

AN TIR

BOOK
OF

Rapier *Combat*

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1. Introduction

1.1. Purpose

The An Tir Book of Rapier Combat (ABCs) defines the rules necessary for conducting rapier combat within the Kingdom of An Tir.

1.2. Scope

These rules apply to all participants of rapier combat in the Kingdom of An Tir. Each participant must abide by these rules and those in the Rapier Marshal's Handbook (RMH).

The ABCs cover the authorization of fighters, the requirements for equipment and weapons, and the conduct of rapier combat. The RMH describes the marshallate and its processes.

The ABCs must be used in conjunction with the RMH.

Appendix A contains the approved test methods, list of approved simulators, armor diagrams, and target area diagrams.

1.3. Background

An Tir rapier combat recreates a style of sword combat that developed in Europe before 1600 AD.

1.4. Responsibilities

THE...	IS responsible for...
Fighter	<ul style="list-style-type: none">• Following these rules and the commands of the marshal.• Remaining in control while fighting. This means in control of their attacks, movement, and temper.• Having all their current armor tested at least once every two years.• Making sure all their weapons comply with these rules.• Not having any obviously modern items visible on the fighting field during tourneys, wars, or melees. The exceptions to this rule are modern fencing masks, cap tape, and the covering material for fiberglass blades.• Receiving and maintaining a current authorization.
Rapier Marshallate	<ul style="list-style-type: none">• Making sure that weapons and armor comply with these rules. A rapier marshal may disallow the use of any equipment. The marshal must explain the reasons behind their decision and return the disallowed equipment intact to its owner.• Supervising all rapier combat at official events. NOTE: Publishing a practice or event in a branch newsletter or "The Crier" makes it an official event.• Providing fair witness during combat.• Supervising authorizations.• Other duties as described in the Rapier Marshal's Handbook.

2. Fighter Authorization

Overview

This section defines the requirements for authorization and explains how the authorization process works.

2.1. Definitions

Term	Definition
Attack	To land a blow upon an opponent; to attempt to land a blow.
Authorization	The process where a potential fighter demonstrates adequate knowledge of the rules, adequate safety with weapons, and adequate ability to call blows.
Blow	The impact caused by a blade, shot, or other approved striking device.
Blow Calling (Call Blows)	The ability to recognize and properly acknowledge a blow.
Case Authorization	Permission to fight with a rapier in each hand.
Rapier Authorization	Permission to fight with any of the basic rapier weapon combinations.
RBG Authorization	Permission to use an RBG.
Rubber Band Gun (RBG)	A type of missile weapon that uses surgical tubing bands as ammunition.
Warranted Rapier Marshal	A senior marshal or branch level marshal. A warranted marshal must be a current member of the SCA and be listed on the Kingdom roster.
Weapons Safety	The ability to attack and defend in a coordinated fashion without presenting a hazard to one's self or opponent. A fighter who demonstrates proper weapons safety has control of their attacks and defensive responses, their movement on the field, the force of their blows, and their temper.

2.2. General Rules

1. Rapier, case and RBG authorizations are not rights - they are privileges extended to the fighter by the Crown of An Tir. Fighters who abuse these privileges are subject to disciplinary action as described in the Rapier Marshal's Handbook. Consistent patterns of abuse can lead to the suspension of a fighter's authorization.
2. The authorization card is proof that a fighter has demonstrated knowledge of the rules, safe use of weapons, safe conduct on the field, and has a current waiver on file.
3. Due to SCA corporate rules, a fighter may not possess authorization cards from two different kingdoms. If a fighter resides in An Tir, they may only possess and maintain an An Tir authorization card.
4. Ownership of weapons and armor is not required. However, any equipment used must meet the requirements of these rules.
5. A warranted rapier marshal must oversee any fighter authorizations.
6. Authorization at an event is permitted, but a fighter must make all of the necessary arrangements before the event occurs. This means contacting a qualified marshal, arranging for a time, and anything else needed to conduct the authorization. Fighters getting their first authorization at an event may not fight in any organized combats, with the exceptions of pick-up bouts, organized practices or phoenix tourneys. This restriction lasts for the duration of that event. This rule does not apply to reauthorizations unless the fighter's card expired more than one year earlier.

7. The authorization process is based on demonstrating:
 - Knowledge and understanding of the ABCs (Sections 1 through Appendix A)
 - The ability to apply these rules by engaging safely in single combat
8. Temporary ("Day") fighter authorizations are not permitted.

2.3. Authorization of Minors

1. The minimum age for training and authorizing in rapier combat is 16.
2. Minors under the age of 18 may train and authorize, provided these conditions are met:
 - The parents (or guardians) of the minor witness rapier combat, are aware of the risks inherent in this martial art, and have executed a "Minor's Waiver and Informed Consent to Participate in SCA Combat".
 - Kingdom Rapier Marshal (or designee) ensures that the above conditions are met and countersigns the authorization paperwork.
3. 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." The Medical Authorization Form must designate an adult present at the event who has the parent or guardian's permission to authorize medical treatment in the case of an emergency.

2.4. Authorization Requirement - Rules

Body of Knowledge	Requirements
Armor Standards	<ul style="list-style-type: none"> • The areas of the body that must be protected • The minimum level of protection required for each area of the body • How to inspect armor
Weapons Standards	<ul style="list-style-type: none"> • The types offensive weapons permitted • The types of blades permitted • The types of defensive secondaries permitted • How to inspect weapons
Attacks, Blows, and Gauging of Blows	<ul style="list-style-type: none"> • The permitted attacks, including "Death from Behind" • What constitutes a valid attack • The target area • How to properly gauge received blows • When to call back an attack • The effects and proper acknowledgement of blows • Who (and when) to ask for assistance when resolving a dispute
Fighting Field Safety	<ul style="list-style-type: none"> • The proper response to a "Hold" • Who may call a "Hold" • The rules for engagement • The proper response to an equipment failure • The differences between melee and single combat

2.5. Authorization Requirement - Weapons Safety

Authorization Level	Requirements
Basic Rapier Weapons Safety	Demonstrate safe use of the following weapon combinations:

Authorization Level	Requirements
	<ul style="list-style-type: none"> • Rapier and open hand • Rapier and dagger • Rapier and shield • Rapier and baton • Rapier and cloak AND demonstrate the ability to: <ul style="list-style-type: none"> • Call blows • Properly acknowledge a valid blow • Call back invalid blows
Rubber Band Gun	To receive an RBG Authorization, a fighter MUST: have a current "Rapier Authorization" AND demonstrate safe use of an RBG.
Case of Rapier Weapons Safety	To receive a Case Authorization, a fighter MUST: have held a current Rapier Authorization for at least six months AND demonstrate safe use of a case of rapiers

2.6. The Authorization Process

Step	Action						
1	The fighter sets a time for the authorization with a warranted rapier marshal (WRM).						
2	The WRM tests the fighter's knowledge of the rules, safe use of weapons, and ability to call blows.						
3	<table border="1"> <thead> <tr> <th>IF the fighter ...</th> <th>THEN the WRM...</th> </tr> </thead> <tbody> <tr> <td> Demonstrates ALL of the following: <ul style="list-style-type: none"> • Adequate rules knowledge • Adequate weapons safety • Adequate blow calling ability </td> <td> <ul style="list-style-type: none"> • Approves the fighter's authorization • Fills out and signs the authorization form • Returns the completed form to the fighter </td> </tr> <tr> <td> DOES NOT demonstrate ALL of the following: <ul style="list-style-type: none"> • Adequate rules knowledge • Adequate weapons safety • Adequate blow calling ability </td> <td> <ul style="list-style-type: none"> • Refuses the fighter an authorization • Provides a detailed explanation of the areas where the fighter needs improvement </td> </tr> </tbody> </table>	IF the fighter ...	THEN the WRM...	Demonstrates ALL of the following: <ul style="list-style-type: none"> • Adequate rules knowledge • Adequate weapons safety • Adequate blow calling ability 	<ul style="list-style-type: none"> • Approves the fighter's authorization • Fills out and signs the authorization form • Returns the completed form to the fighter 	DOES NOT demonstrate ALL of the following: <ul style="list-style-type: none"> • Adequate rules knowledge • Adequate weapons safety • Adequate blow calling ability 	<ul style="list-style-type: none"> • Refuses the fighter an authorization • Provides a detailed explanation of the areas where the fighter needs improvement
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4	The Fighter forwards the completed form to the kingdom lists officer						

3. Armor

Overview

This section defines the materials used in constructing armor and specifies the minimum protection levels required for each area of a fighter's body.

