

Kingdom of Lochac

Fencing

Combat Handbook



Version 5.3

Non scriptum non est

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1 Introduction

1.1 The rules

1. These are the rules for fencing combat in the Kingdom of Lochac. They incorporate the Society fencing combat rules that are relevant for Lochac, as well as the Rules of the Lists. These rules comply with the minimum standards of the Society fencing rules, and may be more restrictive. Where Lochac's rules are less restrictive than Society rules, we have an approved variance from the Society Marshal.
2. All fencing combatants and marshals in Lochac are responsible for knowing these rules.
3. Fencers attending events outside of Lochac will need to follow the Society fencing combat rules as found here - <https://www.sca.org/resources/martial-activities/rapier-combat/>, and any rules specific to the Kingdom where the event is held.
4. All fencing combat activities in Lochac must follow the policies and requirements of SCA Australia and New Zealand, including but not limited to:
 - insurance and sign-in requirements
 - health and safety policies
 - the Code of Conduct.

1.2 Rules of the Lists

The Rules of the Lists are Society-wide and apply to fencing combat. They are copied directly from Corpora, with spelling adjusted for Lochac.

1. Each fighter, recognising the possibilities of physical injury to themselves in such combat, shall assume unto themselves 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 martial activities requiring authorisation outside of formal training sessions unless and until they have been properly authorised under Society and Kingdom procedures.

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3. All combatants must be presented to, and be acceptable to, the Sovereign or their 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.
 5. The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted marshal bar any weapon or armor, an appeal may be via the established marshallate chain of command up to and including to the Sovereign to allow the weapon or armor.
 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 martial 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 that meets the Society and kingdom standards for Society armoured combat or fencing, 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.

1.3 General information

1. The Crown's representative in all matters dealing with fencing combat is the Kingdom Earl Marshal, then the Kingdom Fencing Marshal, then, by delegation, members of the Kingdom fencing marshallate.
2. A rostered fencing marshal must be appointed as Marshal-in-Charge to supervise fencing combat at events or practices.
3. Each bout must be supervised by a rostered fencing marshal or an authorised fencing combatant.
4. Authorised fencers from other kingdoms are welcome to take part in events held in Lochac. Guest fencers must meet the Kingdom's standards for protective gear and weapons set out in these rules.

1.4 Application of the rules

1.4.1 General

1. These rules are designed to promote safe fencing combat. No matter how clear or accurate, rules cannot replace common sense, good judgement, and concern for the participants.
2. These rules may be subject to change to clarify requirements, reflect changes in Australian or New Zealand law, or to address other situations that might arise.
 - (a) Formal announcements about these rules will be made through the Lochac Fencers email list: fencers@lochac.sca.org, and will also be posted on the Lochac Rapier Facebook page: www.facebook.com/groups/358519257540934/.
 - (b) All fencers and marshals should make sure they keep up with these announcements.

1.4.2 Mundane laws

1.4.2.0.1 General

1. All fencing combat must also follow the mundane laws of the relevant jurisdictions in Australia and New Zealand.
2. This includes laws relating to the possession or use of prohibited or controlled weapons.

1.4.2.0.2 Victoria

1. For anyone in the Australian state of Victoria, including transiting through the state, you must meet the exemption requirements of the Victorian Control of Weapons Act 1990 to be allowed to carry or use a sword in Victoria.
2. Information about these requirements and how to meet them is on the SCA Australia website at <https://sca.org.au/victorian-weapons-legislation/>.

1.5 Youth activities

1. The minimum age for training and authorisation in fencing is 14.
2. Combatants aged between 10 and 14 years are covered by the Youth Fencing Combat Rules.
3. All fencing activities involving minors must also follow any youth activities policies set by SCA Ltd and SCANZ.
4. When combatants under the age of 18 take part in training and authorisation, the Kingdom Fencing Marshal (or their delegate) needs to ensure that the minor's parent or legal guardian has:

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- observed fencing in the SCA
 - is aware of the risk of injury inherent in this martial art
 - and has signed a statement explicitly acknowledging this.
5. Combatants under the age of 18 are exempt from the Society rule requiring a marking to identify them as a minor.

1.6 Key changes to the rules

This section summarises the key changes in these rules. Material rule changes are listed by section in Chapter 11: Change log.

1.6.1 Rules for fencers

1. During practices, for weapons drills with an opponent, you must wear eye protection. For drills with the spear, you must wear full face protection.
2. If you have a Standard Fencing authorisation, you can undertake an authorisation test for Cut and Thrust Combat, or to use a spear. There is no waiting period for these authorisations.
3. Rubber-headed spears are allowed for fencing combat in Lochac.
4. In melee combat:
 - (a) You can use Cut and Thrust Combat, if all fencers are wearing Cut and Thrust equipment.
 - (b) You are allowed to run from one part of the field to another, but you must stop running when you are 5 metres from an engagement.
 - (c) You are allowed to use a spear to 'kill from behind'.
5. If you are grounded by a blow to the lower leg, you are allowed to kneel and move around on your knees.
6. A blow to the leg does not end a bout in Cut and Thrust combat.
7. If you are unable to use both hands, you can hold a spear with one hand.
8. You are allowed to use rubber band guns in single combat, as long as it is not part of a tournament.

1.6.2 Rules for marshals

1. Authorising Fencing Marshals can authorise fencers for any category in which they hold a combat authorisation, and don't need a separate authorising authorisation for each category.
2. You do not have to be a rostered fencing marshal to serve as a Group Fencing Marshal.

2 Rules For Fencers

2.1 When you are allowed to fence

1. You must be authorised in fencing to participate in any combat event.
2. To be authorised, you have to pass a verbal and practical test to show that you:
 - understand the rules;
 - understand the requirements for your protective equipment and weapons; and
 - can fight safely according to these rules.
3. Until you are authorised, you can take part in practice sessions. This includes classes and practice combat to help you learn how to use all weapons.
4. Before you fight, you must get your equipment and weapons inspected by a marshal to make sure it complies with these rules.
5. You are not allowed to fence with impaired judgement, which includes:
 - being impaired by an injury such as a concussion;
 - being impaired by alcohol, prescription or over-the-counter medication, or illegal or controlled substances.
6. If you suffer an injury involving bleeding, you must leave the field immediately. You must have the wound cleaned and dressed before you return to the field. Any weapons, equipment or clothing that have visible blood on them must be cleaned, or not used further.
7. You do not have to fight if you don't want to. You can refuse a challenge, decide not to take part in a bout, or decide to withdraw from a fight. If you are in a competition, that might result in you forfeiting the bout.

2.2 Fighting by the rules

1. You must obey these rules and the instructions of marshals, or people supervising the field, when you are practicing or fighting.
2. You are responsible for your behaviour.
3. Deliberately hitting your opponent too hard, or trying to hurt them, is not allowed.

