

Lochac Sidesword Combat Rules

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1. DOCUMENT HISTORY

v 1.0 Original document developed by the Lochac Sidesword Marshallate, proclaimed into law on 18/4/2003.

2. INTRODUCTION

- 2.1. These rules set fundamental standards for Sidesword combat experiment in Lochac. All combatants and marshals are responsible for knowing these rules, as well as the Sidesword rules of the Society.
- 2.2. Rules are designed to promote safe Sidesword combat in the Kingdom. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all participants.
- 2.3. Sidesword combat is intended to re-create the cut and thrust fighting styles of the fifteenth and sixteenth centuries. It is not an arena for modern "Olympic-style" fencing, although training in that area is useful for safety and skill development. Participants are encouraged to study the fencing manuals of the period, and to develop fighting styles based on their study.
- 2.4. This proposal is part of a Society wide experiment investigating the feasibility of introducing an advanced authorisation level for cut and thrust style sword play (commonly referred to as Sidesword combat). The focus of this experiment is to determine realistic and accurate cutting actions, whilst remaining safe and accessible to the Society at large.

3. CONVENTIONS

3.1. GENERAL INFORMATION

- 3.1.1. Sidesword Combat shall be conducted in accordance with the Rules of the Lists for the SCA Inc (see Appendix), the Society Sidesword rules and these rules.
- 3.1.2. All combatants, prior to every combat or practice, shall ensure their equipment is safe, in good working order and has been inspected by a member of the Kingdom Marshallate authorised to inspect Sidesword gear.
- 3.1.3. Guest combatants shall meet Lochac standards for Sidesword Combat.
- 3.1.4. The Crown's representative upon the field and in all matters dealing with Sidesword Combat is the Earl Marshal, then the Kingdom Rapier Marshal, then the Kingdom Sidesword Marshal, then by delegation, members of the Kingdom Sidesword Marshallate.
- 3.1.5. For Sidesword combat to occur within Lochac a Sidesword Marshal in Charge (SMIC) must be assigned and present, and each bout must be supervised by an authorised Sidesword marshal.
- 3.1.6. For the purposes of this experiment, tournament or melee combat is prohibited in Sidesword combat. Sidesword combat may be used for exhibitions such as prize playing or demonstrations, or at training or practice sessions.

3.2. BEHAVIOUR ON THE FIELD

- 3.2.1. All combatants shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to subsequent disciplinary action.
- 3.2.2. Disagreements with the marshals overseeing the field shall be resolved through the established mechanisms outlined in the Marshallate Procedures of the SCA Inc.
- 3.2.3. Combatants are responsible for maintaining control over their temper and behaviour at all times.
- 3.2.4. Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
- 3.2.5. Upon hearing the call of "HOLD" all fighting shall immediately stop. The combatants shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.
- 3.2.6. Conduct obstructive of normal Sidesword combat, such as consistent ignoring of blows, deliberate misuse of the rules (such as calling HOLD whenever pressed), or the like, is forbidden.

- 3.2.7. The use of Fleche (running at an opponent with sword extended) or similar uncontrolled attacks is prohibited.
- 3.2.8. A combatant may decline any challenge without dishonour, and without specifying a reason. In a tournament this may result in forfeiture of a bout.
- 3.2.9. Combatants may engage only when the marshal who is supervising the bout has received verbal acknowledgment from each combatant, and has instructed them to begin.
- 3.2.10. All issues must be resolved on the field, or noted to the marshal for later resolution if delay is necessary.

3.3. USE OF WEAPONS AND PARRYING DEVICES

- 3.3.1. Blows will be struck by thrusting with the point of the blade or by cutting with the edge or tip.
- 3.3.2. Parries may be performed with weapons, parrying devices, the gloved hand, or any other part of the body. Though the gloved hand may be used to parry, it shall not be used to push, grasp or strike an opponent.
- 3.3.3. Parrying devices may be used to move, deflect, or immobilise an opponent's weapon or parrying device, so long as such use does not endanger the safety of the combatants.
- 3.3.4. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.
- 3.3.5. No equipment, other than cloaks, may be thrown except in controlled actions to remove equipment from the field.
- 3.3.6. The following conventions shall be used if a combatant is using the specified defensive equipment:
 - (a) Parrying Gauntlets
 - The protected (armoured) part of the parrying gauntlet shall not be considered to extend farther up the arm than the wrist bones. Furthermore, only those areas covered by mail or rigid metal plate shall be considered to be protected.
 - Parrying gauntlets sliding along the blade will not cause loss of the hand.
 - The block of a straight thrust will be considered to have disabled the hand, since mail would not necessarily stop such a thrust from a sword.
 - (b) Cloaks and other non-rigid defensive equipment (hats, etc.):
 - These may only be used as a parrying device.
 - The block of a blow will be considered to have penetrated through to the body, if any was directly behind it. For example, a cloak wound around an arm will not stop a blow to the arm. However a draping cloak will stop a blow to the body that is hidden behind it by a distance greater than 20 cm.