3.1. Definitions

Term	Definition
12 Kilogram Mesh	Wire mesh that does not separate when a 12 kilogram load is applied using an approved FIE mask tester. An example of acceptable material is a modern (post 1985) fencing mask. An example of unacceptable material is any mask manufactured by Costello.
Abrasion Resistant Material (AM)	Any material that can withstand normal combat stresses, such as being snagged by the rigid cap of a blade, without tearing. Some examples of acceptable materials: tightly woven fabrics (such as broadcloth or trigger cloth), leather, sweat pants, heavy cotton tights, heavy Spandex or heavy Lycra tights. Some examples of unacceptable materials are sheer fabrics, nylon tights or stockings, light Spandex or Lycra tights, and cotton gauze.
Padding	Any material that can reduce the force of a blow due to quilting, multiple layers, or compressibility. Padding must have a minimum thickness of 3/16". Some examples of acceptable materials are mattress pads, "Jill straps," moving pads, or 1/4" thick high density closed cell foams.
Puncture Resistant Material (PM)	Any material or combination of materials that can pass the Drop Test. Puncture resistance is a function of several different factors including the types of materials used, tightness of the weave, age of the material, etc. It is NOT based solely upon the number of layers. Puncture resistant materials are also abrasion resistant.
Rapier Helm	A type of head protection made from rigid material.
Rigid Material (RM)	Any material that can redistribute the force of a blow. Examples of rigid material are: <ul style="list-style-type: none">• 18 gage steel (mild or stainless)• 1/8" thick high impact plastic (such as ABS or HDPE)• 16 gage aluminum, brass, or other non-ferrous metals• Heavy cuir boulli (8 ounce leather boiled with wax)• Two layers of heavy (8 ounce) leather• Heavy leather backed by 1/4" thick closed cell foam Rigid materials are also abrasion and puncture resistant. CAUTION: Chain mail is neither rigid nor puncture resistant.
Trigger Cloth	A tightly woven, 65/35 cotton-poly fabric blend. Trigger may also be called "champion."

3.2. General Rules

1. The fit and construction of a fighter's armor must:
 - Maintain overlap between separate pieces
 - Maintain coverage of the protected area
 - Not interfere with the ability to call blowsThese requirements apply regardless of the fighter's movement or posture during combat.
2. Unless permitted by the rules of a scenario or tourney, gorgets, breastplates, and other metal armor pieces are not proof against blows.
3. Armor must not have any sharp edges or projections.

3.3. Armor Testing

1. Armor must be tested for puncture resistance at least once every two years. The armor test(s) must occur in the two months before the expiration date of a fighter's authorization card.
2. Armor that fails puncture resistance is banned from further use in combat. Failed armor may be rebuilt and retested.
3. An authorization card will not be renewed until the armor test(s) are completed.
4. Testing armor during a fighter's initial authorization is not necessary unless there is some question about whether the armor meets the minimum requirements.

3.4. The Head

1. All fighters must wear a modern fencing mask or a rapier helm.
2. The mask or helm must meet the following minimum requirements:
 - Protects the soft tissues under the jaw
 - The face protection is securely attached to the helm
 - The top and sides of the head to behind the ears and below the jaw line are protected by rigid material
 - The face must be protected by 12-kg mesh or 18 gage perforated steel. If perforated steel is used, the holes must have a maximum diameter of 1/8". The distance between the centers of holes must be at least 3/16".
3. Puncture resistant material or rigid material must cover any areas not covered by the mask or helm.

3.5. The Neck

1. All fighters must wear rigid neck protection. The protection must cover the front, sides, and back of the neck. Some examples of acceptable neck protection are a gorget with a high collar or a layer of rigid material covering the outside surface of the bib and the back of the neck.
2. Back-of- the-neck protection may be incorporated into the head protection.

3.6. The Torso

1. All fighters must wear puncture resistant torso protection. The protection must cover the front, sides, back, armpits, and groin of the fighter.
2. The armpit protection must satisfy the following minimum requirements:
 - A triangular gusset with the base of the gusset aligned with the joint of the under side of the arm and the body
 - The point of the gusset must extend at least 1/3 of the way down the upper arm
 - The base of the gusset must extend from at least the center line of the biceps to at least the center line of the triceps
3. Male fighters must wear rigid genital protection in addition to puncture resistant groin protection.

3.7. The Arms and Hands

1. All fighters must wear abrasion resistant hand and arm protection.
2. Separate hand protection, such as a glove, must overlap the sleeve of the arm protection.

3.8. The Legs and Feet

1. All fighters must wear abrasion resistant leg protection.
2. Garments such as kilts, dresses, or skirts are permitted, provided they meet the requirements for coverage and overlap. If the requirements cannot be maintained during combat, then abrasion resistant leggings must be worn under the garment.
3. All fighters must wear abrasion resistant closed-toed footwear.

4. Weapons

Overview

This section describes the different type of weapons that may be used during fighting and defines the materials for constructing weapons.

4.1. Definitions

Term	Definition
Baton	A rod-like defensive weapon used to parry attacks. Examples of batons are walking sticks, canes, parasols, or scabbards.
Bend Force	The amount of force, applied along the long axis, needed to cause a 2" bend in a fiberglass blade.
Defensive Secondary (Secondary)	A device used to parry or ward off attacks. Batons, shields, cloaks, and hats are examples of defensive secondaries.
Experimental Weapon	A weapon or secondary that does not satisfy the requirements outlined in Section 4.2 through 4.4 AND is being reviewed by the KRM for general use. Use of experimental weapons is restricted. See Section 4.5 for details.
Shield	A typically flat defensive weapon used to block attacks. Examples of shields are bucklers, targets, kites, or heaters.
Silhouette Area	The area of the largest outline of a shield. For example, when you view a curved rectangular shield made from a corrugated material from the front, the shield appears as a smaller rectangle than it would if the shield was flattened out. The area of this smaller rectangle is the silhouette area. Use this area to calculate the maximum permissible size of a shield.
Simulator	A modern steel blade used to simulate a period rapier or dagger blade.
Soft Parrying Device	A non-rigid defensive device, such as a cloak, hat, or shirt, used to deflect or envelope an attacking blade.
Strapping Tape	A type of tape with visible strands of fiberglass embedded in the adhesive. An acceptable example of strapping tape is 3M Tartan [®] brand Filament Tape.

4.2. General Rules

1. A weapon or defensive secondary must not have any sharp edges or projections.
2. A fighter must inspect their weapons and defensive secondaries on a regular basis.
3. Weapons and secondaries must be constructed from materials that can withstand the normal stresses of combat.