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4. You must always control your attacks and defence. You are not allowed to make uncontrolled attacks such as running at your opponent.
 5. If you do not follow these rules, or you hurt your opponent, the person supervising the field can take action, including telling you to leave the field or stopping you from taking part in further combat.
 6. The call of “Hold!” is used to stop the combat because of a safety issue. This might include:
 - a problem with your weapons or protective equipment
 - an injury
 - you or your opponent moving too close to a boundary
 - an unexpected hazard on the field.
 7. Anyone can call a hold, including you, your opponent, the marshal or a spectator. When you hear “Hold!”, you should:
 - (a) stop fighting and freeze in place
 - (b) check if you or someone else is in danger - then move your weapons to a non-threatening position
 - (c) repeat the call of “Hold!” and then wait for instructions.
 8. The person supervising the field will tell you when fighting can start again.

2.3 Issues on the field

1. After a bout, the person supervising the field will ask you if you are satisfied with the outcome. This is a chance for you to talk to your opponent about any concerns you have.
2. If you are not happy with the result of the discussion, you can raise it with the marshal or the Marshal-in-Charge for further review.
3. If you leave the field without raising any issues, you are considered to be satisfied with the outcome and cannot raise the issue later. The exception is if there is an emergency situation, such as being taken off the field because of an injury.
4. If you disagree with a decision by the marshal, you can lodge an appeal in the process described in Chapter 4 - Rules for managing incidents.

2.4 Types of fencing

2.4.1 General

1. There are two types of fencing combat in Lochac. These are:
 - Standard fencing
 - Cut and Thrust fencing.

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2. You need separate authorisations for each type of fencing combat.
 3. There are also separate authorisations for:
 - using spear in combat
 - being a non-fencing combatant (Gunner) who can use rubber band guns only.

2.4.2 Prerequisites

1. You must have a current Standard fencing authorisation to be authorised for Cut and Thrust fencing, or to be authorised to use a spear in either type of fencing.
2. There is no waiting period for obtaining these additional authorisations.
3. You can use a spear if you have a current Rapier Pike or Pole Weapon authorisation under the previous Lochac Rapier Rules.
4. There are no authorisation prerequisites for a Gunner authorisation.

2.5 Single combat and melee

2.5.1 General

1. You can fight in single combat against one opponent, or in a melee, where you fight multiple opponents.
2. In single combat and melee, the objective is to win your fight. This could be by:
 - striking your opponent with a “fatal” blow
 - striking your opponent with an “incapacitating” blow so your opponent cannot continue to fight.
3. Organisers might come up with other ways to win a fight, such as making any hit on your opponent (“first touch” or “first blood”).
4. If your opponent loses their weapon, you can allow them to pick their weapon up, or tell them to yield.

2.5.2 Melee

In a melee:

1. You can be part of a team, or fighting against everybody else on the field.
2. You can only attack an opponent if you are inside a 180 degree arc of their front view, as defined by the opponent’s shoulders. If you are not sure that your opponent knows that you are there, you should call out to them to get their attention before you engage them.
3. If your opponents are part of a line, you can attack anybody in that line if you are inside the arc of their front view.

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4. You are not allowed to attack an opponent from behind. The only time this changes is if a scenario allows “killing from behind”. (see section 2.6.2.1)
 5. You cannot turn your back on an opponent to gain an advantage (that is, to stop them attacking you). If you do turn your back on an opponent during an engagement, you might be attacked.
 6. You are not allowed to run at or past an opponent to attack them.
 7. You are allowed to run from one part of the field to another. You must stop running when you are 5 metres from an opponent or group of combatants.
 8. You are allowed to use Cut and Thrust combat in a melee, as long as all the fencers are wearing Cut and Thrust equipment.

2.5.3 Gunners

1. Gunners are non-fencing combatants who are authorised to use a rubber band gun.
2. On the field, you must wear scarves on both arms to show that you are not a fencer. The scarves should be a contrasting colour to your sleeves.
3. In single combat and melee, the objective is to win your fight. This could be by:
 - striking your opponent with a “fatal” blow (shot)
 - striking your opponent with an “incapacitating” shot so your opponent cannot continue to fight.
4. You are able to continue shooting at opponents until:
 - you are “killed” or “incapacitated” by a shot from a rubber band gun
 - you are “killed” by a fencer according to the rules for “killing from behind” (see section 2.6.2.1), or “killing a gunner” (see section 2.6.2.2).
 - you run out of ammunition (remembering that you cannot pick up used ammunition on the field).

2.6 Using your weapons and defensive objects

2.6.1 Allowed weapons

1. You can use swords, daggers, spears and rubber band guns to attack your opponent. The requirements for these weapons are described in Chapter 5 - Rules for equipment.
2. Other projectile or thrown weapons described in the SCA Fencing Marshals’ Handbook are not allowed for fencing combat in Lochac.

2.6.2 Striking your opponent

1. When you strike your opponent, you must control your weapons to deliver a blow that your opponent can feel, without hitting too hard.

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2. You are not allowed to strike your opponent with any other part of the sword or dagger except the blade.
 3. You can strike a blow with a sword or dagger by:
 - (a) touching your opponent with the tip (thrust)
 - (b) placing the edge of the blade on your opponent and drawing it (push or pull) across their body (draw cut)
 - (c) placing the point on your opponent and drawing it across their body (tip cut).
 4. You and your opponent need to agree to allow the use of tip cuts before the bout.
 5. In Cut and Thrust Fencing, you can also strike a blow by using a slashing cut that makes contact without placing the edge on your opponent first (percussive cut).
 6. If you begin to strike your opponent before something happens that would stop the fight, the attack will count. This includes:
 - a hold being called
 - your opponent striking you.

2.6.2.0.1 Killing from behind

1. In melee combat, the organisers may allow “killing from behind”. To make a kill from behind, you must:
 - (a) lay your weapon over your opponent’s shoulder, so that the blade or spearpoint is clearly visible to your opponent; and
 - (b) call out loudly “You are dead”, “You are slain” or another short, courteous phrase.
2. Once you have touched their shoulder, you have “killed” your opponent. They cannot avoid the blow and they are not allowed to try to spin, duck or dodge away.

2.6.2.0.2 Killing a gunner

1. When gunners are taking part in combat, there are rules to allow you to “kill” a gunner without making contact. When you are in front of a gunner, you can:
 - (a) stand in front of the gunner, two sword lengths from your opponent
 - (b) point your weapon at the gunner
 - (c) call out loudly “You are dead”, “You are slain” or another short, courteous phrase.
2. If you are facing more than one gunner, you must repeat this process for each gunner.
3. If you are behind a gunner, you can kill them by using the ‘killing from behind’ rules.

2.6.3 Spears

1. You can use a spear for single combat or melee combat.
2. You can only strike a blow with a spear by thrusting with the point to touch your opponent.
3. You can use a spear with one hand.
4. You are not allowed to brace the spear, for example by holding the end of the spear on the ground.
5. You can hold the spear lightly under the arm, as long as it is not locked against your body.
6. In a melee, you can use a spear to make a “kill from behind”, as described in section 2.6.2.1.
7. Spears are considered to be a non-standard weapon for single combat. You can decide that you do not want to fight against someone using a spear, and ask them to use a standard weapon.