3.4. ACKNOWLEDGEMENT OF BLOWS

- 3.4.1. In judging blows, all combatants are presumed to be wearing common civil attire of the period, not armour.
- 3.4.2. Bouts may be held which define areas of the body as if armoured, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat.
- 3.4.3. In Sidesword combat, blows will be counted as though they were struck with a real blade, extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a good blow. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh.
- 3.4.4. Valid Attacks
 - (a) A valid thrust is an attack with the point of the offensive weapon that is firm enough to feel direct pressure against the body.
 - (b) A valid thrust is not negated or lessened due to sliding off after solid contact with the tip of the blade.
 - (c) A valid cut is an attack with the edge or tip of the offensive weapon that is firm enough to

feel direct pressure against the body. A cut may be performed either through percussion (chop) or through incision (slice). All cuts are to be delivered in a controlled manner using only sufficient force for the cut to be felt by an opponent, without causing actual injury to the opponent.

- (d) An attack must be acknowledged as valid if it is felt. There is no such thing as a "light" blow.
- 3.4.5. Combatants may choose to grasp, rather than parry, blades. If the blade that is grasped moves or twists in the grasping hand, the grasped blade must be released immediately, and that hand is deemed disabled if a parrying gauntlet is not being used. Grasping techniques shall be used only to immobilise a blade, not to bend it or wrest it from the opponent's grip.
- 3.4.6. A good blow to the
- (a) head,
 - (b) neck,
 - (c) torso
 - (d) inner groin (to the combatant's palm width down the inner limb), or
 - (e) armpit (to the combatant's palm width down the limb)
 - (f) leg or foot
- shall be judged incapacitating, rendering the combatant incapable of further combat.
- 3.4.7. A good blow to the arm will disable the arm. A good blow to the hand will only disable the hand.
- 3.4.8. Sliding a hand or arm along the blade will result in the loss of the hand or arm unless a parrying gauntlet is being used.
- 3.4.9. If an effective blow is thrown before, or on, the same moment as an event that would stop a fight (a "HOLD" being called, the combatant being "killed" himself, etc.), the blow shall count. If the blow is thrown after the hold, killing blow, or other event, it shall not count.
- 3.4.10. A combatant is considered armed so long as one offensive weapon is retained. When disarmed (not holding any offensive weapon) a combatant may, at the discretion of their opponent, recover a weapon/s. If permission is refused they must yield, accepting a safe honourable loss of the bout. In any other situation, the marshal supervising the bout shall call a hold until one of the above actions is settled upon.
- 3.4.11. A bout shall be won by rendering one's opponent "disinclined to continue", for whatever reason. The opponent may concede the bout because of an incapacitating blow, because of a disabling wound or series of wounds, because of "accumulated blood loss", or even because of any small scratch, depending upon agreements previously made by the combatants or the scenario in which they are competing.

4. EQUIPMENT SPECIFICATIONS

4.1. GENERAL EQUIPMENT REQUIREMENTS

- 4.1.1. Sharp points, edges or corners are not allowed anywhere on any equipment.
- 4.1.2. All equipment must be able to safely withstand combat stresses.
- 4.1.3. Equipment that is likely to cause bodily injury or break a blade or damage other equipment is prohibited.
- 4.1.4. All equipment shall make an attempt at being period in appearance.

4.2. PROTECTIVE EQUIPMENT (ARMOUR)

4.2.1. Definitions

4.2.1.1. Abrasion-Resistant Material

Material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Examples include, but are not limited to:

- broadcloth
- a single layer of heavy poplin cloth (35% cotton, 65% polyester; "trigger" cloth)
- sweat pants
- Woven knit tights or lycra/spandex mix tights.

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

4.2.1.2. Puncture-Resistant Material

Any fabric or combination of fabrics that will predictably withstand puncture. Examples include, but are not limited to:

- 2 mm leather
- four layers of heavy poplin cloth or equivalent
- ballistic nylon rated to at least 550 Newtons
- commercial fencing clothing rated to at least 550 Newtons.

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

These materials need only be tested at the marshal's discretion; all other materials must be tested the first time new gear is used, or if no marshal on the field knows a given piece of gear to have been tested.

4.2.1.3. Rigid Material

Puncture-resistant materials that will not significantly flex, spread apart, or deform under pressure of 12 kg applied repeatedly to any single point. Examples of rigid material are:

- 0.8 mm stainless steel
- 1.0 mm mild steel
- 1.6 mm aluminium, copper, or brass
- One layer of 4 mm leather.

4.2.1.4. Resilient Padding

Material or combination of materials, equivalent to 7 mm of closed cell foam, which absorbs some of the force of a blow.

4.2.1.5. SFAT (Standard Fencing Armour Test)

The Standard Fencing Armour Test is used for testing Puncture Resistant Material. Acceptable field inspections shall deliver a consistent force. Tests known to be acceptable include:

- (a) Cloth or garment manufacturer's commercial certification that a fabric is rated to 550 N. (Documentation must be available at the time of inspection.)
- (b) Use of 550 N garment punch test devices, manufactured by sources acceptable to the Deputy Society Marshal for Rapier Combat. Such a device shall be used in accordance with its instructions.
- (c) Use of a drop test device, manufactured according to the standards acceptable to the Deputy Society Marshal for Rapier Combat. Such a device shall be used in accordance with its instructions.
- (d) For all tests, if the material in question has been completely penetrated, or penetrated in more than one layer, it fails. If only the top layer has been damaged, then it passes.

4.2.2. General Defensive Equipment Requirements

- 4.2.2.1. No skin shall be bared. There shall be sufficient overlap between separate pieces of protective clothing, regardless of the combatant's stance or movements, that the minimum protection for that body area be preserved.
- 4.2.2.2. Additional protective equipment (beyond what is described herein) may be used as long as

it does not interfere with the proper acknowledgment of blows.