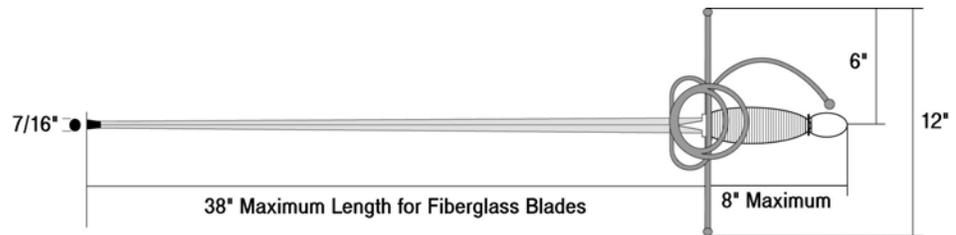
4.3. Offensive Weapons

4.3.1 General Rules

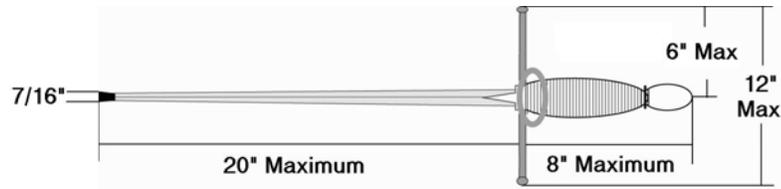
1. "Belgian" grips, orthopedic grips, pistol grips, and saber guards are not permitted on rapier blades.
2. The approved fighting blades are simulators and fiberglass. Fiberglass blades are interchangeable with simulators. A fighter may use fiberglass blades against simulators.
3. Blade length is measured perpendicularly from quillions to the end of the rigid cap. Hilt length is measured perpendicularly from the quillions to the end of the pommel.

4. Summary of Rapier and Dagger Specifications

Rapier

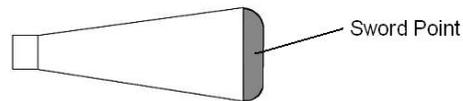


Dagger



4.3.2 Blade Caps

1. A blade must have a rigid cap firmly attached to the foible end. Examples of acceptable caps are rabbit or bird blunts. The shaded area is the point of the sword.



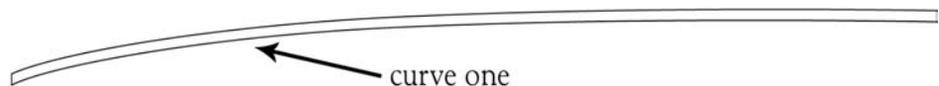
Typical Rigid Cap

2. The striking surface of the cap must be flat and at least $7/16''$ in diameter.
3. The color of the cap must contrast with the color of the blade.
4. The method of attachment must not obscure the color of the cap. For example, silver duct tape may not be used to attach a cap to a silver blade; black electrician's tape may not be used to attach a black cap to a blade. In addition, the attachment method may not cover the striking surface of the cap.

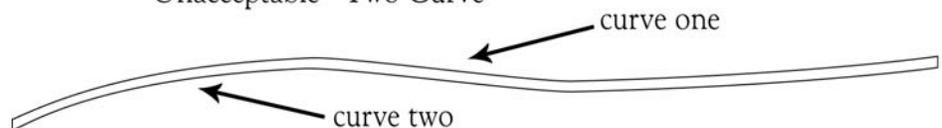
4.3.3 Simulators

1. A simulator must not have more than one gentle curve in any $12''$ length.

Acceptable - Single Curve



Unacceptable - Two Curve

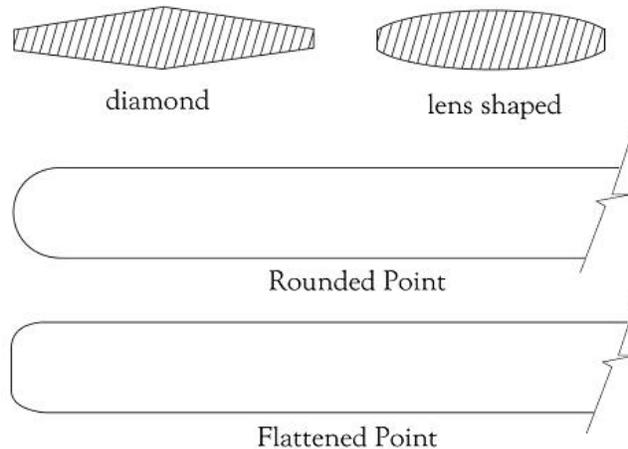


2. The edges must be at least $1/64''$ wide.
3. There is no length limit for steel blades.

4. Steel blades may be modified as follows:
 - Shortening the length (as long the shortened blade meets the flexibility and tip configuration requirements and the method of shortening the blade does not change the temper or affect the durability of the blade).
 - Modifying the tang to fit a hilt.

A fighter must be aware that using improper techniques to modify a blade may render the blade useless for combat.

5. Simulators must be kept as free of nicks and burrs as possible.
6. Simulator flexibility must be within the limits defined by the Simulator Flexibility Test.
7. Approved tip configurations and cross-sections for simulators



NOTE: The tip configurations are for the bare simulator before applying the rigid cap. A flattened point must not have any sharp edges or corners.

4.3.4 Fiberglass Blades

1. Blade construction must be hot glue and fiberglass rod composite.
2. Single rod or fence post blades are not permitted.
3. The rods must be solid and made of fiberglass strands in a resin matrix.
4. Maximum length of a fiberglass rapier blade is 38", as measured perpendicularly from the quillon to the flat of the rigid cap.
5. The flexibility of a blade must be within the limits defined in the Bend Force Test.
6. The blade must be wrapped with strapping tape before any covering material is applied.
7. A blade must be covered to prevent chipping and splintering. Examples of acceptable covering materials are strapping tape, duct tape, or heat-shrinkable tubing. An example of an unacceptable covering material is masking tape.
8. A blade must have defined edges and flats. Acceptable ways of defining an edge include taping the edge in a contrasting color or planing the blade during construction.
9. A blade may use a metal socket or a cut down foil blade for a forte. The forte must conform to the following requirements:
 - Rapier blade - maximum length of 8"
 - Dagger blade - maximum length of 4"

4.3.5 Hilts

1. The maximum length of the handle and pommel is 8", as measured perpendicularly from the quillon to the end of the pommel.

2. The maximum length of a single quillon is 6", as measured perpendicularly from the centerline of the blade to the most distant point of the quillon. The overall length of both quillons must not exceed 12".

4.3.6 Rubber Band Guns

1. Rubber band gun ammunition (surgical tubing bands) must not contain any metal parts.

4.4. Defensive Secondaries

4.4.1 General Rules

1. A defensive secondary must not be used to strike an opponent.
2. Some acceptable materials for defensive secondaries are 1/8" thick aluminum, thick wall PVC pipe, rattan, abrasion resistant material, puncture resistant material, or rigid material.

4.4.2 Shields

1. A shield must have a maximum silhouette area of 530 square inches. This is equivalent to a circle with a 26" diameter.
2. A shield may have any shape as long as the area of that shape does not exceed the maximum silhouette area.
3. The edges of a wooden shield must be covered to prevent splinters. The other surfaces of the shield must be kept free of splinters, cracks, or other damage.
4. Wooden shields must be at least 1/4" thick.
5. Metal shields must have rolled edges or the equivalent.

4.4.3 Batons

1. Batons made from plastic tubing or plastic pipe must have a rigid cover on each end. Some examples of acceptable end covers are plastic caps glued onto the ends or wooden plugs glued into the ends.
2. A scabbard must be useable as such. Therefore, it must have one closed end and one open end. The closed end must have a rigid cover.
3. Batons must not be constructed from metal tubing or pipe.

4.4.4 Soft Parrying Devices

1. A fighter may use articles of clothing (such as cloaks, shirts, and hats) as parrying devices. These devices must be wearable as the garments represented.
2. Rigid or dense materials (such as metal, extremely stiff rope, plastic, or sand) must not be used to weight a cloak or similar device.

4.4.5 Other Defensive Secondaries

1. Foam mugs and similar items that enhance the spirit of a scenario may be used at the discretion of the Rapier Marshal-in-Charge (MiC).

4.5. Experimental Weapons

1. The KRM must be notified and permission granted by their office BEFORE an experimental weapon is used.
2. An experiment must include at least three fighters and three weapons.