2.6.4 Rubber band guns

1. You can use a rubber band gun for melee combat, or for single combat that is not a tournament, such as bouts.
 - (a) In accordance with the Rules of the Lists, rubber band guns are not allowed to be used within the Lists of a tournament.
 - (b) When rubber band guns are used, all people on the field must be wearing protective equipment, and any unarmoured spectators must be kept further away than the effective range of the weapon.
2. You score a blow with a rubber band gun by “firing” the weapon and hitting your opponent with the rubber band:
 - (a) If you hit your opponent’s weapon or a rigid defensive object, the shot is counted as destroying it.
 - (b) If you hit their cloak or non-rigid defensive object, the shot is counted as going through the cloak to hit your opponent.
3. You must not aim your shot at the back of an opponent’s head.
4. There is no minimum range for a rubber band gun.
5. The people supervising the field will announce when rubber band guns can be loaded and fired. At all other times, the rubber band gun must not be loaded.

2.6.5 Defensive objects

1. As well as defending yourself with your weapons, you can use defensive objects, such as:
 - a rotella, buckler or other kind of shield

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- a walking stick, scabbard, banner pole or other rigid object
 - a rubber band gun
 - a cloak, hat or other types of non-rigid object.
2. You are not allowed to strike your opponent with a shield, rigid defensive object or rubber band gun.
 3. If you defend yourself with a rubber band gun and it is damaged, you will have to check with the marshal if the rubber band gun still meets the rules to be used as a weapon.
 4. If you use a cloak:
 - (a) you can wrap the cloak around your hand or arm to protect it against a draw cut or a tip cut.
 - (b) a cloak wrapped around your hand or arm will not protect it against a thrust.
 - (c) you can throw your cloak, or another type of non-rigid object, at your opponent to slow down their attack or defence, or as a distraction.
 - (d) you must not deliberately throw your cloak over your opponent's face, or to trip them - if the cloak falls over their face, a hold should be called.
 5. You can parry your opponent's weapon with any part of your body in a controlled action, such as using your gloved hand to deflect or push against the blade. However, any thrust or cut that that occurs as a result of that contact will count as a good blow, regardless of your intentions or who started the action.
 6. You can use your hand to parry your opponent's weapon or wrist. This is a change from the previous rules. You are not allowed to grasp your opponent.
 7. You are allowed to use a chain mail or armoured parrying gauntlet to protect your hand:
 - (a) the gauntlet will protect your hand and wrist from draw cuts from an attack or if you slide your hand along your opponent's blade.
 - (b) the gauntlet will not protect your hand or wrist from a thrust or from a percussive cut.
 8. You can briefly hold your opponent's blade to control it, but both of you must agree to use grasping during the bout. Grasping should be for no more than a couple of seconds, so that you do not start wrestling for the blade.

2.7 Taking blows

1. You are responsible for calling out the blows that hit you.
2. When you fight, you are generally considered to be fighting with very sharp weapons, and wearing ordinary clothes that would not protect you.
 - (a) any thrust or cut that would have penetrated your skin counts as "good" and must be called. There is no such thing as a light blow.

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- (b) any rubber band gun shot that hits or grazes you counts as “good”.
3. The only time this changes is if organisers hold a tournament where they define areas of the body that are protected as if you were wearing real armour.
 4. If you are hit in one of the following areas, it counts as a “kill”:
 - Head
 - Neck
 - Armpit (to 10cm down the arm)
 - Torso
 - Inner thigh (to 10cm down the leg)
 5. If you are hit in the hand, you lose the use of that hand. You can close the hand into a fist and use your arm to defend yourself. If your fist is hit again, it will count as a blow to the arm.
 6. If you are hit in the arm, you lose the use of that arm:
 - (a) If possible, you should put your hand behind your back.
 - (b) You can change your weapon to your good hand, if your opponent gives you time.
 - (c) If you lose both arms, you cannot hold a weapon and you cannot continue.
 7. If you are hit in the outside thigh, the lower leg or the foot, you cannot put weight on that leg. You can stand with your feet together, “post” - standing with your weight on your “good” leg, or kneel or sit on the ground to continue fighting:
 - (a) If you are posting, you are not allowed to hop.
 - (b) If you were hit in your lower leg or foot, you can kneel and move around on your knees. This is a change from the previous rules.
 - (c) If you were hit in your upper leg, you can kneel, but you are not allowed to rise up or move on your knees.
 - (d) If you are hit on your leg during a Cut and Thrust bout, combat can continue subject to the rules for leg injuries. This is a change from the previous rules.

2.8 Wearing protective equipment

This section describes the protective clothing and other equipment that you must wear for combat. Your equipment must be designed and worn so that there are no gaps over vital body areas, and no more than incidental gaps over other parts of your body. These are the minimum standards for fencing clothing and equipment. You can wear additional equipment, including appropriate period clothing like hoop skirts or gauntlets with stiffened cuffs, but you need to make sure that you are still able to feel and call “good” blows.

2.8.1 General requirements

1. Fencing practice sessions can also include drills and other classes that do not involve fighting. During sword or dagger drills with an opponent, you must wear eye protection, such as spectacles, sunglasses, safety glasses or a fencing mask or helm.
2. You must wear full face protection for weapons drills using a spear.
3. There are four types of protective material.
 - rigid material
 - penetration-resistant material
 - abrasion-resistant material
 - resilient padding.

The requirements for protective material are defined in section 5.1.

2.8.2 Head

1. The front and top of your head must be covered by rigid material to below the jawline and behind the ears. Standard 12kg fencing masks comply with this requirement. You can also wear a fencing helm.
2. Your mask or helm must have resilient padding or be suspended to prevent it hitting your head if it is struck:
 - (a) Modern fencing masks meet this requirement, but you might need additional padding if the mask's padding degrades as it gets older.
 - (b) If you wear a helm, you might need extra padding if the suspension is not enough to stop the helm hitting your head.
 - (c) When you put your mask or helm on, it should fit snugly and not move much during combat. It should not have any parts that press into your head.
3. Your mask or helm must be secured so that it cannot be easily removed or dislodged during combat. Masks require an additional fastening method besides the tongue spring and back strap to secure them.
4. If you wear a mask, the rest of your head must be covered by at least penetration-resistant material. This can be worn inside or over the mask:
 - (a) For combat involving rubber band guns, we recommend you use resilient padding or rigid material to protect the back of your head.
 - (b) You must wear rigid material to protect the back your head in Cut and Thrust fencing.

2.8.3 Neck

1. You must wear a gorget (collar) made from rigid material to protect your entire neck and throat. This should be backed by resilient padding or penetration-resistant material.

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2. You must also protect your cervical vertebrae with rigid material. This might be a combination of a gorget, helm or hood insert.