4.2.3. Head

- 4.2.3.1. The front and top of the head must be covered by steel rigid material to below the jaw line and behind the ears. Standard 12 kg fencing masks are known to meet this standard. If built to this standard, fencing helmets are also acceptable.
- 4.2.3.2. The face must be covered by either 12 kg mesh (eg, a standard fencing mask) or perforated metal. Such perforated metal must not have holes larger than 3 mm in diameter, with a minimum offset of 5 mm and shall also meet the definition of rigid material.
- 4.2.3.3. The rest of the head must be covered either by a rapier helmet (recommended) or by a coif made of at least puncture resistant material backed by resilient padding. The coif must be sufficient to abate any injury from a percussive blow to the back of the head.
- 4.2.3.4. Masks and helmets must be secured to the combatant, so that they cannot be easily removed or dislodged during combat. The combination of snug fit and the spring-tongue in a conventional fencing mask is NOT sufficient, by itself, to secure the mask to the combatant. Conventional fencing masks require a supplementary closure that will prevent the mask from being dislodged from under the chin. An example is a tie attached to the bib below the jaw line, securing around the neck.
- 4.2.3.5. Both modern fencing masks and helmets, when inspected, shall comply with the rigid material standard, provisions on facial coverage, and shall show no evidence of impending failure (eg, rust which weakens the metal involved, dents or other defects which spread open mesh, broken weld points, etc). If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard, commercial 12 kg mask punch. Marshals doing the testing shall be trained in the use of the punch.

4.2.4. Neck and Throat

- 4.2.4.1. The entire neck and throat must be covered by rigid material. It must also cover from 25 mm below the hollow of the throat, up to 25 mm below the jaw line.
- 4.2.4.2. Resilient padding shall back the rigid materials.
- 4.2.4.3. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helmet, and/or hood insert.

4.2.5. Torso and Other Incapacitating Zones

- 4.2.5.1. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material.
- 4.2.5.2. Acceptable minimum armpit coverage is provided by a triangle of puncture resistant material extending from the armpit seam, covering the lower half of the sleeve at the seam, and extending down the inner/under arm, one-third the distance to the combatant's elbow.
- 4.2.5.3. Male combatants shall also wear rigid groin protection. Any ventilation holes large enough to admit a broken blade must be covered from the outside with at least puncture-resistant material.
- 4.2.5.4. It is highly suggested that the torso be covered with sufficient padding to avoid excessive bruising while still allowing for proper judging of blows.

4.2.6. Arms and Legs

- 4.2.6.1. Gloves made of abrasion resistant material shall protect hands and overlap any sleeve openings. Boots, shoes, or sandals, comprised of at least abrasion-resistant material shall protect the feet.
- 4.2.6.2. Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.
- 4.2.6.3. It is recommended that the knees and elbows be covered with rigid material.

4.3. STANDARD OFFENSIVE EQUIPMENT (WEAPONS)

4.3.1. General Offensive Equipment Requirements

4.3.1.1. Standard offensive weapons are:

- Del Tin Practice or Bated Rapier blades or Practice Sidesword blades
- Scotty Armoury Renblades
- Fibreglass daggers
- "Scotty type", Triplette, Safeflex (15/6 model), and Darkwood daggers
- Society approved equivalents to the above, approved for use in Sidesword combat.

4.3.1.2. Any blade may be used against any other blade.

4.3.1.3. All weapons must have a straight grip. Orthopaedic and pistol grips are not permitted. Where verifiable medical reasons exist, supported by documentation from their health care provider, the combatant may apply to their Branch Sidesword Marshal for an authorisation to use an orthopaedic grip. The Marshal shall note this exemption on their authorisation card. The Branch Sidesword Marshal must inform the Kingdom Rapier or Sidesword Marshal of the exemption within 30 days.

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

4.3.1.5. Weapons may use a hand guard such as a cup hilt, swept hilt or quillons and knucklebow. Sideswords must have at least a cross guard of no more than 30 cm in total length to be acceptable. Quillons may extend no further than 15 cm from the blade, and must have blunt ends of at least 6 mm in one direction.

4.3.1.6. No dagger shall have a blade length longer than 64 cm. All blades longer than 64 cm shall be treated as swords.

4.3.1.7. Foil, Sabre and Epee blades may not be incorporated into weapons that are to be used in Sidesword combat within Lochac.

4.3.2. Blade Points

4.3.2.1. Blade points must be covered with plastic or rubber or 4 mm leather tips, which must be firmly taped or glued in place in such a way that they will not come loose during normal combat.

4.3.2.2. Tips will have a blunt striking surface, presenting a cross-section of at least 13 mm diameter.

4.3.2.3. The tip must be of a colour contrasting with the blade so that the tip's absence is readily apparent. If tape is used, it must contrast with both blade and tip.

4.3.2.4. Tips exhibiting excessive wear or abuse must be replaced.

4.3.3. Steel Blades

4.3.3.1. Steel blades must be of commercial manufacture. Artisans desiring an exception must apply to the Deputy Society Marshal for Sidesword Combat and will be considered on a case-by-case basis.

