2.2.1. For the inner arm, acceptable minimum armpit coverage is provided by a triangle of penetration resistant material under the arm. This triangle must cover the lower half of the sleeve at the armpit seam and extend at least 4 inches; (10 cm) down the inner arm. Armpit coverage should be maintained during the combatant's stance or arm position. Sleeves or other forms of coverage that are too loose, hang too low to provide full coverage, or otherwise shift or move to reveal the armpit during normal combat activities do not meet this standard and will not pass inspection.

9.2.2.2. External genitals, will be protected by rigid protection.

9.4. Neck protection is required. It shall consist of rigid material, as noted above, covering the entire front 180 degrees of the neck (including the larynx and the carotid arteries) down to the jugular notch at the top of the sternum, and shall be backed by either penetration resistant material (such as a hood), 1/4 inch (6mm) of open-cell foam, or their equivalents. The cervical vertebrae (from the top of the spine to the base of the neck) shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert. These areas must stay covered during normal combat situations (turning the head, lifting the chin, etc.), and must provide coverage against attacks from obtuse angles (attacks from the side, etc.).

## 3. AUTHORIZATIONS

**Participation in SCA combat is a privilege, not a right. All candidates for authorization will be held to the appropriate standards outlined in these rules.**

### 3.1. General Requirements

Competence in one SCA combat style does not automatically mean competence in another combat style. Separate warrants and authorizations in fencing combat are required.

Fencing authorizations are valid for a period of four (4) years. It is the combatant's responsibility to track their authorization card on the kingdom website, expiration date and request a new authorization card from the Clerk of the Roster.

Participants must be 14 years of age or older to authorize for fencing combat in Northshield. All rules regarding minor participation in combat must be observed for combatants under the age of 18 (see Appendix 3 of these rules).

### 3.2. Combat Authorization

#### A. Authorization Standards

All combatants must demonstrate appropriate safety and familiarity, as well as meet the required standards, with the weapon or weapons forms they are attempting for authorization.



All combatants must authorize first in Single Sword.

The initial authorization in the Kingdom of Northshield shall verify that the candidate is familiar with the following:

1. Rules of the List of the SCA
2. The rules set forth in the Society Fencing Marshal's Handbook and the rules set forth herein
3. The conventions of combat for the SCA and the Kingdom of Northshield

If a candidate cannot adequately display their knowledge of the above, they cannot proceed to the combat portion of the authorization.

1. Authorizations will be performed by two warranted Fencing Marshals. All examiners (including the authorization partner) must agree on the safety and acceptability of a candidate for the authorization to be issued.
2. Authorizations may be held at any official SCA event, demo, or practice. The authorizing marshals must execute the appropriate paperwork to ensure that the authorization can be registered with the Clerk of the Roster, but it is ultimately the authorizee's responsibility to make sure their authorization form is sent in.
3. No authorization card may be issued until a properly completed Waiver has been filed with the kingdom. For further details on waivers, see the Kingdom of Northshield Marshal Administration Handbook,
4. These are the styles a combatant may authorize in:
  - Single Sword (SR)
  - Sword and Rigid Parrying Device (RP)
  - Sword and Non-Rigid Parrying Device (NRP)
  - Sword and Dagger (DGR)
  - Case of Swords (CR)
  - Spear
  - Cut and Thrust Single Sword (CT)
  - Cut and Thrust Two Handed Sword (2H)

#### B. Authorization Requirements

1. Single Sword (SR)
  - a. Single Sword is the default primary sword authorization form in Northshield. As such, it is the "doorway" to the sword field and sword combat in general, and the most important authorization a sword combatant will undertake. Authorization candidates will be held to high standards of safety to ensure they are neither a hazard to themselves nor others on the field of combat, and that they are familiar with the basic tenets fundamental to safe sword play.
  - b. Authorization candidates will be expected to display:
    - Understanding of the rules for sword combat in Northshield, for both tournaments and melees.
    - The ability to check their own weapons and armor for defects.
    - Proper movement and an understanding of range and distance.
    - The ability to safely execute various attacks and defenses, as well as acceptable blow calibration and the ability call blows.
    - Ability to maintain control when pressed.
    - Fight from the ground, as well as engage opponents on the ground.