2.8.4 Torso

1. You must wear penetration-resistant material to protect your torso, including your chest, back and abdomen, and your upper arm extending at least 10cm from the armpit.
2. Breast protection, such as a plastron or extra padding, is strongly recommended.
3. External reproductive organs must be covered by rigid material.

2.8.5 Legs, feet and arms

1. You must wear abrasion-resistant material on your legs, feet and arms.
2. You must also wear resilient padding to protect your elbows and knees in Cut and Thrust fencing.

2.8.6 Hands

1. You must wear gloves made of at least abrasion-resistant material to cover your hands and fingers.
2. There are extra requirements for Cut and Thrust fencing:
 - (a) You must wear gloves with at least resilient padding that protect the back of your hands and fingers, and your arm to 2.5 cm above the bend of your wrist.
 - (b) If at least one combatant is using a two-handed sword, you need to wear gloves with rigid material that protect the back of your hands and fingers, and your arm to 2.5 cm above the bend of your wrist.
 - (c) The coverage for a) and b) can include a combination of gauntlets, the guard of your sword, or a shield or buckler, as long as these prevent a reasonable percussive blow from contacting the bones of the hand and wrist.
 - (d) A shield alone is not sufficient in Lochac, since it covers only the back of the hand, but not the wrist, fingers or thumb.

2.8.7 Medical protection

1. If a part of your body is at risk of serious injury or severe bleeding, such as hemangioma, you must protect that body part with rigid material.
2. If you wear medical equipment, you must cover it with protective material to help protect you from a blow or fall that could damage the equipment.
3. You take responsibility for your own safety on the field, based on any advice from your doctor or health professional. You can ask a marshal for advice, but you will be the best expert for determining your safety.

3 Rules For Marshals

3.1 Types of marshalling

Table 3.1 Summary of roles

	Authorised combatant	Fencing Marshal	Authorising Fencing Marshal	Group Fencing Marshal	Kingdom Fencing Marshal
Subscribing membership required	No	Yes	Yes	Yes	Yes
Authorisation required	Yes	Yes	Yes	No	Yes
Inspect equipment	No	Yes	Yes	if Fencing Marshal	Yes
Supervise combat	Yes	Yes	Yes	if Fencing Marshal	Yes
Be Marshal-in-Charge	No	Yes	Yes	if Fencing Marshal	Yes
Authorise fighters	No	No	Yes	if Authorising Fencing Marshal	Yes
Authorise Marshals	No	No	Yes	if Authorising Fencing Marshal	Yes

1. There are five kinds of activities that come under marshalling:
 - supervising combat
 - being the Marshal-in-Charge of the field or event
 - inspecting equipment
 - authorising participants
 - holding an office for a group or the Kingdom.
2. There are three types of people who can do some or all of these activities:

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- authorised fencing combatants
 - Fencing Marshals
 - Authorising Fencing Marshals

3. The requirements are set out in table 3.1.

3.2 Inspecting equipment

Special requirements apply to inspections in all Australian groups to protect participants from COVID-19. Information on conducting COVID-safe low-contact inspections is provided in Chapter 6 - Inspections.

1. If you are an authorised Fencing Marshal, you can check equipment to make sure it complies with the rules. Information about fencing equipment is in Chapter 5 - Rules for equipment.
2. Your job includes:
 - making sure each fencer is wearing all of their protective clothing and equipment, and that it is fitted properly, with no skin visible and only incidental gaps between each item.
 - checking that weapons comply with the rules, including that blunts are securely fixed, blades and spears meet the flexibility requirements, rubber band guns function properly and all weapons have no sharp points, edges or burrs.
 - inspecting protective defensive objects to make sure meet the rules, and that they have no sharp edges, corners or breaks.
3. Some equipment must be tested regularly (see Chapter 7 - Safety tests). If you are not sure a piece of equipment has been tested, you can decide to do the test, or instruct the fencer to have the test done, before it can be used.
4. Some defensive objects are classified as non-standard. You are responsible for deciding if non-standard equipment complies with the rules and can be used on the field.
5. You can rule that a piece of equipment does not meet these rules and cannot be used:
 - (a) If that happens, the equipment can be changed or repaired; then it must be brought back to you so that you can inspect it again (it cannot be taken to another marshal unless you delegate the issue).
6. If you are not sure about a piece of equipment, you can seek advice from another marshal or the Marshal-in-Charge.
7. Fencers are allowed to appeal against your ruling on a piece of equipment, but the equipment is not allowed to be used until the appeal has been decided. The process for an appeal is in Chapter 4 - Rules for managing incidents.

3.3 Supervising single combat

1. You can supervise single combat if you are a Fencing Marshal or an authorised combatant.
2. You are not allowed to marshal with impaired judgement, which includes:
 - being impaired by an injury such as a concussion
 - being impaired by alcohol, prescription or over-the-counter medication, or illegal or controlled substances.
3. You are responsible for making sure everyone, including fencers, spectators, other marshals and yourself, is safe during combat. Everyone is expected to follow your instructions during a bout.
4. At the start of the bout, you should allow the Herald to introduce the combatants (or make the introductions yourself) and show proper respect to the Crown. You should check the field for any hazards (such as holes or loose ground), ask the combatants if they are ready and then call for the bout to begin (such as “lay on”, “allez”, etc.).
5. During the bout you should be watching the fencers and the fight, and be alert for any safety issues. These may include but are not limited to:
 - a blunt coming off a sword or dagger tip
 - a broken piece of equipment
 - a piece of protective equipment coming loose
 - the fencers coming too close to the edge of the field (you should warn them if this is about to happen, for example, with a call of “Ware Edge!”)
 - a person or animal entering the field.
6. If you see a safety issue, you should call a hold. (Someone else can also call “Hold!” if they see a safety issue):
 - (a) make sure the fighting stops and both fencers are in a non-threatening position
 - (b) explain the safety issue (or ask the person who called the hold)
 - (c) make sure the issue is addressed
 - (d) make sure the fencers are ready and then call for them to resume the fight.
7. At the end of the bout, you should ask the fencers if they are satisfied. This is their chance to raise any issues that arose during the bout.
8. If the issue cannot be resolved upon the field, then the discussion should be taken off the field. (see Chapter 4 - Rules for managing incidents)

3.4 Supervising melee combat

1. As well as the requirements in section 3.3, there are additional requirements for melee combat, which involves multiple combatants.
2. The Marshal-in-Charge must brief all marshals and fencers before the start of the melee activity. This includes:
 - details of planned scenarios and a revision of melee rules
 - procedures of the identification and removal of “dead” combatants
 - procedures to remove abandoned equipment
 - rules of engagement
 - rules for the use of “killing from behind”.
3. All combatants must be inspected before the start of each day’s melee activities.
4. Combatants must have regular breaks (at least every 20 minutes), for water and to reduce the risk of unsafe behaviour.
5. There must be at least one marshal (or authorised fencer) supervising every eight fencers on the field. If there are not enough qualified people available, then the number of fencers must be reduced to match the number of marshals.
6. Cut and Thrust combat is allowed in a melee, as long as all fencers are properly armoured.
7. When you are supervising a melee, you should be aware of calls from other marshals during the bout.
8. You should also pay attention to additional hazards, such as fencers who lie on the ground after being “slain”, or weapons that are left on the ground after a fencer is incapacitated.
9. You should also make sure fencers are obeying melee rules such as not turning their back on an opponent, or “killing from behind” according to the rules, when it is allowed.