4.3.3.2. Steel blades will not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter their temper, flexibility or durability. Normal combat stresses and blade care do not violate this rule. Exceptions are:

- The tang of the weapon may be altered.
- Blades may be shortened so long as it does not make them too stiff.

4.3.3.3. All steel blades must have a flattened or rolled tip.

4.3.3.4. All steel blades must be reasonably flexible. The Society Field Flexibility Test shall be used where there are concerns regarding blade stiffness. (see Appendix for applicable test)

- 4.3.3.5. The entire weight of a steel dagger may not exceed 680 g.
- 4.3.3.6. Rigid steel "parrying-only" daggers such as those made from cut down blades will not be allowed.

4.3.4. Fibreglass Blades

- 4.3.4.1. The weapon shall have a blade constructed solely of fibreglass rod or equivalent, glue and fibreglass and vinyl tapes. Metal for hilt mounting purposes may only extend 10 cm along the blade.
- 4.3.4.2. The blade shall be wrapped in vinyl duct tape (not cloth backed), or such other tape as will not tear readily. Fibreglass strapping tape may be used in constructing the weapon, but must be completely covered by the outer wrapping tape.

4.4. STANDARD DEFENSIVE EQUIPMENT

4.4.1. Standard Defensive Equipment

The standard defensive equipment shall consist of buckler, baton, cloak, and parrying gauntlet. All other defensive equipment shall be considered non-standard.

4.4.2. Rigid Parrying Devices

- 4.4.2.1. Rigid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering. The edges shall be covered to prevent splintering or sharpness.
- 4.4.2.2. Offensive bucklers will be considered non-standard devices.
- 4.4.2.3. Batons may be of any reasonable length but should not exceed 680 g. The SMIC shall be the sole judge of what is or is not a reasonable length.
- 4.4.2.4. Where a scabbard or other open ended item (ie. tube) is used as a baton, the end facing the opponent shall be capped, plugged or otherwise sealed where a hole exists that would allow a tipped weapon to enter.

4.4.3. Non-Rigid Parrying Devices

- 4.4.3.1. Soft, non-rigid devices such as cloaks may be made of cloth, foam, leather and similar materials. They may be weighted with soft material such as rope or rolled cloth; they shall not be weighted with any rigid material, nor with materials that are heavy enough to turn the device into a flail or impact weapon.
- 4.4.3.2. Cloaks shall not have any rigid material in the construction of the cloak, except for fasteners near the neck area where the combatant grasps it.
- 4.4.3.3. If the cloak is to be thrown, no rigid materials are allowed at all.
- 4.4.3.4. Parrying gauntlets shall be a glove of mail or rigid metal plates that completely covers the entire hand and wrist area.

4.4.4. Non Standard Equipment

- 4.4.4.1. Equipment that has been improvised, modified or is not previously defined as standard in these rules is considered non-standard. The use of any equipment, standard or otherwise, in a fashion that is not defined as the normal use of that equipment is considered non-standard equipment use.
- 4.4.4.2. The SMIC shall specifically authorise all non-standard equipment and non-standard equipment use. Approval is limited to that event, unless the SMIC previously revokes it.
- 4.4.4.3. Non-standard equipment or equipment use must not pose a greater risk of injury or equipment damage than standard equipment or equipment use.
- 4.4.4.4. Only consenting opponents need face non-standard equipment or equipment uses, and then only after they have been made aware of the nature of the variation. Any combatant may, without dishonour, penalty or forfeiture, reject a bout against any non-standard offensive or defensive equipment item. If a combatant refuses to face a non-standard item, his or her opponent must either re-equip or forfeit the bout.

- 4.4.4.5. Non-standard equipment shall be constructed as to be recognisable as the original item it represents.
- 4.4.4.6. Devices that predictably cause entangling of an opponent or equipment either by design or by repeated mishap are not allowed.
- 4.4.4.7. All non-standard offensive equipment shall be constructed of any normal, safe material conforming to the following rules for non-standard offensive equipment.
- 4.4.4.8. Offensive equipment shall be constructed exclusively of cloth, foam, glue, tape, leather or the equivalent, and must not contain rigid material. The offensive part shall provide progressively resistant "give" without allowing contact with any underlying material.
- 4.4.4.9. Experimentation with offensive equipment not allowed under this Code of Rules is permitted only with the specific permission of the Kingdom Rapier or Sidesword Marshal. Such permission may be granted for a limited period of time only and is subject to a report and/or recommendation on the item of equipment being tested.

5. AUTHORISATIONS

5.1. GENERAL REQUIREMENTS

- 5.1.1. The applicant must provide their Society and Legal names, and a mailing address by which they may be contacted, and complete an indemnity for the files.
- 5.1.2. The result of the test is not considered valid unless the Kingdom Sidesword Marshal receives completed authorisation paperwork no later than 30 days after the date of the authorisation. It is the responsibility of the authorising marshal to ensure that such information is promptly sent.
- 5.1.3. A copy of the authorisation paperwork will be issued at the time of the test as a temporary authorisation card, certifying the authorisations of the applicant, and is valid until a Sidesword Combat Authorisation Card is received.
- 5.1.4. Each authorisation must be renewed every two years. Renewals will be conducted by performing a repeat of the test appropriate to the authorisation level, in the same manner as if they are applying for the first time. Combatants who have been actively fighting within the last 6 months will have the re-authorisation waived unless letters of complaint have been received by the KSM/KRM.
- 5.1.5. All paperwork bearing certifications for Sidesword authorisation must be signed and dated in ink by the authorising sidesword marshal.
- 5.1.6. Due to the experimental nature of Sidesword Combat, the minimum age for training and authorisation in Sidesword combat is 18.