- Properly use, and react to, blade grasping
  - Ability to parry with the off hand
  - Ability to fight with their sword in the off hand
  - Demonstrate basic melee concepts (such as Death From Behind, etc.)
  - Understanding of when, and how, to seek out assistance when resolving a dispute on the field.
- c. The above list is NOT all-inclusive. Fencing combatants are encouraged to re-read the appropriate sections of the Fencing Rules and/or seek out a fencing marshal or senior fencing combatant to help them prepare for their authorization.
2. By their very nature, Single Sword authorizations will likely take a bit longer than subsequent authorizations. However, marshals are not doing themselves, the candidate, or Fencing combat a favor by either unnecessarily dragging out the process, or rushing it along. Evaluate the candidate as fairly, efficiently, and thoroughly as possible.
  3. Any combatant who fails their authorization may undertake additional training and apply for authorization at a later date. Candidates who pass are duly authorized Fencing combatants and may compete in official Fencing lists, melees, and demos in the Kingdom of Northshield. Successful candidates must send a copy of their authorization paperwork to the Northshield Clerk of the Roster. Authorization cards will not be issued to new combatants if proof of membership with waiver is not on file.

#### B. Advanced Authorizations

Once a combatant has successfully completed their Single Sword authorization, they may attempt advanced authorizations in any order. A greater emphasis will be placed on competence in these authorizations than during the Single Sword authorization. Candidates for advanced authorizations are not required to fight from the ground, or against a grounded opponent, but they can be asked to do so at a marshal's discretion. To receive advanced authorization, candidates must: Display competent and safe use of all equipment and devices and the rules knowledge of the rules pertaining to these devices.

## 4. MARSHALLING FENCING

The following is a brief overview of the concerns and duties of the Fencing Marshallate in Northshield, as well as a summary of a Fencing combatant's options when dealing with the Marshallate. More detailed information can be found in the Kingdom of Northshield Marshal's Administration Handbook.

### 4.1. General Rules

During any organized Fencing combat, there must be at least one marshal on the field at all times, termed the Presiding Marshal. This marshal cannot be engaged in combat while acting as Presiding Marshal. The only exception to this rule is in the case of practices, where there need not be a Presiding Marshal (though there must be a warranted marshal present in some form). For melees, there must be a reasonable number of marshals present to allow for proper observation of the field at all times.

### 4.2. Disciplinary Procedures

More detailed information on disciplinary procedures and the appeals process can be found in the Society Marshal's Administration Handbook.

## A. Combatants

1. Marshals of the Field will caution any combatant whose conduct is deemed unsafe. Unsafe conduct includes, but is not limited to: striking with excessive force; slashing with the blade; consistently ignoring touches; deliberately misusing the rules to gain an advantage (such as intentionally falling or calling "Hold" when pressed); purposefully trapping offensive or defensive equipment against the body; or attacking in an uncontrolled or unsafe manner. If, after the initial warning, the unsafe conduct continues, a marshal can remove the combatant from the field for a specified period of time (i.e. - have them "take a break") if they deem such action appropriate.
2. In addition, Any Marshal can bar a combatant from the field if they believe the combatant poses a real and reasonable risk to themselves or others. The RMIC may, but is not required to, remove a combatant from the Fencing field for any of the following reasons (this list is neither exhaustive nor exclusive):
  - The Fencing combatant is unable to control their temper or actions on the field.
  - The Fencing combatant refuses to obey the legal commands of the marshals overseeing the combat.
  - The Fencing combatant delivered a blow of such force that their opponent was forced to stop combat or physically retreat from the field.
  - The Fencing combatant's continued participation in the list could, in the RMIC's opinion, present a hazard to themselves or others.

Note that removal from the field is NOT the same as suspending a combatant's authorization card. Fighters removed from the field may return to the lists at the discretion of the RMIC.

3. Any combatant may file a written complaint about the conduct of another combatant or Fencing marshal with the Marshal in charge. All written complaints received by the KRM will be investigated. Appropriate action will taken, as deemed necessary by the KRM, based on the severity of the issue(s). If multiple complaints against a person are filed, either from different sources or about separate issues/instances, the KRM will notify the KEM of the situation and describe all actions taken to rectify the problem to date.

## B. Marshals

1. As a warranted officer, marshals are expected to uphold and enforce the Fencing rules for the Kingdom of Northshield and the Rules of the List of the SCA. Should a marshal knowingly violate or ignore any of these rules, or otherwise promote or allow unsafe behavior on the field, they can be sanctioned. The KEM, in consultation with the KRM, will determine the nature and duration of any sanctions.
2. If a marshal's combat authorization has been suspended, their warrant is automatically revoked for that combat activity.

## C. Appeals

1. All marshallate decisions regarding removal from the field, suspensions, and the revoking of authorizations can be appealed.
2. Appeals regarding a combatant being barred or removed from the field shall be directed first to the Rapier Marshal in Charge, then to the Regional Rapier Marshal, then to the Kingdom Rapier

Marshal. Appeals dealing with the temporary suspension of an authorization shall be filed directly with the KRM. Appeals beyond the KRM will follow the established mechanisms described in the Kingdom of Northshield Marshal's Administration Handbook and by the SCA, Inc.