3. Procedure

Step	Action						
1	Submit a written request and a sample of the weapon to the KRM. Submit a copy of the request to the Area Deputy (AD).						
2	<p>The KRM reviews the request</p> <table border="1" data-bbox="521 321 1430 1104"> <thead> <tr> <th data-bbox="521 321 810 363">IF the weapon is...</th> <th data-bbox="810 321 1430 363">THEN ...</th> </tr> </thead> <tbody> <tr> <td data-bbox="521 363 810 919">Approved</td> <td data-bbox="810 363 1430 919"> <ul style="list-style-type: none"> • The KRM sets the length of the experiment, specifies the number of fighters and weapons to be used, and permits the AD to authorize fighters to use the weapon (the AD may delegate this action, as appropriate.) • The AD selects specific fighters for the experiment. The fighters selected should represent a reasonable cross-section of the fighter population. • The AD periodically reports the experiment's status to the Kingdom Rapier Marshal and other ADs. <p>WARNING: If the AD fails to report as required, the experiment is suspended. Any further use of the proposed weapon results in disciplinary action.</p> </td> </tr> <tr> <td data-bbox="521 919 810 1104">NOT approved</td> <td data-bbox="810 919 1430 1104"> <ul style="list-style-type: none"> • The KRM returns the sample weapon intact to the fighter and explains the rationale behind the decision • The KRM notifies the ADs of the rejected weapon </td> </tr> </tbody> </table>	IF the weapon is...	THEN ...	Approved	<ul style="list-style-type: none"> • The KRM sets the length of the experiment, specifies the number of fighters and weapons to be used, and permits the AD to authorize fighters to use the weapon (the AD may delegate this action, as appropriate.) • The AD selects specific fighters for the experiment. The fighters selected should represent a reasonable cross-section of the fighter population. • The AD periodically reports the experiment's status to the Kingdom Rapier Marshal and other ADs. <p>WARNING: If the AD fails to report as required, the experiment is suspended. Any further use of the proposed weapon results in disciplinary action.</p>	NOT approved	<ul style="list-style-type: none"> • The KRM returns the sample weapon intact to the fighter and explains the rationale behind the decision • The KRM notifies the ADs of the rejected weapon
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NOT approved	<ul style="list-style-type: none"> • The KRM returns the sample weapon intact to the fighter and explains the rationale behind the decision • The KRM notifies the ADs of the rejected weapon 						
3	At the end of the experiment, the KRM makes a final disposition on the status of the weapon. The disposition is based on the input from the fighters and the AD involved with the experiment.						
4	The KRM publishes the weapon's disposition in the next available edition of "The Crier." Other communication methods may be used in conjunction with the Crier notification to ensure that the marshallate and fighters are promptly informed.						

4. Using an Experimental Weapon

1. To use an experimental weapon in combat, fighters must ask permission of their opponent.
2. Any opponent may decline to fight against an experimental weapon. If a weapon is refused, the user must set the weapon aside and replace it with an approved alternative weapon. If the user refuses to set aside a declined experimental weapon, they forfeit the bout.

5. Attacks, Blows, and Target Area

Overview

This section describes the following: the types of valid attacks, the areas of the body where a fighter may strike another, the effects of valid blows on different areas of the body, and how to acknowledge valid blows.

5.1. Definitions

Term	Definition
Cut	Relative motion of the blade's edge upon the target. The motion may be caused by the target moving along the blade, the blade moving along the target, or some combination of both. The direction of the cutting motion must be parallel to the long axis of the blade.
Death from Behind	A specialized attack where the attacker "kills" an opponent from behind without landing a valid blow. Death from Behind is a minimal, or non-contact, form of attack.
Death Lunge	An attack made by a kneeling fighter who lunges and throws their weight in front of their knees, causing them to fall forward. A Death Lunge is also called a "dead man's lunge."
Field of Contact Engagement (FCE)	A 180° field in front of a fighter as defined by an imaginary line drawn through both shoulders of the fighter. The FCE has no size limit.
Late Attack	An attack started by a fighter AFTER they have received a valid "killing" blow or a blow that disables the attacking arm (that is, receiving a stop hit to the arm before the attack starts).
"Light" (Light Blow)	A term used ONLY in armored combat to describe a blow that strikes with insufficient force. This term DOES NOT apply to An Tir rapier combat.
Post (standing)	An alternative to sitting or kneeling after receiving a valid leg blow. The fighter remains standing and must not move either foot. This simulates the weight being carried by the "good" leg with the "injured" leg being used for balance.
Shot	A blow delivered by the round of a rubber band gun.
Thrust	Attacking the target with the point of the blade. The blow is valid even if the point slides after the initial contact.
Tip Cut	An SCA adaptation of a period cut, such as a <i>stramazone</i> or <i>mandoble</i> . In the Kingdom of An Tir, it is a cut that uses the blade edge, point, or some combination of both.

5.2. General Rules

1. The target area is the entire body.
2. The MiC will define the correct acknowledgments and effects for specialty tourneys. Ask the MiC if there are any questions.

5.3. Attacks and Blows

1. These attacks are permitted:
 - Cut (edge or tip)
 - Death from Behind
 - Shot
 - Thrust

Only blows delivered by the listed attacks are valid. Some examples of invalid attacks are Late Attacks, Death Lunges, chopping attacks, slaps with any part of the blade, or any blow delivered by the flat of the blade.

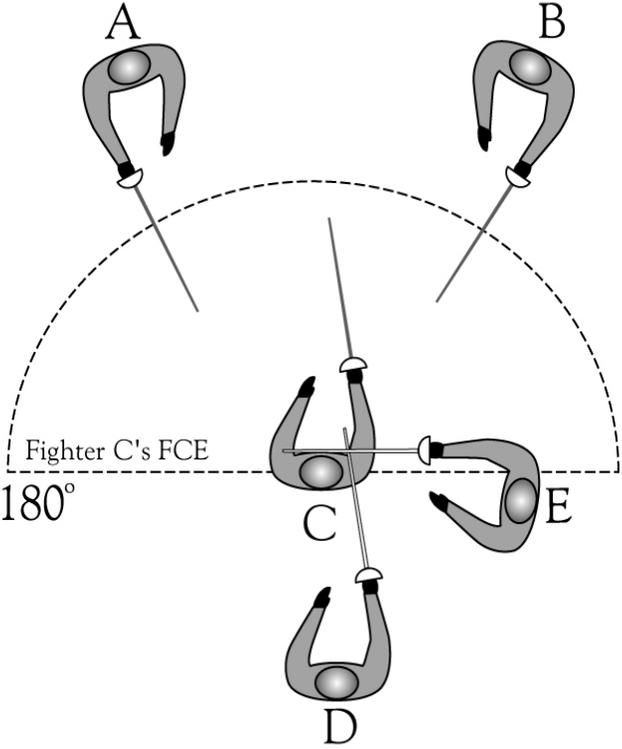
2. Blows delivered by the Shot from rubber band guns and blows delivered by blades are equivalent. A fighter must acknowledge being struck by a Shot just as if a blade struck him.

3. Cuts

To deliver a valid blow, a cut must meet one of the following requirements:

- Have at least 6" of continuous contact.
- Have continuous contact equal to 1/4 of the circumference of the target.

4. "Death from Behind" must be performed as follows:

Step	Action
1	The attacker (Fighter D or E) approaches the opponent and is NOT in the opponent's FCE.
2	<p>The attacker (Fighter D) places the blade over the shoulder AND within the opponent's vision. The blade is permitted touch to shoulder of the attacked person.</p> <p style="text-align: center;">OR</p> <p>If the attacker's (Fighter E) approach does not permit placement of the blade over the shoulder, then the blade must be placed only within the opponent's vision.</p> <div style="text-align: center;">  </div>
3	The attacker calls out "Dead from Behind". The opponent is considered "Dead" as soon as the blade is within vision – not when the phrase is completed.