5.2. COMBAT AUTHORISATIONS

- 5.2.1. In all authorisations safety will be the paramount consideration. A display of minimum skills will also be required in order to pass.
- 5.2.2. Two authorising sidesword marshals, or 1 authorising sidesword marshal and an authorised sidesword combatant shall perform the authorisation. The two examiners must agree on an authorisation.
- 5.2.3. One of the two examiners must fight while the other observes.
- 5.2.4. Anyone relocating to Lochac who is already authorised in Sidesword Combat may continue to participate until their card expires from out of Kingdom or 6 months pass. They must have proven their competence to the Lochac Marshallate in this time in order to receive a Lochac Sidesword Combat Authorisation card. If they have not and their card expires then they must go through the normal authorisation process.
- 5.2.5. Requirements:
 - (a) Safe weapon usage.
 - (b) Basic movement including advances, retreats, stance changes and lunges.
 - (c) Basic defences including parries made by a weapon, the off hand and the proper use of distance and voids.

- (d) Basic offence is the ability to attack using valid thrusts and cuts.
- (e) Proper calibration must be demonstrated with both thrusts and cuts.
- (f) The authorising person must verbally demonstrate an understanding of the rules and conventions of Sidesword combat in Lochac.
- (g) They must demonstrate knowledge of armour and weapons requirements.
- (h) They must be able to respond properly to a hold called by the marshal and their opponent.
- (i) They must demonstrate knowledge of the difference between offhand parries made without and with a parrying gauntlet.
- (j) Competent and safe use of offhand offensive and defensive devices must be demonstrated.

5.3. MARSHALATE AUTHORISATIONS

- 5.3.1. Anyone interested in becoming a marshal must first be a Marshal in Training (MIT) for at least 6 months in Lochac unless otherwise indicated by the Kingdom Rapier Marshal or Kingdom Sidesword Marshal.
- 5.3.2. MITs may marshal or assist in the training of Sidesword combatants or the running of a field under the direct supervision of a marshal. Said marshal must be present with the MIT and not engaged with any other activity, ie: they must marshal the same field together, not one each.
- 5.3.3. All MIT's must have a Marshal as a sponsor to learn from and who will arrange for the eventual authorisation of said MIT.
- 5.3.4. MIT's must demonstrate their familiarity with all the rules of the list in Lochac pertaining to Sidesword combat.
- 5.3.5. They must have assisted in marshalling at least 3 separate tourneys.
- 5.3.6. MIT's must be familiar enough with the weapons forms and styles of combat to be able to ensure a safe environment for the Sidesword combatants in the list or practice.
- 5.3.7. The authorisation must include an oral exam including the following subjects:
 - (a) Rules of the list and how to conduct a tourney field.
 - (b) How they should handle safety issues and holds.
 - (c) They must know their chain of command.
 - (d) Knowledge of the armour and weapons requirements.
- 5.3.8. There must be at least 2 marshals involved in the authorisation of an MIT (not including the MIT). If the MIT is applying to be an Authorising Sidesword Marshal, at least one of the marshals involved must also be an authorising marshal.
- 5.3.9. It is not necessary to be an authorised Sidesword combatant to be a Sidesword marshal. However, only authorised Sidesword combatants may apply for an Authorising Sidesword Marshal delegation.
- 5.3.10. To receive a Authorising Sidesword Marshal delegation, the MIT must satisfy the following:
 - (a) MIT's must be able to teach the basics required for someone to satisfy the requirements for the combat authorisation. They must also have demonstrated the ability to teach these skills in the 6 months prior to the authorisation.
 - (b) A scenario must be run where the MIT will "authorise" a marshal who is acting as a fencer. The MIT will run the authorisation from verbal questioning to inspection, observing the combatant and fighting a part of the authorisation. The MIT must then pass or fail the "candidate" with specific reasons. The reasons must have been discussed with the other marshals present. The MIT must also recommend a course of action if the "candidate" fails, in order to bring them up to an acceptable standard.
 - (c) More than one scenario is recommended. The MIT should have been tested thoroughly on all pertinent issues.

6. SIDESWORD ADMINISTRATION

6.1. SIDESWORD MARSHALLATE ORGANISATION

6.1.1. Reporting Requirements

- 6.1.1.1. Group Sidesword Marshals (sections 6.1.2. to 6.1.4.) must make quarterly reports to their superiors. Their superior will inform them of the due dates of these reports when their office is confirmed.
- 6.1.1.2. Failure to report in a timely manner shall result in the cancellation of that's Group authorisation to participate in the experiment. This cancellation will include all Sidesword Combat and Marshal Authorisations for the members of that group.
- 6.1.1.3. At the end of any Sidesword event, there shall be a discussion meeting held. Minutes for this meeting shall be taken, and shall be included with the event report. It is the responsibility of all Sidesword combatants and marshals to ensure that this meeting takes place. In the event that any participant must leave the event before the meeting occurs, that participant must make arrangements with the SMIC to submit a written report within 7 days of the event. Failure of any individual to attend the discussion meeting or provide a written report shall result in the cancellation of their Sidesword authorisations.