3.5 Supervising rubber band guns

1. There are additional requirements for single or melee combat that includes the use of rubber band guns.
2. Rubber band guns are not allowed to be used in the Lists of a tournament. Rubber band guns can be used for other single combat, such as bouting.
3. Rubber band guns are only allowed to be used if spectators can be kept further away than the effective range of the weapon.
4. Everyone on the field of combat, or within range, must be wearing protective equipment. That includes you and the other people supervising the field:

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- (a) You should make sure everyone is wearing their armour and masks on before you allow rubber band guns to be loaded.
 - (b) You should make sure all rubber band guns are unloaded or have been discharged into the ground before you allow people to remove their masks.
 - (c) Depending on the situation, you may need to require all rubber band guns to be discharged into the ground if a hold is called.

3.6 Authorising fencers

1. If you are an Authorising Fencing Marshal, you can authorise fencers to take part in fencing combat.
2. You can authorise fencers for any category in which you are authorised.
3. You must have a current authorisation card to conduct an authorisation. Having a copy of your authorisation paperwork while you are waiting to receive a new card is not enough.
4. There are four categories of fencing combat authorisations:
 - (a) Standard fencing (including rubber band gun)
 - (b) Cut and Thrust fencing, noting:
 - i. candidates must already have a Standard fencing authorisation to authorise in this category
 - ii. there is no waiting period to authorise for Cut and Thrust.
 - (c) Spear, noting:
 - i. candidates must already have a Standard fencing authorisation to authorise in this category
 - ii. there is no waiting period to authorise to use a spear.
 - (d) Gunner (rubber band gun only) - for people who do not have a Standard fencing authorisation).
5. Your job is to make sure that fencers understand the rules and that they are able to use their weapons and defensive objects safely.
6. The authorisation includes:
 - a verbal examination, where you ask the fencer questions about the rules
 - a practical examination, where you watch the fencer fight another marshal or an authorised fencer.
7. More information about conducting the authorisation is in Chapter 8 - Authorisation procedures.
8. If they pass, the fencer should complete an authorisation form and get you to sign it:

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- (a) The fencer must then send the form to the Kingdom Lists Officer, so they can get an authorisation card.
 - (b) The fencer should keep a copy of the paperwork (hard copy or a digital photograph). They can use the copy for up to 90 days as evidence that they are authorised. After 90 days, the paperwork is no longer valid.
9. The same process applies apply to fencers aged under 18. Additionally:
- (a) The Kingdom Fencing Marshal or their delegate must give their approval for the authorisation to be undertaken.
 - (b) A parent or guardian must witness the authorisation and complete a Minor Authorisation form.

3.7 Authorising marshals

1. Two Authorising Fencing Marshals are needed to authorise a new Authorising Fencing Marshal.
2. The authorisation includes:
 - a verbal examination, where you ask the marshal questions about the rules
 - a practical examination, where you watch the marshal inspect a fencer and conduct an authorisation.
3. More information about conducting the authorisation is in Chapter 8 - Authorisation procedures.
4. If they pass, the new marshal should complete an authorisation form and get you to sign it:
 - (a) The marshal must then send the form to the Kingdom Lists Officer, so they can get an authorisation card.
 - (b) The marshal should keep a copy of the paperwork (hard copy or a digital photograph). They can use the copy for up to 90 days as evidence that they are authorised. After 90 days, the paperwork is no longer valid.

3.8 Other marshal responsibilities

3.8.1 Fencing Marshal-in-Charge

1. Every fencing combat event or practice must have a designated Marshal-in-Charge.
2. The Marshal-in-Charge is responsible for making sure the rules are followed and that fencing combat takes place according to SCA policies, including the Code of Conduct. That can include:
 - carrying out inspections or delegating other marshals
 - making sure all bouts are properly supervised

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- dealing with any disputes or incidents, including escalating them when needed to the Group Fencing Marshal.
3. When you run a fencing combat event, you must send a report to the Group Fencing Marshal within 30 days of the event.

3.8.2 Group Fencing Marshal

1. The Kingdom Fencing Marshal appoints a Group Fencing Marshal, in consultation with the group Seneschal, to administer fencing combat within each group.
2. The Group Fencing Marshal is an administrative position. A person does not have to hold a fencing marshal authorisation to be the Group Fencing Marshal.
3. The Group Fencing Marshal is not required to provide training.
4. The Group Fencing Marshal is responsible for making sure the rules are followed for all events and practice. That can include:
 - appointing a Marshal-in-Charge
 - receiving reports on events
 - investigating any incidents, including matters brought to their attention by marshals or fencers
 - reporting each quarter to the Kingdom Fencing Marshal on fencing combat activities and any incidents.
 - escalating issues when needed to the Kingdom Fencing Marshal.
5. Group Fencing Marshals are appointed for two years. If necessary, the group Seneschal can request the Kingdom Fencing Marshal extend your warrant, for example if no-one else is available.

3.8.3 Kingdom Fencing Marshal

1. The Kingdom Earl Marshal, in consultation with the Crown, appoints a Deputy to serve as the Kingdom Fencing Marshal.
2. The Kingdom Fencing Marshal must hold and maintain a current fencing marshal authorisation and SCA membership.
3. The Kingdom Fencing Marshal is responsible for making sure fencing combat in the Kingdom is carried out according to these rules. This can include:
 - making sure each group has a Group Fencing Marshal
 - reviewing the reports from Group Fencing Marshals
 - investigating any incidents, including matters brought to their attention by marshals and fencers
 - taking disciplinary action where required
 - reporting to the Kingdom Earl Marshal and the Society Fencing Marshal on fencing combat activities and any incidents

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- administering and promoting these rules including, where necessary, updating the rules in consultation with the fencing community, the Kingdom and the SCA in Australia and New Zealand.
4. You can also use your discretion to authorise a fencing marshal in any category that you believe is required to benefit the Kingdom and the Society. This might include appointing experienced fencers or marshals in a category in order to promote that type of fencing within a group.
 5. You must make those appointments in writing, send a copy to the Kingdom Lists Officer as a record, and include the details of the appointment in your quarterly report.
 6. The Kingdom Fencing Marshal is appointed for two years. If necessary, the Kingdom Earl Marshal can recommend that your warrant be extended.

4 Rules For Managing Incidents

4.1 General

1. Everyone who takes part in fencing combat must follow these rules.
2. Marshals enforce the rules and have the authority to take action if there is a safety issue or if a fencer breaks the rules. Fencers also have the right to question a decision or to appeal any action that is taken against them.
3. This section sets out the actions and processes for managing incidents.