3. Appeals against rulings shall be taken to the next higher authority whenever possible.
4. Appeals must be lodged within one month of the end of the event where the decision in question was handed down. Appeals to a higher authority must be lodged in writing (letter, e-mail, or fax).

Further information regarding appeals, sanctions, and the disciplinary processes within the marshallate can be found in the Marshal's Administrative Handbook.

### 4.3 Out of Kingdom Marshals

1. Marshals with rapier warrants from kingdoms other than Northshield cannot authorize combatants in rapier or act as a Rapier Marshal in Charge for an event in Northshield. With the permission of the RMIC, they can act as Marshals of the Field (MOFs) at the event, practice, they are attending.
2. Marshals who move into Northshield who have warrants from another kingdom may apply to the KRM for a Northshield rapier warrant. It is strongly encouraged that the out of kingdom marshal spend some time attending events and familiarizing themselves with the marshallate practices in Northshield before applying for a Northshield warrant. At the least, out of kingdom marshals must be authorized in Fencing combat in the Kingdom of Northshield before they can be issued a Northshield Fencing marshal warrant.

## APPENDICES

### Appendix 1: Minors in Fencing Combat (Minors Fighting Adults)

Minors (ages 14–17) may authorize in adult Fencing combat with these additional requirements:

1. In order to participate in formal training sessions (practices, sparring, etc.), be authorized as a combatant, or become a marshal in training (MiT) in Fencing Combat, an individual must have attained their fourteenth (14th) birthday. No person below the age of eighteen (18) may be warranted as a group Marshal, appointed as Group Marshal in Training, or the Marshal in Charge of an event.
2. The parents or guardians of the minor must witness SCA combat and discuss with a witnessing marshal how it relates to the participation of their child. Afterwards the parent(s) or guardian(s) are to execute a "Minor's Waiver and Informed Consent to Participate in SCA Combat-Related Activities." The witnessing Marshal must countersign the waiver.
3. Only after completion of the above is the minor to be allowed to participate in SCA Fencing combat activities. Only the Earl Marshal, the KRM, or their appointed deputies may authorize the minor for SCA Fencing combat-related activities.
4. At any event in which the minor is involved in SCA combat-related activities, the minor must either have a parent or guardian present, or must be in possession of a properly executed "Medical Authorization Form for Minors." Said Medical Authorization Form must designate an adult present at the event as able to authorize medical treatment in the case of an emergency.
5. Minors engaging in Fencing combat with adults shall be marked in the following manner:
  - A single yellow diamond of at least 1 inch (25.4 mm) in height to be placed on the front hemisphere of the helm (preferably on or near the inspection sticker).
  - A yellow diamond of the same dimension will also be placed on the cuff of the glove of the Minor's dominant weapon hand.
6. Prior to combat activities commencing, all combatants should be made aware of the presence of a minor on the field as best as possible. Adults may choose not to participate with minors without penalty.

Note that Minors Fighting Adults IS NOT the same activity as Youth Fencing. Youth Fencing is a separate combat activity with its own rules set. Contact the Kingdom Youth Fencing Marshal for more information on Youth Fencing.

## Appendix 4: Additional Rules for Cut and Thrust Combat

### A4.2 Rules of Combat

#### Behavior on the Field

##### 4. Acknowledgement of Blows

- a. As with Fencing combat, blows in Cut and Thrust will be counted as though they were struck with a real blade that is extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted as a good blow. Any blow that strikes a mask, helm, gorget, gauntlet, or other piece of rigid armor shall be counted as though it struck flesh. All blows will be called as if the combatants were wearing common civilian attire of the period, not armor.
  1. Specific tournament deviations from the above, such as "armor as worn" tournaments, are permitted, but calibration should not change or increase when striking "armored" areas.
  2. Combatants shall endeavor to maintain the above standards at all times. Combatants shall not ramp up their blows or blow calling due to the dynamic nature of Cut and Thrust combat, nor the additional protection required for its play.

##### 5. Valid Blows

- a. In Cut and Thrust sword play, valid blows are struck by thrusting with the point of the blade (thrust), laying the edge of the sword against the opponent and pulling (draw cuts), or cutting with percussive impact (percussive cut).
- b. Percussive cuts must always be delivered with sufficient control so as not to injure the opponent while still delivering the necessary impact for a valid cut. An injury is defined as something that causes the person to retreat from the field or otherwise be unable to continue fighting.

##### 6. Effect of Blows:

- a. Unlike in Fencing, blows to the leg or foot in Cut and Thrust will be considered debilitating and end combat. If a "killing" blow (i.e. a blow to the head or torso) lands at the same time as a leg/foot shot, the killing blow will take precedence for determining the point/bout.
- b. All other blows are called the same as in Fencing combat.

##### 7. Melee Combat

- a. Cut and Thrust is prohibited in melee combat.