5.4. Blow Calling and Acknowledgment

1. A fighter must acknowledge valid blows. Any blow that meets the following minimum requirements is a valid blow:
 - Any blow felt, regardless of the amount of force used to deliver the blow. This means the following: excessive force does not negate a valid blow; calling a valid blow "Light" is not permitted.
 - Any blow that lands on a rigid area of armor.
 - Use a form of acknowledgment appropriate to the scenario.
2. An attacking fighter must call back any invalid blows.

3. A fighter may disregard an invalid blow under the following conditions:
 - The fighter must have clearly seen the attack that delivered the blow.
 - The fighter must clearly say why they disregarded the blow - for example, saying “flat” or “slap” loudly enough to be heard by the other fighter and the marshals.
4. A fighter may not post without proof of a medical need. If a fighter does not qualify to post and refuses to kneel or sit, they forfeit the bout.

5.5. Effects and Acknowledgments of Blows by Area

Target Area	Combat Type	Effect of Blow	Default Acknowledgement
Head, neck, torso, armpit, femoral artery, or groin	Single OR Melee	"Death"	Single Combat: <ul style="list-style-type: none"> • Immediately stop fighting. • Fall down.
			Melee Combat: <ul style="list-style-type: none"> • Immediately stop fighting. • Fall down. OR • Immediately stop fighting. • Raise sword over head. • Immediately leave the field.
Leg or foot	Single OR Melee	"Disablement"	<ul style="list-style-type: none"> • Immediate loss of the use of the leg and foot. • Kneel, sit, or post. • No moving about the fighting field except to change facing.
Arm or hand	Single OR Melee	"Disablement"	Immediate loss of the use of the arm AND hand

6. Rules of the Field, Combat, and Engagement

Overview

This section describes the following: some of the responsibilities of the Rapier Marshal in Charge (MiC), the rules governing single combat and melee combat, and the requirements for melee and tourney fields.

6.1. Definitions

Term	Definition
“Arm and Stand Ready”	Being prepared to enter the field and fight when called. This means a fighter has done the following: <ul style="list-style-type: none"> • Put on hand protection • Put on head protection • Selected the appropriate weapons • Moved to the designated field

Term	Definition
Blind Attack	An attack made when unable to see the intended opponent. This type of attack is usually a reaction to an opponent approaching from behind during a melee.
Corkscrew	Deliberately moving beyond 45 degrees to either side of a grounded fighter's centerline during single combat. A fighter's centerline begins at their head and is perpendicular to their FCE.
Fighting In the Round	Combat that allows fighters to move in a linear, diagonal, or circular fashion.
Hold	A command use to immediately stop all fighting on an eric or melee field.
Localized Hold ("Bubble Hold")	A hold that stops all fighting in a portion of the fighting field. Localized holds are typically used during melee combat.
Melee Combat	Any fighting scenario with more than one combatant on each side. Examples of melees include tavern brawls, team tourneys, wars, or ship battles.
Phoenix Tourney	<p>A tourney designed to teach proper list behavior to new or inexperienced fighters. A phoenix tourney follows all the rules for normal tourneys, except that a fighter is not required to have an authorization in order to fight.</p> <p>These tourneys are typically held at practice and must be supervised by a warranted marshal.</p>
Simultaneous Kill ("Double Kill")	A situation where both fighters land valid "killing" blows. Both blows must happen at the same time for a simultaneous kill to occur.
Single Combat	Fighting where a single fighter faces a single fighter on the field.
Tactical Rules and Parameters (TRPs)	<p>Rule enhancements used to clarify application of the ABCs for a particular tourney or melee scenario. TRPs explain proper blow acknowledgement, the objective of a melee scenario, the use of RBGs, or other situations left to the MiC's discretion.</p> <p>The TRPs cannot contradict any of the rules specified in the ABCs or the Rapier Marshal's Handbook.</p>
Trap	Deliberately catching an opponent's blade in such a way that the blade cannot be withdrawn. Examples of "trapping" are grabbing the blade, grabbing the hilt, or pinning the blade against the body. Inadvertent fouling by scarves, cloaks, sleeves, or slash and puff clothing does not constitute trapping.

6.2. General Rules

1. A fighter must have at least a Rapier Authorization to fight in tourneys, melees, or wars.
2. An unauthorized fighter may fight only in Phoenix tourneys or practices.
3. Improper conduct is not permitted. Some examples of improper conduct are:
 - Deliberately misusing, manipulating, or violating the rules.
 - Consistently ignoring blows.
 - Consistently letting invalid blows stand.
 - Consistently striking with excessive force.
 - Using a disabled limb.
 - Intentionally pushing, grabbing, grappling, or running into an opponent.
 - Throwing a weapon at an opponent.
 - Intentionally misusing "Holds."
4. A fighter must not intentionally strike an opponent with excessive force.
5. All fighting must stay within the boundaries of the fighting field.
6. A fighter must be aware of their opponent's position on the field and not force their opponent into any field hazards.
7. A fighter is armed as long as they have at least one offensive weapon.
8. If a fighter drops their only offensive weapon, it is up to their opponent whether the fighter may recover the dropped weapon.
9. Unless otherwise specified by the rules of a tourney or scenario, all fighting is done in the round.
10. A fighter must wear all required armor during any type of fighting.
11. A fighter must not engage in rapier combat with the deliberate intent to injure an opponent.
12. A fighter is warned on the first instance of improper conduct. A second occurrence results in forfeiture of the bout. A pattern of improper conduct will result in disciplinary action, as described in the RMH.
13. A fighter must not trap an opponent's blade. Throwing a cloak at an opponent's blade to encumber it does not constitute trapping.
14. During fighting, only marshals and fighters are permitted within the boundaries of the fighting field.
15. Blind attacks are not permitted.

6.3. Holds

1. Any person, fighter or non-fighter, may call "Hold" if an unsafe condition exists. A "Hold" last until the situation is corrected.
2. When a "Hold" is called, all activity in the affected area must stop immediately.
3. Fighters may take water or remove head protection. CAUTION: This rule does not apply to localized holds.

6.4. Marshal in Charge Responsibilities

1. The MiC must explain any TRPs needed for a scenario. The explanation must be given before the beginning of the scenario.
2. The MiC must explain how to resolve simultaneous kills before the fighting begins.
3. The MiC must designate which marshals may perform the event's armor inspections. Only these marshals may perform the inspections.
4. Additional responsibilities of the MiC are described in the Rapier Marshal's Handbook.

6.5. Single Combat

1. A fighter must "Arm and Stand Ready" when directed.

2. An equipment failure is cause for an immediate "Hold." Fighting may resume after the equipment is repaired or replaced.
3. During fighting, removal or loss of head protection results in an immediate hold. The fighter without head protection forfeits the fight.
4. Corkscrewing is not permitted.
5. Single combat lasts until one fighter is unable to or chooses not to continue fighting.
6. It is the responsibility of each fighter to determine what weapons their opponent is using and to resolve any questions before entering the field.

6.6. Melee Combat

WARNING: Due to their nature, melee scenarios have situations not normally found in single combat. An attacking fighter must remember that a defender may not be aware of the impending attack. Therefore, the attacker must gauge the force of their blows accordingly.

1. Each side must appoint one person to act as captain. The captain is the liaison between the side and the marshal with regard to rules application and interpretation, dispute resolutions, and general communication.
2. Combat continues until one side meets the victory conditions of the scenario.
3. Any fighter affected by a "Hold" immediately drops to one knee. During a hold, moving, speaking, or doing anything to gain a tactical advantage is not permitted.
4. "Death from Behind" is permitted.
5. A grounded fighter may change facing in order to meet an opponent. The change of facing must not significantly alter the range between the grounded fighter and the attacker. Walking on your knees, crawling, or similar motion is not permitted.
6. An equipment failure is cause for an immediate "Hold." The fighter who suffered the failure must immediately leave the fighting field.
7. During fighting, removal or loss of head protection results in an immediate hold. A fighter without head protection must immediately leave the field.
8. It is the fighter's responsibility to know the location of their opponents.
9. Unless permitted by the rules of a scenario, a fighter who leaves the fighting field after the start of the scenario must not return until the fighting has ended.
10. "Dead" fighters must not remove their head protection until they are off the field. If the fighter falls where they "died," they must not remove their head protection until the scenario is over.