6.1.2. Kingdom Rapier Marshal

- 6.1.2.1. The Kingdom Rapier Marshal shall be appointed by the Crown in consultation with the Kingdom Earl Marshal and shall report to the Kingdom Earl Marshal and act as a deputy of the Kingdom Earl Marshal.
- 6.1.2.2. The Kingdom Rapier Marshal shall be responsible for the Sidesword Combat experiment within the Kingdom of Lochac. The actual coordination and reporting requirements for the experiment shall be delegated to a deputy known as the Kingdom Sidesword Marshal.
- 6.1.2.3. The Kingdom Rapier Marshal is the final arbiter, in conjunction with the Earl Marshal and the Crown, in cases where a Group Sidesword Marshal makes an application for permanent revocation of a marshal's warrant, or combatant authorisation.
- 6.1.2.4. Issue Sidesword Combat Authorisation Cards, and Sidesword Marshal Authorisations.

6.1.3. Kingdom Sidesword Marshal

- 6.1.3.1. The Kingdom Sidesword Marshal shall be appointed by the Kingdom Rapier Marshal in consultation with the Kingdom Earl Marshal and the Crown, and shall report to the Kingdom Rapier Marshal and act as a deputy of the Kingdom Rapier Marshal.
- 6.1.3.2. The Kingdom Sidesword Marshal coordinates all Sidesword Combat within the Kingdom of Lochac and shall be responsible for providing a quarterly report to the Kingdom Rapier Marshal and the Society Sidesword Marshal.
- 6.1.3.3. The Kingdom Sidesword Marshal maintains the rules for Sidesword combat in consultation with the Kingdom Rapier Marshal, the Kingdom Earl Marshal and the Crown.
- 6.1.3.4. The Kingdom Sidesword Marshal maintains the roster of Sidesword Marshals and Combatants.
- 6.1.3.5. Issue Sidesword Combat Authorisation Cards, and Sidesword Marshal Authorisations.
- 6.1.3.6. The Kingdom Sidesword Marshal is responsible for forwarding information on injuries and disciplinary actions to the Kingdom Rapier Marshal and the Society Sidesword Marshal.

6.1.4. Branch Sidesword Marshals

- 6.1.4.1. Branch Sidesword Marshals shall be nominated in the normal manner for a Branch officer, and shall be approved and registered by the Kingdom Sidesword Marshal. They shall report to the Kingdom Sidesword Marshal.
- 6.1.4.2. Branch Sidesword Marshals coordinate Sidesword Combat in their Baronies, Shires, etc.

- 6.1.4.3. Branch Sidesword Marshals ensure that a qualified marshal is appointed as the SMIC of any event sponsored by their Branch.
- 6.1.4.4. Branch Sidesword Marshals ensure that the SMIC of each event sponsored by that Branch files all the necessary reports within 30 days of the event, and that a copy of this report has been forwarded to the Kingdom Sidesword Marshal.
- 6.1.4.5. Branch Sidesword Marshals forward authorisation paperwork to their superiors so that authorisation cards can be issued in a timely fashion.
- 6.1.4.6. Branch Sidesword Marshals report breaches of the safety regulations and disciplinary actions taken by the SMICs of events to ensure that further disciplinary action can be taken where appropriate.

6.1.5. Sidesword Marshals in Charge

- 6.1.5.1. SMICs Oversee all aspects of safety and proper conduct of Sidesword combat at a proposed event.
- 6.1.5.2. SMICs select the marshals to assist with an event.
- 6.1.5.3. SMICs may suspend combatants from fighting for the duration of the event.
- 6.1.5.4. SMICs may only conduct training sessions during the event if he/she is the only Sidesword marshal present. They may not marshal their own bout if more than one Sidesword Marshal is present.
- 6.1.5.5. SMICs need not be constantly present in the vicinity of all Sidesword combat, but must be readily accessible to any Marshal of a particular bout at the event for which they are SMIC.
- 6.1.5.6. SMICs must submit an event report within 30 days of the event to their Branch Sidesword Marshal and the Kingdom Sidesword Marshal that includes:
 - (a) The name of the Sidesword Marshal in Charge and the names of all the Marshals who assisted.
 - (b) A list of all attempted authorisations, and the results of those attempts, whether successful or not.
 - (c) The names of all the participants in Sidesword Combat.
 - (d) A description of any problems or disputes that occurred during the fighting, and of any injuries that occurred.
 - (e) A list of those combatants who were suspended from fighting for the duration of the event, the reasons for the suspensions and recommendations for any higher level disciplinary action they consider that might be required.
 - (f) Copy of the minutes taken during the event's discussion period.

6.1.6. Sidesword Marshals at Large

- 6.1.6.1. Sidesword Marshals at Large assist in equipment inspections and the running of all practices and bouts.
- 6.1.6.2. Sidesword Marshals at Large conduct combatant authorisations if they are an Authorising Sidesword Marshal.
- 6.1.6.3. Sidesword Marshals at Large assist in the training and authorisation of Marshals in Training.
- 6.1.6.4. May perform the duties of SMIC if required. Examples of where this may be required are if they are appointed as SMIC by the GSM, or if an SMIC is not present or appointed.