4.2 Breaking rules

1. Fencers can be suspended from combat for breaking the rules during a bout.
2. If the person supervising the field believes a fencer is breaking the rules, they will give the fencer a warning.
3. Following that warning, the Fencing Marshal-in-Charge can suspend a fencer for any of the following reasons:
 - (a) They have broken the rules for a third time.
 - (b) They are refusing to obey the lawful commands of the person supervising the field.
 - (c) The person supervising the field believes the fencer's behaviour poses a risk to you or to others.
4. Once a fencer has been suspended, they cannot take part in fencing combat until the incident has been resolved. This requires a ruling by the Group Fencing Marshal, with the approval of the Kingdom Fencing Marshal.

4.3 Excessive blows

1. If a fencer believes their opponent has hit them too hard (either accidentally or deliberately), this should be discussed upon the field.
2. If the fencer who raised the concern is not satisfied with the outcome of that discussion, they can make a written complaint to the Group Fencing Marshal.

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3. The Group Fencing Marshal will review the complaint and make a ruling in consultation with the Kingdom Fencing Marshal.
 4. The Group Fencing Marshal must tell the other fencer that a complaint has been made and is being investigated.
 5. The Group Fencing Marshal must write to both fencers advising them of the result of the investigation.

4.4 Injuries

1. If a fencer is injured and is unable to continue, or needs treatment from a health professional, the person supervising the field must stop the combat and report the incident immediately to the Fencing Marshal-in-Charge.
2. If the injury might have been because of the actions of the fencer's opponent (for example because of an excessive blow), the Fencing Marshal-in-Charge must suspend that fencer from combat while the incident is investigated.
3. The length of the suspension will vary depending on the circumstances, but will be the decision of the Fencing Marshal-in-Charge.
4. The Fencing Marshal-in-Charge must report any such injury to the Group Fencing Marshal as soon as possible.
 - The Group Fencing Marshal must report the incident to the Kingdom Fencing Marshal within 24 hours, and the Kingdom Seneschal within 24 hours if emergency services attend the event.
 - The incident must be reported using the Lochac Incident and Hazard Form located at <https://seneschal.lochac.sca.org/incident/>.
5. The Kingdom Fencing Marshal must ensure an investigation is conducted and provide a report to the Kingdom Earl Marshal within 10 days of the incident being reported.

4.5 Weapons failure

1. Marshals must investigate and report any serious weapons failure during a practice or combat, such as a broken blade, or blunts that a sword tip has punched through.
2. These incidents must be reported to the Kingdom Fencing Marshal within 14 days and to the Society Fencing Marshal within 90 days.

4.6 Other action

1. The Kingdom Fencing Marshal can suspend a fencer or marshal from taking part in fencing activities, if they receive 3 letters of complaint about the person.
2. The Kingdom Fencing Marshal must investigate these complaints in consultation with the responsible Group Fencing Marshal.

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3. The Kingdom Fencing Marshal must inform the person in writing of the suspension and the investigation.
 4. The Kingdom Fencing Marshal must complete the investigation and make any rulings within 6 weeks of the suspension being imposed.

4.7 Further action

4.7.1 General

1. If a person is suspended from fencing activities, the Kingdom Fencing Marshal can decide, after an investigation to take further action, after getting approval from the Kingdom Earl Marshal.
2. This action can include:
 - requiring the person to re-train to address the issue that led to the suspension
 - revoking the person's authorisation.

4.7.2 Mandatory re-training

1. The Kingdom Fencing Marshal will offer the fencer or marshal the chance to re-train to address the issue identified in the investigation.
2. If the person agrees, the Kingdom Fencing Marshal will ask the Group Fencing Marshal to appoint an Authorising Fencing Marshal to supervise the re-training.
3. Once the trainer is satisfied that the issue has been addressed, they will provide a written report to the Group Fencing Marshal.
4. The Group Fencing Marshal will test you, with the assistance of an impartial Authorising Fencing Marshal, to confirm that the issue has been resolved.
5. The test might be:
 - a verbal test to confirm that the person understands the rule in question
 - a combat test, where the fencer fights under the supervision of the impartial marshal to confirm that the issue has been resolved.
6. If the Group Fencing Marshal and their adviser consider the issue has been resolved, they will send a written report to the Kingdom Fencing Marshal.
7. Once the Kingdom Fencing Marshal is satisfied, they will notify the fencer or marshal in writing that the suspension has been lifted, subject to a 12-month probationary period.

4.7.3 Revoking an authorisation

1. If a person is suspended for a second time within your probationary period, the Kingdom Fencing Marshal will revoke their authorisation for 12 months. A

marshal who has their authorisation revoked will not be allowed to participate as a marshal or as a fencer.

2. After 12 months, the person will have the opportunity to authorise as a new combatant or marshal.
3. If a person's authorisation is revoked twice, the Kingdom Fencing Marshal will recommend to the Kingdom Earl Marshal and to the Crown that their authorisation is permanently revoked.

4.8 Appeals

1. Fencers have the right to appeal a decision to suspend them from combat at an event. They must make your appeal within 72 hours of being informed of the decision.
2. You should make your first appeal to the Fencing Marshal-in-Charge of the event. If you are not satisfied with the result, you can refer your appeal (in writing) through the Group Fencing Marshal to the:
 - Kingdom Fencing Marshal, and then to the
 - Kingdom Earl Marshal.
3. You have the right to appeal any decision by the Kingdom Fencing Marshal or the Kingdom Earl Marshal to suspend your authorisation, require re-training, or revoke your authorisation. You must lodge your appeal within 72 hours of being informed of the decision.
4. Appeals against decisions by the Kingdom Earl Marshal shall be heard by the Crown.
5. All appeals are covered by the grievance procedure in Kingdom Law.

5 Rules For Equipment

5.1 Protective material

1. There are four types of protective material. These are:
 - Rigid material
 - Penetration-resistant material
 - Abrasion-resistant material
 - Resilient padding.
2. Rigid material is defined as a material that will not significantly flex, spread apart or deform under pressure of 12kg applied by a standard mask tester repeatedly to any single point. Example of rigid material that may comply with the standard are:
 - 0.8mm stainless steel or 1mm mild steel
 - 1.6mm aluminium, copper or brass
 - One layer of hardened heavy leather (225g/8oz; 4mm).
3. Rigid material covering the face must be 12kg mesh (as found in a standard fencing mask) or perforated metal that meets the rigid protection standard. Perforated metal must have holes no larger than 3mm in diameter, with a minimum offset of 5mm.
4. Penetration-resistant material is defined as any fabric or combination of fabrics that passes the Standard Fencing Armour Test in Chapter 7 - Safety tests. Commercial fencing clothing that is rated to at least 550 Newtons complies with this standard.
5. Abrasion-resistant material is defined as fabric that will withstand normal combat stresses (such as being snagged by an unbroken blade), without tearing. Fabrics that do not comply with this standard include cotton gauze shirts and nylon pantyhose.
6. Resilient padding is defined as any material or combination of materials - equivalent to 6mm of closed cell foam - that absorbs some of the force of a thrust or blow.