11. Engagement

The following conditions apply to melee combat engagement:

- An attacking fighter is not required to have eye contact with an opponent before initiating an attack
- Each fighter on the field is engaged with every fighter on the field
- Engagement lasts until the scenario is completed or a hold is called

In Figure 1, all of the fighters are engaged.

Fighters A and B may use any valid attack because they are within the FCE of Fighter C.

Fighter D is not within Fighter C's FCE. Therefore, Fighter D may only use Death from Behind or a Shot against Fighter C.

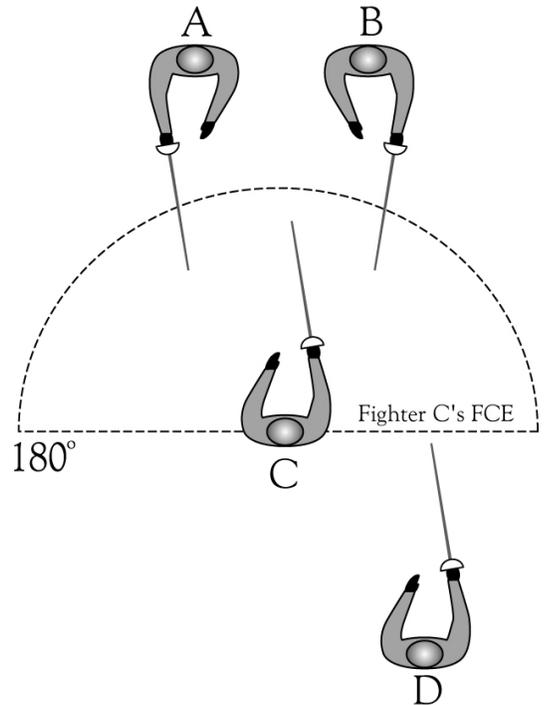


Figure 1- Melee Engagement

6.7. Conducting Combat

1. Before combat can start, the following actions must occur:
 - The marshal asks the fighters if they are ready.
 - Each fighter (single combat) or team captain (melee combat) makes a positive verbal response, such as "Yes," "Ready," or a similar phrase.
 - The marshal calls "Lay On!" (or uses a similar phrase).

The marshal will not start the fighting until they hear both responses.

2. At the conclusion of any combat, the following actions must occur:
 - The marshal asks the fighters if they are satisfied with the conduct of the fighting. If the fighting was a melee scenario, the captains of each side give the response.
 - Each fighter or team captain makes a verbal response.
 - Any disputes are resolved before the fighters leave the field.
 - The marshal formally announces the winner or how the dispute will be resolved
3. Once the fighters leave the field, the outcome stands as called by the marshal.
4. Disputes are resolved as described in the RMH.

6.8. Rubber Band Guns

WARNING: RBGs are projectile weapons that are capable of causing serious injury. At all times, handle them as if loaded.

1. Shot fired from RBGs simulate lead balls moving at 900 feet per second. Therefore, fighters must not parry shot fired from RBGs. Parrying shot is considered Improper Conduct.
2. The TRPs must explain what effect shot has upon struck weapons or defensive secondaries.
3. RBGs may not be loaded or fired during tourney single combat. An unloaded RBG may be used as a baton.
4. RBGs are the only approved missile weapons for rapier melee combat.

5. RBGs may be used in melee scenarios at the discretion of the MiC.
6. RBGs must not be loaded until ready for use in a scenario. Once loaded, the RBG must either be pointed up in the air or down at the ground until the start of the scenario.
7. A fighter must not load an RBG unless they are properly armored.
8. A fighter must not point or shoot a loaded RBG towards unarmored persons.
9. A current Rapier Authorization is required to use an RBG.
10. Marshals must wear eye protection when RBGs are in use during a scenario.

6.9. Requirements for Tourney Fields

1. The minimum size for a tourney field is 20 feet by 20 feet. MiCs are encouraged to make fields as large as possible. A specialty field, like those for plank fights or barrier battles, must be large enough for the type of fighting.
2. All fields should have an outer rope to keep non-participants away from the eric ropes. The outer rope must be at least 5 feet from the inner rope. If an outer rope is not used, the marshals must ensure that non-participants remain at least 5 feet back from the eric rope.

6.10. Requirements for Melee Fields

1. The MiC must define the boundaries of the fighting field before fighting begins.
2. A melee field must be large enough to accommodate all the fighters and marshals safely.
3. If RBGs are used during a scenario, there must be a “safety zone” to prevent shot from hitting spectators. The width of the zone must be at least the range of an RBG.

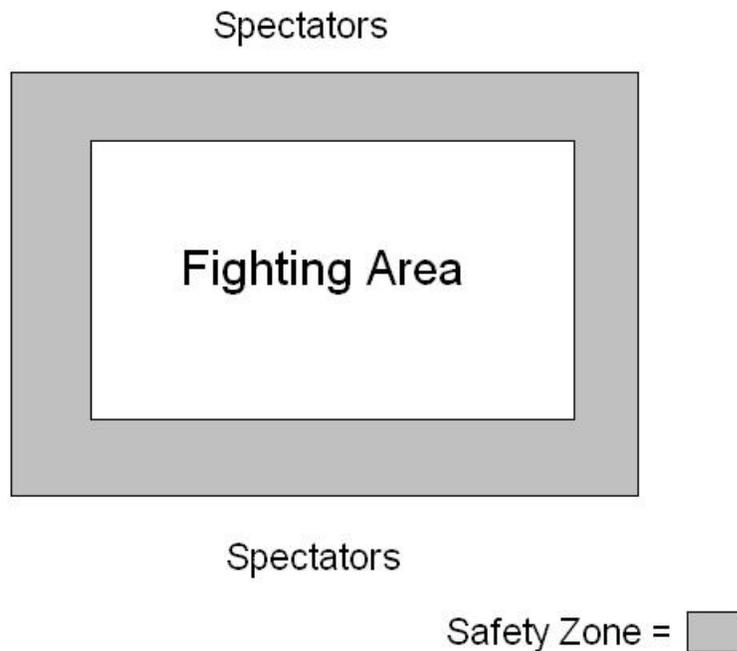
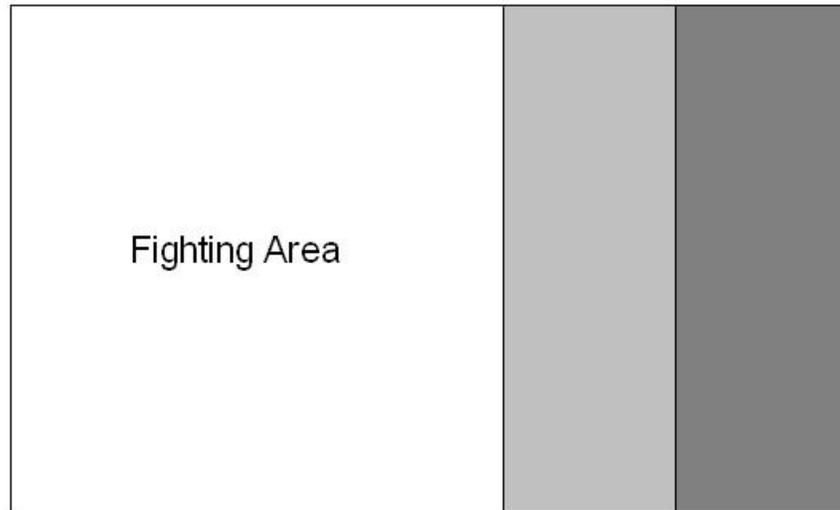


Figure 2 – Safety Zone Surrounds Entire Field

4. If a full zone cannot be implemented due to space restrictions, then the size and position of the fighting area must be adjusted to have a safety zone on at least on edge of the fighting field. Spectators must be confined to this area of the field.