6.2. SIDESWORD EVENTS

6.2.1. Equipment Inspection

- 6.2.1.1. At least one marshal must be present to perform equipment inspections.
- 6.2.1.2. The marshal conducting equipment inspection shall not damage a combatant's equipment

unduly, such as by repeatedly bending the combatant's weapon blade to test flexibility or curvature, or performing the SFAT on the combatant's protective equipment.

- (a) If such testing is deemed to be necessary, then it is preferable that the SFAT be performed on a sample of the combatant's protective equipment, if the combatant desires to use the equipment in question.
 - (b) When checking for groin protection the Marshal shall ask the combatant to self-test.
- 6.2.1.3. Equipment may not be used on the field until approved by an inspecting Sidesword marshal. Equipment that fails the field inspection may be modified or repaired to meet the equipment standards, and then returned to the inspecting Sidesword marshal for approval.
- 6.2.1.4. An appeal can be made on any equipment that fails the field inspection. Such appeals are addressed to the SMIC first, then the Group Sidesword Marshal, then the Kingdom Sidesword Marshal and finally to the Kingdom Rapier Marshal who will make a final decision. The equipment may not be used until the appeal is resolved.

6.2.2. Conduct of Combat

- 6.2.2.1. Combat in the Society poses risks to the participant. This is to be treated as a martial art. This recognition, however, does not excuse combatants from exercising control of their techniques. If a combatant throws blows that force their opponent to retire from the field, from a real injury (even one that causes only brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring.
- 6.2.2.2. Because of the nature of the weapons being used, marshals, and combatants should pay special attention to tips missing or broken, and for badly bent or fatigued blades.
- 6.2.2.3. The marshal supervising a bout shall enforce the rules and conventions governing Sidesword combat. If infractions occur during a bout, the supervising marshal shall warn the combatants involved and take steps to prevent their recurrence. If no other solutions are workable, the combatant responsible will be deemed defeated.
- 6.2.2.4. All infractions of this type shall be reported to the Sidesword Marshal in Charge, as they must be included in the event report.
- 6.2.2.5. The Sidesword Marshal in Charge may suspend a combatant and remove him/her from the competition field for the duration of the event for any of the following reasons. (If the Sidesword Marshal in Charge is not available during the bout, the supervising marshal may take this action, thereafter reporting to the Sidesword Marshal in Charge.)
- (a) The combatant has made his/her third violation of the rules during a bout.
 - (b) The combatant, through demonstration of behaviour on the field, poses a risk to the safety of him/herself or others and the supervising marshal believes that the combatant shall continue to pose a risk regardless of verbal warning.
 - (c) The combatant refuses to obey the legal commands of the marshals supervising the combat.
- 6.2.2.6. Any Sidesword combatant who has been suspended may not participate further in any Sidesword Combat until the suspension has been resolved. For such resolution the appeal must first go to the SMIC first, then the Group Sidesword Marshal, then the Kingdom Sidesword Marshal and finally to the Kingdom Rapier Marshal for a ruling.
- 6.2.2.7. Unsafe or excessive force blows shall be discussed on the field, and failing a mutually satisfactory resolution, the aggrieved combatant shall write an official letter of complaint to the Kingdom Sidesword Marshal. Three letters of complaint of separate instances shall automatically suspend the individual from combat until the Kingdom Sidesword Marshal can establish the factual basis of the complaints.
- 6.2.2.8. At the end of a combat the supervising marshal shall ask whether the combatants are satisfied. Any combatant who leaves the field without stating a problem is declaring their satisfaction with the outcome of the combat. Disagreements with the Marshallate shall be resolved off the field through the appropriate Kingdom grievance and appeal procedures.
- 6.2.2.9. Supervising marshals and SMIC's are responsible for reporting any injury requiring the attention of a health professional (eg. Doctor, Nurse, Chiropractor, or Paramedic) to the Kingdom Sidesword Marshal within 24 hours. The Kingdom Sidesword Marshal will

investigate the incident and provide a report to the Kingdom Rapier Marshal and the Society Sidesword Marshal within 10 days of the incident being reported.

- 6.2.2.10. If for any reason it becomes impossible to conduct Sidesword Combat safely, and in accordance with the rules, or if any officer acting with their due authority removes sanction from an event, the Sidesword Marshal in Charge shall cooperate to halt all Sidesword Combat at the event. If the Sidesword Marshal in Charge makes this determination but is unable to stop Sidesword Combat then he/she must withdraw sanction for Sidesword Combat from the event. This action and why it was taken must be included in the event report, and all efforts made to immediately contact the Kingdom Sidesword Marshal and/or, Kingdom Rapier Marshal and sponsoring Branch Seneschal.
- 6.2.2.11. An attending marshal must supervise all Sidesword combat bouts. The Sidesword Marshal in Charge shall delegate additional marshals to supervise the Marshalling of each bout if more than one is being run at any given time.
- 6.2.2.12. When cloaks are used, "HOLD" should be called if the cloak becomes tangled about either fighter, or about one of the weapons such that the weapon cannot be withdrawn. "HOLD" need not be called if the cloak is merely near the face, deflecting a weapon, loosely draped over, or weighting down the blade.
- 6.2.2.13. If an opponent has grasped a blade "HOLD" shall be called if wrestling about the blade occurs.