### A4.3 Weapons and Parrying Devices

Weapons and parrying devices for Cut and Thrust combat must meet the same basic society standards. However, there are a few changes that need to be kept in mind when choosing and inspecting Cut and Thrust weapons:

#### A. Protective Equipment

Cut and Thrust combat requires the same protective equipment as Fencing. In addition, Cut and Thrust combatants must make the following modifications and additions to their protective gear:

1. Head and Neck
  - a. The back of the head and neck must be covered with rigid material.

- i. Back of the head protection must be padded and/or suspended in such a way as to prevent contact between the rigid material and the wearer's head. This padding/suspension must comply with Section of the main Fencing rules.

## B. Arms, Legs, and Hands

1. Elbows must be protected by rigid material.
2. The hands shall be protected by gloves with (at minimum) resilient padding covering:
  - the wrist (to 1 inch above the wrist)
  - the back of the hand
  - back of the fingers and thumb (including knuckles)
  - abrasion resistant material covering the rest of the hand not listed above
3. Rigid materials are also acceptable on any of the areas listed above. The weapon or parrying device may provide part of this protection.
4. Resilient padding is defined as any material that absorbs some of the force of the blow. Examples include, but are not limited to:
  - 1/4 inch (6 mm) closed-cell foam
  - 5 mm neoprene (mousepads)
  - 8 ounce (3.18 mm) leather
5. If either combatant is using a two-handed sword, both fighters are required to have rigid protection covering the areas detailed above (Apx 3.3.B.2.). This must have enough coverage to also protect the edge of the hand from the full force of a cut.

Examples of acceptable rigid protection includes, but is not limited to:

- Gauntlets or demi-gauntlets made of rigid material covering areas not protected by the weapon's guard.
- Commercial products such as Konig Gloves and SPES Heavy Gloves.

## A4.4 Authorizations

Note: Only a warranted rapier marshal authorized in Cut and Thrust can run a Cut and Thrust authorization. Both marshals and the authorizing partner involved in the authorization must be authorized in Cut and Thrust combat. If a marshal is not comfortable performing an authorization, even if they are authorized in that style, they should not feel pressured to conduct the authorization.

### A. Requirements:

1. Initial Authorization: Cut and Thrust - Single Sword (CT)
  - a. Single sword is the initial authorization form for Cut & Thrust in the Kingdom of Northshield. As this is an advanced Fencing authorization, candidates for Cut and Thrust must first be authorized in Single Rapier (candidates may attempt to authorize in Single Sword and Cut and Thrust on the same day).
  - b. Since Cut and Thrust combat includes an increased potential for injury with excessive force, combatants are expected to show a higher degree of proficiency than with a typical single sword authorization. Safety, control, and proficiency are the watch words when attempting (and marshaling) a Cut and Thrust authorization.
  - c. In addition to the standard requirements for an advanced fencing authorization, candidates for Cut and Thrust combat must also display:

- An understanding of the rules for Cut and Thrust combat in Northshield and how these rules differ from those for fencing and armored combat.
- If performing a series of cutting attacks, the candidate must display the ability to maintain consistent calibration.

As with fencing authorizations, the above list is NOT all-inclusive. Those seeking to authorize in Cut and Thrust are encouraged to review the Kingdom of Northshield's fencing rules in full, as well as seek out a marshal authorized in Cut and Thrust, or a senior combatant, to help them prepare for the authorization.

Once a fighter is authorized in Cut and Thrust, they may use any fencing secondary they are authorized in during Cut and Thrust combat.

#### B. Two Handed Sword (2H)

1. In addition to the standard requirements for an advanced fencing authorization, the candidate must display:
  - Knowledge of the rules pertaining to two-handed swords. This includes the change in armor standards for both the combatant and their opponent.
  - Ability to safely deliver valid blows, including percussive cuts.
  - Ability to defend against combatants using a single-handed sword or a two-handed sword.
  - Ability to maintain control with attacks involving multiple successive cuts.
  - Ability to safely continue the bout within the bind of blades.
  - Ability to control the weapon with either one or two hands as applicable.

### A4.5 Marshaling Cut and Thrust Combat

In general, the guidelines for marshaling rapier also apply to Cut and Thrust combat. However, there are a few additional concerns to be aware of when acting as a marshal on the cut and thrust field.

- A. Marshals should keep an eye out for increases in calibration, both in terms of giving and calling blows. Given the nature of cut and thrust combat, fighters can sometimes unconsciously "up" their calibration over the course of a fight or tournament. If a marshal thinks this is occurring, they should speak with both combatants (either during a break between fights, or, if necessary, after calling "Hold") to get their thoughts on the matter, as well as remind them of the calibration standard for fencing and cut and thrust if necessary. If calibration continues to be a problem, the marshal may proceed as outlined in the Marshaling Fencing section of these rules.