Safety Zone =  Spectators = 

Figure 3 – Safety Zone Limited to One Edge

Appendix - Inspection Procedures for Weapons and Armor

A1. Armor and Weapons Testing

Overview

This section describes the approved steel simulators, how to test material for puncture resistance, and how to measure blade flexibility or bend force.

1.1. Approved Simulators

The table below lists the simulators approved for general use in An Tir. Blades not listed must not be used at official practices or events.

Manufacturer	Manufacturer's Mark	Rapiers (Schläger, Del Tins, and Del Tin Clones)	Daggers
Alchem Inc.	None Available	SafeFlex Rapier Blade	Model 15/6 (1 1/8" wide at ricasso)
Angus Trim	"AT"	Model DDP01	Model AT1691
Black Tulip	"Black Tulip"	None Available	Flexi
Darkwood Armory	None Available		DiamondFlex, WideFlex
Del Tin	"DELTIN"	Practice Rapier Blade Bated Rapier	None Available
France-Lames		Schläger	Flexi
Hanwei	 Made in Dalian China	Rapier Blade	None Available
Prieur	"Prieur"	None Available	Flexi
Scottie Armory	"SA"	Rapier Blades	Dagger Blades
Triplette	"Triplette"	Schläger, Model T03	Flexi, Model T05
Weyersberg, Kirschbaum, and C ^{ie} (WKC Solingen)	 WKC SOLINGEN GERMANY "WKC" or "West Germany"	Schläger	None Available
Zamorano	 Front of Blade MADE IN SPAIN Back of Blade	Rapier Blade	None Available

1.2. Drop Test

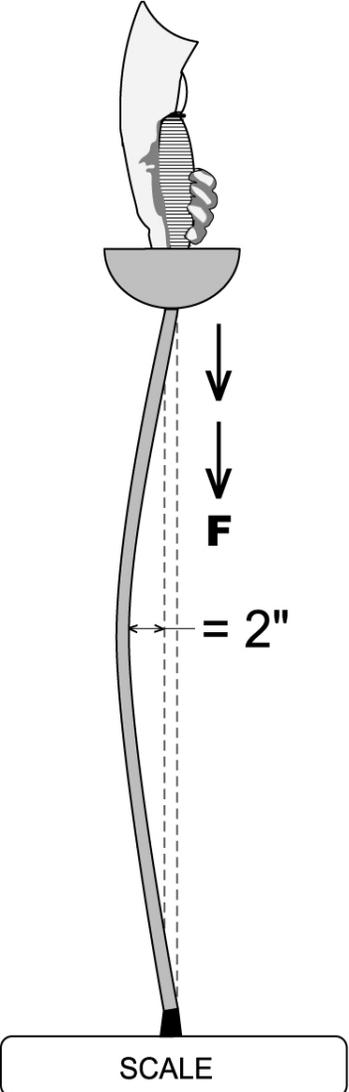
NOTE: The drop-tester must be constructed according to the SCA standards. Please refer to the Society Marshal's Rapier Appendices for construction methods.

Step	Action						
1	Place the armor on the base of the drop tester						
2	Tighten the clamps around the armor.						
3	Place the guide tube lightly upon the armor.						
4	Hang the drop weight in the guide tube. Be sure that the height is equal to the mark on the weight.						
5	Let the weight drop.						
6	Evaluate the results.						
	<table border="1"> <thead> <tr> <th>IF the material is...</th> <th>THEN...</th> </tr> </thead> <tbody> <tr> <td>NOT punctured OR Only the first layer is damaged</td> <td>The armor is acceptable</td> </tr> <tr> <td>Punctured OR More than the first layer is damaged</td> <td>The armor is NOT acceptable</td> </tr> </tbody> </table>	IF the material is...	THEN...	NOT punctured OR Only the first layer is damaged	The armor is acceptable	Punctured OR More than the first layer is damaged	The armor is NOT acceptable
IF the material is...	THEN...						
NOT punctured OR Only the first layer is damaged	The armor is acceptable						
Punctured OR More than the first layer is damaged	The armor is NOT acceptable						

1.3. Simulator Flexibility Test

Step	Action													
1	Place a 3 ounce weight on the tip of the blade. <div style="text-align: right; margin-top: 10px;">  </div>													
2	Let the weight hang.													
3	Measure the amount of tip deflection. <table border="1" style="margin-top: 10px;"> <thead> <tr> <th>IF the blade length is...</th> <th>AND the amount of deflection is...</th> <th>THEN...</th> </tr> </thead> <tbody> <tr> <td rowspan="2" style="text-align: center;">≤25"</td> <td style="text-align: center;">≥1/4" AND ≤ 1"</td> <td>The blade is acceptable for use</td> </tr> <tr> <td style="text-align: center;">< 1/4" OR > 1"</td> <td>The blade is NOT acceptable for use</td> </tr> <tr> <td rowspan="2" style="text-align: center;">>25"</td> <td style="text-align: center;">≥1/2" AND ≤ 1 3/4"</td> <td>The blade is acceptable for use</td> </tr> <tr> <td style="text-align: center;"><1/2" OR > 1 3/4"</td> <td>The blade is NOT acceptable for use</td> </tr> </tbody> </table>	IF the blade length is...	AND the amount of deflection is...	THEN...	≤25"	≥1/4" AND ≤ 1"	The blade is acceptable for use	< 1/4" OR > 1"	The blade is NOT acceptable for use	>25"	≥1/2" AND ≤ 1 3/4"	The blade is acceptable for use	<1/2" OR > 1 3/4"	The blade is NOT acceptable for use
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	<1/2" OR > 1 3/4"	The blade is NOT acceptable for use												

1.4. Bend Force Test

Step	Action												
1	<p>Place the tip of the blade on a scale. A bathroom scale is acceptable.</p> 												
2	<p>Holding the tang (or hilt, if mounted), apply force along the long axis of the blade.</p>												
3	<p>Check the amount of bend by measuring the perpendicular distance between the highest part of the bend and the forte.</p> <table border="1" data-bbox="435 1444 1430 1793"> <thead> <tr> <th data-bbox="435 1444 738 1486">IF the bend...</th> <th data-bbox="738 1444 1073 1486">AND the force is...</th> <th data-bbox="1073 1444 1430 1486">THEN...</th> </tr> </thead> <tbody> <tr> <td data-bbox="435 1486 738 1619">= 2"</td> <td data-bbox="738 1486 1073 1619"> ≥6 pounds AND ≤12 pounds </td> <td data-bbox="1073 1486 1430 1619">Pass the blade</td> </tr> <tr> <td data-bbox="435 1619 738 1703">>2"</td> <td data-bbox="738 1619 1073 1703">< 6 pounds</td> <td data-bbox="1073 1619 1430 1703"> <ul style="list-style-type: none"> • Increase the stiffness • Retest the blade </td> </tr> <tr> <td data-bbox="435 1703 738 1793"><2"</td> <td data-bbox="738 1703 1073 1793">>12 pounds</td> <td data-bbox="1073 1703 1430 1793"> <ul style="list-style-type: none"> • Decrease the stiffness • Retest the blade </td> </tr> </tbody> </table>	IF the bend...	AND the force is...	THEN...	= 2"	≥6 pounds AND ≤12 pounds	Pass the blade	>2"	< 6 pounds	<ul style="list-style-type: none"> • Increase the stiffness • Retest the blade 	<2"	>12 pounds	<ul style="list-style-type: none"> • Decrease the stiffness • Retest the blade
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<2"	>12 pounds	<ul style="list-style-type: none"> • Decrease the stiffness • Retest the blade 											

A2. Armor and Weapons Inspection

Overview

This section describes how to inspect weapons and armor.