6.3. DISCIPLINARY ACTION

6.3.1. Combatants

- 6.3.1.1. Any combatant who is suspended from fighting at an event, or for whom the KSM/KRM has received 3 letters of complaint, shall have their combat authorisation temporarily suspended. The KSM/KRM shall then establish the factual basis of the suspension. If the KSM/KRM upholds the suspension, they shall then notify the combatant and all local branch Sidesword marshals that the combatant's sidesword authorisation has been suspended.
- 6.3.1.2. Upon receiving a suspension notification, the combatant, in conjunction with their local branch Sidesword marshal must make arrangements for retraining under an Authorising Sidesword Marshal. Retraining shall continue until the appointed trainer feels that the combatant has overcome the problems that resulted in the suspension.
- 6.3.1.3. Once retraining is completed, the trainer must arrange a re-authorisation bout for the combatant with 2 impartial authorising Sidesword marshals. The trainer must also prepare a report for the impartial marshals, that outlines the training undertaken, prior to the re-authorisation bout. Both impartial marshals must agree that the suspended combatant has overcome the problems that resulted in the suspension. If the combatant is found acceptable, the impartial marshals shall then complete authorisation paperwork and forward it to the KSM/KRM, along with the trainer's report. If the combatant is not found acceptable, the marshals shall discuss further requirements they feel necessary with both the combatant and their trainer.
- 6.3.1.4. Upon receiving the re-authorisation paperwork, the KSM/KRM shall ensure that the re-authorisation process has been followed correctly, and if satisfied shall notify the suspended combatant in writing that the suspension has been lifted.
- 6.3.1.5. Any combatant who is reinstated after a suspension shall be placed on probation for a 12 month period. Any probationary combatant who is suspended shall have their authorisation revoked for 12 months. After an authorisation revocation, the combatant must restart the authorisation process from the beginning as a new combatant.
- 6.3.1.6. Any combatant who has their authorisation revoked twice shall be recommended to the Earl Marshal and Crown by the KRM, for permanent revocation of their Sidesword authorisations.
- 6.3.1.7. Combatants who knowingly take the field with equipment not approved by the inspecting Sidesword marshals (masks, weapons, armour) shall have their authorisation suspended for a period of 12 months, subject to review by the Sidesword Marshallate.

6.3.2. Marshals

- 6.3.2.1. Any marshal who knowingly allows a combatant to engage in combat with any equipment that does not pass safety standards shall have their marshallate authorisation suspended for a period of not less than two years, subject to review by the Sidesword Marshallate.
- 6.3.2.2. Any marshal, who has their Sidesword combat authorisations suspended, shall also have their marshallate authorisations suspended. Marshallate authorisations can not be reinstated until the probation period has expired, after which they must retake the marshallate authorisation examination.
- 6.3.2.3. Any marshal, for whom the KSM/KRM has received 3 letters of complaint, shall have their marshallate authorisation temporarily suspended. The KSM/KRM shall then establish the factual basis of the complaints. If the KSM/KRM upholds the suspension, they shall then notify the marshal and the local branch Sidesword marshal that the marshal's authorisation has been suspended.

6.3.3. Appeals

- 6.3.3.1. All marshallate decisions regarding suspensions and authorisation revocations may be appealed.
- 6.3.3.2. Appeals shall first be directed to the SMIC, then the Branch Sidesword Marshal, then the Kingdom Sidesword Marshal, then the Kingdom Rapier Marshal and finally the Kingdom Earl Marshal. Appeals against the ruling of the Earl Marshal shall be heard by the Crown in a Quarter Court.
- 6.3.3.3. Appeals against rulings shall only be taken to a higher authority, if a satisfactory resolution can not be found at a lower level. A lower authority can not overrule rulings made by a higher authority.
- 6.3.3.4. All appeals must be lodged within 72 hours of being informed of the decision. Appeals to a higher authority must be lodged in writing (electronic mail, surface mail or fax).

7. APPENDICES

7.1. THE RULES OF THE LISTS FOR THE SCA, INC.

1. Each fighter, recognising the possibilities of physical injury to himself or herself in such combat, shall assume unto himself or herself all risk and liability for harm suffered by means of such combat. Other participants shall likewise recognise the risks involved in their presence on or near the field of combat, and shall assume unto themselves the liabilities thereof.
2. No person shall participate in Combat-Related Activities (including armoured combat, period fencing, combat archery, scouting, and banner bearing in combat) outside of formal training sessions unless he or she shall have been properly authorised under Society and Kingdom procedures.
3. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.
4. All combatants shall adhere to the appropriate armour and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.
5. The Sovereign or the Marshallate may bar any weapon or armour from use upon the field of combat. Should a warranted Marshal bar any weapon or armour, an appeal may be made to the Sovereign to allow the weapon or armour.
6. Combatants shall behave in a knightly and chivalrous manner, and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonour 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.
8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period Sidesword combat, used in the context of mutual sport, to be real weaponry.
9. No projectile weapons shall be allowed and no weapons shall be thrown within the Lists of a tournament. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

7.2. SOCIETY BLADE FLEXIBILITY TEST

The following is the Society blade flexibility test. This test is used for determining acceptable flex in steel blades (Sideswords and daggers).

If doubt exists about a weapon's flexibility, an acceptable field test is:

Hold weapon parallel to the ground, supporting handle against table or bench if necessary. Hang a 3 ounce weight (85 grams) just behind the tip. If the blade flexes visibly (More than 1/2 inch <12mm> for longer blades and 1/4 inch <6mm> for daggers) then the blade is sufficiently flexible.