2.1. General Statements

1. Weapons and armor must meet the minimum requirements for use at any SCA event. Inspections ensure that a fighter's equipment meets the minimum requirements.
2. The inspection at practice is intentionally more rigorous than the inspection at an event. The event inspection is an additional safety to ensure that the armor and weapons are in good condition and the fighter has not forgotten any equipment.
3. Fighters are encouraged to have their armor and weapons thoroughly inspected at practice instead of waiting until an event. Doing so allows time to make any necessary repairs.
4. The armor inspection is performed with all the required armor pieces worn by the fighter.
5. The inspecting marshal must not force the fighter into any position the fighter would not normally assume during combat.

2.2. Inspection at Practice

Armored Area	Inspection Method
Head	<ul style="list-style-type: none">• Ensure that the protection is a modern fencing mask or rapier helm.• Have the fighter tilt their head left, right, forward, and backwards.• Ensure that the head remains covered during each motion.• Have the fighter rapidly shake their head. Ensure that the head remains covered during each motion.
Neck	<ul style="list-style-type: none">• Ensure that the neck protection consists of RM on the front, sides, and back of the neck.• Have the fighter roll their head about their shoulders and do several shoulder shrugs. Ensure that the neck remains covered during each motion.
Torso	<ul style="list-style-type: none">• Ensure that the armor is made from PM. If necessary, test the armor.• Have the fighter raise their arms over their head and cross their arms over their chest. Ensure that the torso remains covered during each motion.• Have the fighter bend from the waist to the left, right, forward, and backwards. Ensure that the torso remains covered during each motion.
Groin	<ul style="list-style-type: none">• Ensure that the armor is made from PM. If necessary, test the armor.• Ensure that the groin remains covered during movement.
Genitals	Ask if a male fighter is wearing rigid genital protection.
Arm and Hand	<ul style="list-style-type: none">• Ensure that the armor is made from AM.• Have the fighter perform several wrist rolls and bend their arms. Ensure that separate hand protection always overlaps the arm protection.
Leg and Foot	<ul style="list-style-type: none">• Ensure that the armor is made from AM.• Have the fighter do several knee bends. Ensure that the legs remain covered during motion.• Ensure that the footwear is of closed-toed construction.

2.3. Inspection at an Event

Step	Action
1	Arrange a time for the inspections. Armor may be inspected as fighters check in at lists or before the start of combat.
2	Ensure that the fighter has put on all required pieces of armor. The required pieces are: <ul style="list-style-type: none">• Head protection, including back of the head• Neck protection, including back of the neck• Torso protection• Rigid genital protection, if male• Arm and hand protection• Leg and foot protection
3	Ensure that the armor meets the minimum requirements. If necessary, test the armor.

2.4. Weapons Inspection

2.4.1. General Offensive

Step	Action
1	Ensure that there are no sharp edges or protrusions on the hilt.
2	Ensure that the hilt has no parts that may come off during fighting.
3	Check the rigid cap. Ensure that the cap is: <ul style="list-style-type: none">• Attached firmly• Marked in a contrasting color
4	Ensure that the blade is attached firmly to the hilt.
5	If necessary, test the blade to ensure that it meets flexibility requirements.

2.4.2. Fiberglass Blades

Step	Action
1	Ensure that covering material is intact and the underlying fiberglass is not exposed.
2	Ensure that the blade is wrapped with strapping tape.
3	Ensure that the rods are not broken or cracked.
4	Ensure that the blade has clearly defined edges and flats.
5	If necessary, test the blade to ensure that it meets bend force requirements.

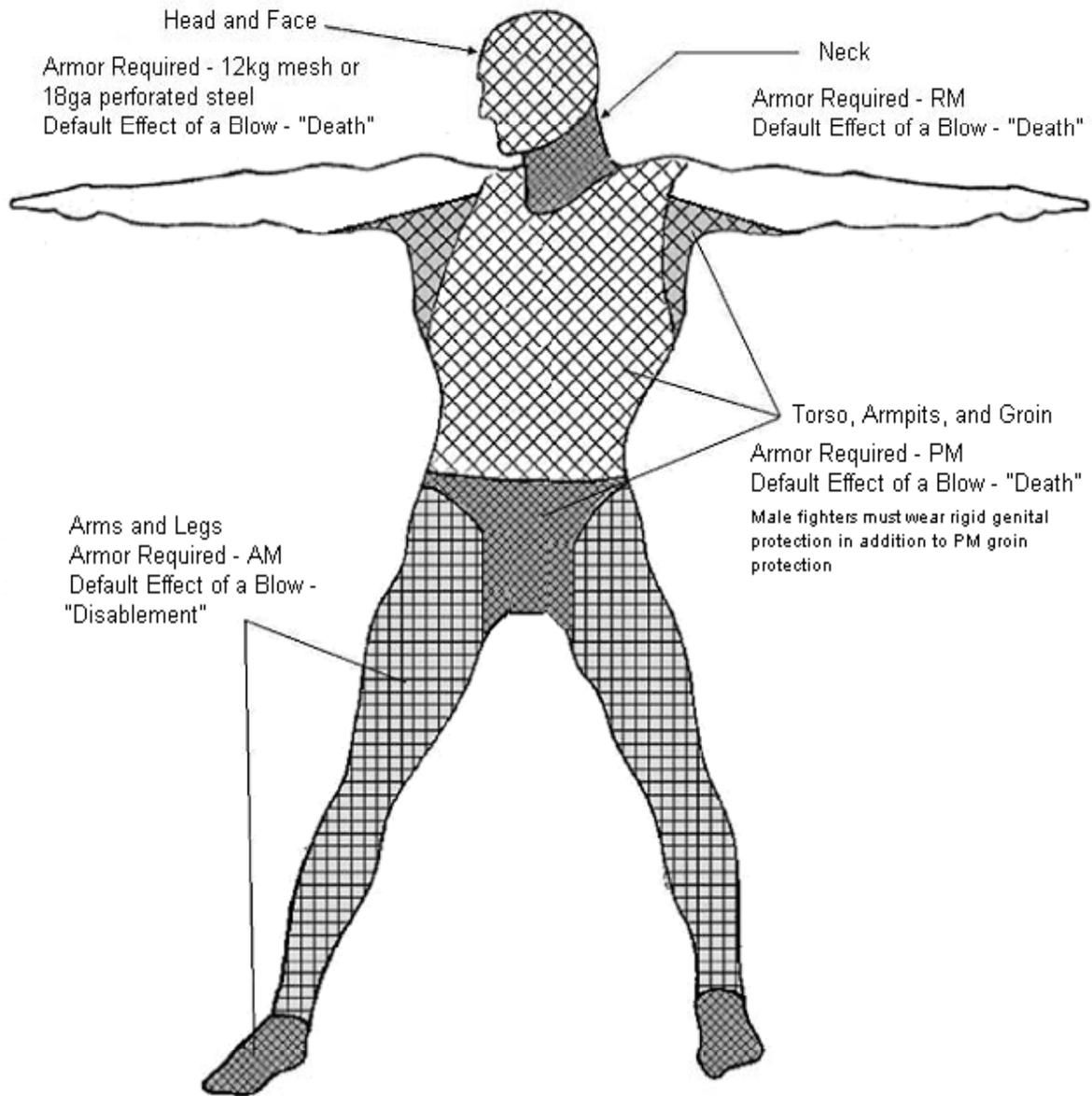
2.4.3. Simulators

Step	Action
1	Ensure that the blade: <ul style="list-style-type: none">• Has only one gentle curve in any 12" length• Does not curve back upon itself• Has no kinks or sharp bends
2	Ensure that the edge: <ul style="list-style-type: none">• Is free from burrs and nicks• Has no sharp areas• Has a minimum width of 1/64"

2.4.4. Defensive Secondaries

Step	Action
1	Ensure that the materials can withstand normal combat stress.
2	Ensure that the secondary meets any applicable rules.

A3. Target Area, Armor Requirements, and Attack Effects – Front View



A3. Target Area, Armor Requirements, and Attack Effects – Rear View