5.2 Swords and daggers

1. The bladed weapons (swords and daggers) allowed for fencing combat in Lochac are:
 - (a) a sword, which has a blade length of between 45 cm (18 inches) and 122 cm (48 inches) and a grip no longer than 25 cm (10 inches)
 - (b) a two-handed sword, which has a blade length of between 76 cm (30 inches) and 122 cm (48 inches) and a grip measuring between 25 cm (10 inches) and 60cm (24 inches).
 - (c) The combined blade and grip length for a two-handed sword must not exceed 152 cm (60 inches).
 - (d) a dagger, which has a blade length of between 30 cm (12 inches) and 45 cm (18 inches) and a grip no longer than 25 cm (10 inches).
2. Blades must have at most one substantial curve.
3. All swords and daggers must have a substantially straight grip.

5.3 Blades

Sword and dagger blades used in Lochac can be made of steel or fibreglass.

5.3.1 Steel blades

1. Steel blades must be produced by a commercial entity and must meet the flexibility requirements in Chapter 7 - Safety tests.
2. You are not allowed to use sword blades that are similar to a modern fencing foil, epee or sabre, including double-wide epees or “musketeer” blades.
3. You can use “flexi-daggers” for Standard fencing. Flexi-daggers are not allowed in Cut and Thrust combat.
4. You must not use steel blades with kinks or cracks. Kinked or cracked blades cannot be repaired and must be retired.
5. You must not use a blade with a sharp bend or an “S” curve. You can try to re-curve the blade, but a marshal must inspect the blade and agree that it can be used again.
6. You must not do anything that might change the temper of the blade or affect its flexibility. This includes grinding, cutting, heating or hammering the blade. Normal combat stresses and blade care do not violate this rule. Exceptions to the rule are:
 - (a) You can change the length or width of the tang.
 - (b) You can shorten a blade, as long as it still meets the flexibility requirements.
 - (c) You can file the end of the tip to make it blunt.

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- (d) You can weld a nut or another blunt metal object to the tip to spread impact, as long as you take care to avoid changing the temper of the blade.

5.3.2 Fibreglass blades

1. Fibreglass blades must meet the flexibility requirements in Chapter 7 - Safety tests.
2. Fibreglass blades must be made only using fibreglass rod, glue and fibreglass and vinyl tapes. You can use metal to mount the hilt, but it must extend no longer than 10cm along the blade.
3. The blade must be wrapped in vinyl duct tape (not cloth or metal-backed). If you use fibreglass strapping tape to make the blade, this must be completely covered by the outer wrapping tape.

5.4 Tips

1. The tip of a blade must be blunted, with no sharp edges or corners.
2. You must cover the tip with a “blunt”.
 - (a) The blunt can be made of shatter-resistant polymer, rubber or leather.
 - (b) The blunt must have a minimum size of 9mm on any surface that strikes the opponent.
 - (c) Polymer and rubber blunts must be at least 3mm thick between the striking surface and the tip or edge of the blade. Leather blunts must be at least 1.6mm thick.
3. You must replace the blunt if it looks like it is bulging or cracking, if there are signs the tip of the blade is breaking, or, in the case of a polymer blunt, if the plastic is changing colour.
4. Your blunt must be a different colour to the blade, so that you can tell if the blunt is missing.
5. You must tape or glue the blunt to the blade, so that it will not fly off under reasonable combat conditions.
6. You must make sure the tape does not cover the front of the blunt, so that you can tell if the tip of the blade is breaking through.

5.5 Other sword parts

1. Sword and dagger hilts, handles, pommels and other parts not meant to strike the opponent can be made of metal, wood, leather or a reasonable facsimile.
2. The ends of quillons and pommels must be blunt.

5.6 Spears

5.6.1 General

1. You can use two kinds of spears for fencing combat in Lochac. These are
 - rubber-headed spears
 - steel-headed spears.

5.6.2 Rubber-headed spear

1. Rubber-headed spears must be made of a flexible rubber head mounted on a rattan haft.
2. The spear-head must be purchased from a commercial vendor as a spear tip or spike with a head length of between 10c m (4 inches) and 51cm (20 inches). The rubber at the tip must be at least 6 mm (1/4 inch) thick.
 - (a) The flexible tip must extend at least 10 cm past the end of the haft.
 - (b) The spear-head must flex to 90 degrees with hand pressure and must substantially return to its shape within 3 seconds
3. The rattan haft must have a diameter between 28.5 mm (1 1/8th inch) and 35 mm (1 3/8th inch):
 - (a) The haft must be inserted at least 5c m (2 inches) into the spear-head. The head must be friction-fitted to the haft according to the manufacturer's instructions.
 - (b) The head must be taped to the haft with strapping tape, fibreglass tape or duct tape. Contrasting coloured tape must be wrapped around the base of the head, so that the head's absence is readily apparent.
 - (c) The haft must have a flat end at the head of the spear with a diameter of at least 12 mm (1/2 inch). The butt end of the haft may be rounded.
4. You can put tape on the haft to help prolong its life.
5. You can add augmentations or decorations, for example to stop a blade sliding along the haft or to make the haft easier to grip, but they must not weaken the haft or pose a safety risk. You cannot use augmentations that are designed to trap a blade.
6. The total length of the spear must be no longer than 275 cm (9 feet).

5.6.3 Steel-headed spears

Under the SCA Fencing Marshals' Handbook (April 2020) steel-headed spears will not be permitted for fencing combat after 31 December 2021, at the direction of the Society Marshal.

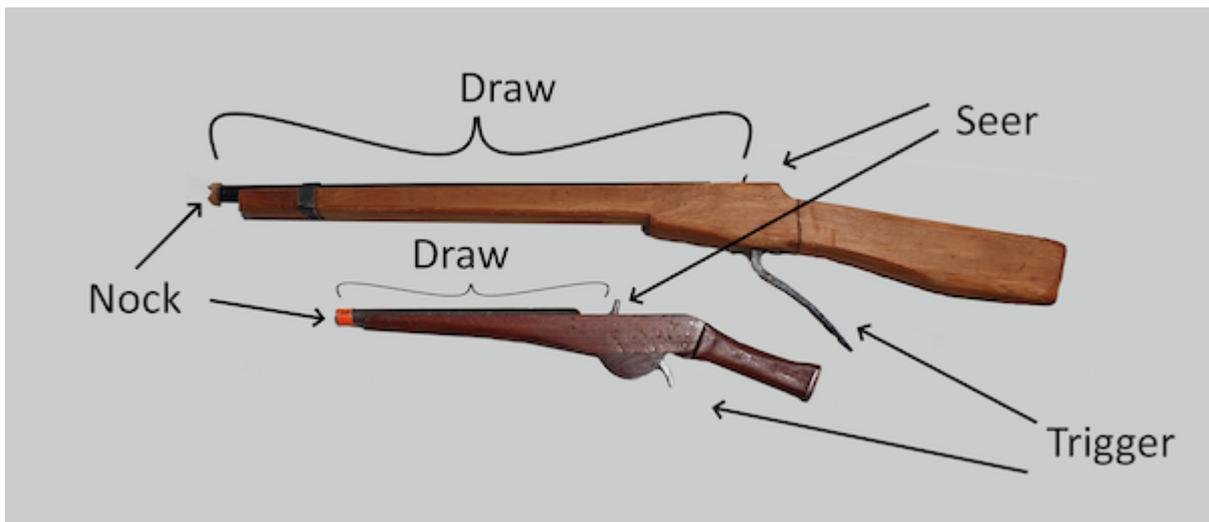
1. Steel-headed spears must be made of a metal blade head mounted on a wooden or rattan haft:

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- (a) The metal head must be similar in design to the commercially available Alchem pike and Amazonia spear.
 - (b) The head must be at least 91.4cm (36 inches) long, as measured from the tip to the top of the tang. The head must comply with the flexibility requirements of swords in Chapter 7 - Safety tests.
 - (c) The head must be secured to the haft by screws or pins.
2. You can add augmentations to the haft (see rule 5.6.2.5).
 3. The total length of the spear must be no longer than 244cm (8 feet).
 4. The maximum weight of the weapon must not be more than 1.36kg (3lbs).

5.7 Rubber band guns

5.7.1 Guns

1. Rubber band guns must look like a period muzzle-loading weapon dated before 1600CE.
2. Rubber band guns must be made of sturdy, lightweight materials that will stand up to normal combat. You must make sure all edges and corners are smoothed off and that there are no splinters or cracks.
3. There are two categories of rubber band guns, classified by draw length - the distance between the nock and the seer attached to the trigger that the ammunition hooks onto:
 - (a) Short-arm rubber band guns have a draw length not exceeding 45cm.
 - (b) Long-arm rubber band guns have a draw length exceeding 45cm.



5.7.2 Ammunition

1. Rubber band ammunition must be made from commercially available rubber tubing and must not contain any metal parts:

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2. Ammunition must not use any rigid materials beyond the minimum required to join the ends together. Any hard plastic on the outside of the band should be covered and smoothed by vinyl duct tape or plastic shrink wrapping.
 3. You are not allowed to fill the rubber bands with sand or liquids.
 4. You must mark each band to identify the owner.
 5. You can only use ammunition that has been inspected with the weapon you are using. You are not allowed to collect used ammunition during combat.
 6. Ammunition must have a draw strength no greater than 13.6 kg (30 pounds). Ammunition must be tested when new and regularly to ensure it complies with this rule.
 7. The circumference of the ammunition depends on the category of rubber band gun.
 8. There is no restriction on the circumference of short-arm rubber band gun ammunition
 9. The circumference of long-arm rubber band gun ammunition must be at least the draw length of the rubber band gun.
 - (a) For example, if an rubber band gun has a draw length of 46cm, then the ammunition must have a circumference of at least 46cm.
 - (b) As a practical measure, a marshal can flatten a band in half, and use that to measure it against the draw length of the rubber band gun.

5.8 Defensive objects

5.8.1 General

1. There are two types of defensive object:
 - rigid
 - non-rigid.
2. Rigid defensive objects must be made of sturdy materials that will stand up to the stresses of normal combat. You must make sure that all edges or corners are smoothed and that there are no cracks or splinters.
3. Non-rigid objects may be made of cloth, leather and similar yielding materials. They may be weighted with soft material such as rope or rolled cloth. They may not be weighted with any rigid material, nor with materials that are heavy enough to turn the object into a flail or impact weapon.
4. Defensive objects that contain both rigid and non-rigid components (such as a flag on a pole) must meet both sets of requirements. You cannot throw these objects (including, for example, a cloak with rigid clasps) at your opponent.
5. You are not allowed to use an object that can bind an opponent's weapon to their body, or to their other weapon or defensive object - either deliberately or by

accident. This might include ropes or whips. You can use a coiled rope or whip to deflect a weapon.

5.8.2 Non-standard defensive equipment

1. Non-standard equipment must be approved by the Fencing Marshal-in-Charge.
2. You can put a simulated spike or a similar offensive item on your buckler or shield.
 - (a) Offensive items must only be made of cloth, foam, leather, glue and tape and must not contain rigid materials.
 - (b) On inspection, the offensive item must provide progressively resistant “give”, without allowing contact with any underlying material.
3. You must tell your opponent if you are using non-standard equipment. They can decide not to face it and ask you to use something else.

6 Inspections

This outlines a basic overview of the key points of an inspection at training or events.

The items to check, listed below, are not meant to cover every item in the rules. Marshals are encouraged to use their best judgement to conduct any aspect of an inspection more thoroughly.

Note: Penetration-resistant material, masks and blade flexibility must be tested at least every two years, separate to inspections at events. For more information about these tests see Chapter 7 - Safety tests.

6.1 Inspecting protective equipment

6.1.1 General

1. When inspecting protective equipment, you may not be able to see every part of the equipment. In these cases, ask the fencer about their equipment to check that they know the rules and believe they are wearing the right equipment.
2. You might have to ask the fencer to touch or manipulate their protective equipment to check that it meets the rules and fits properly. You should avoid touching the fencer when carrying out a COVID-safe inspection (see section 6.4).

6.1.2 Overall inspection

1. Check what type of combat the fencer is planning to participate in. Check that they have the appropriate level of protection for that category (for example, that they are wearing of rigid back-of-head protection and resilient padding on elbows and knees for Cut and Thrust Combat).
2. You might have to ask the combatant what their penetration-resistant clothing is made of. For example, it may be a combination of a penetration-resistant doublet and reinforced underarms sewn into their undershirt. If you cannot see the undershirt in this scenario, ask them if they're wearing it.
3. Ask the fencer to adopt a common combat pose, such as a lunge, to check that there are no substantial gaps in their penetration-resistant clothing.
4. Check that the fencer is wearing rigid neck protection.

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5. Ask the fencer if they are wearing the appropriate groin protection and rigid protection on any vulnerable body part. It is up to them to know what they need to wear.

6.1.3 Inspecting masks and helms

1. Inspect the mask or helm before the fencer puts it on.
2. Check that the materials meet the rigid material standard, and do not have excessive rust or dents that could weaken the material.
3. If you are concerned about the face mesh on a fencing mask, you can test it using a standard commercial 12 kg mask punch.
4. Look inside the mask or helm to check that it has no substantial protrusions, and that there is enough padding or a proper suspension to prevent it from hitting the fencer's head.
5. After the fencer puts on the mask or helm, check that it fits snugly in a way that should prevent the mask from hitting the fencer's head or face. You may need to ask the fencer push or pull on the mask or helm to make sure it doesn't come into contact with their head or face.
6. Check that the mask is secured by a second fastening below the jawline.

6.1.4 Inspecting gloves

1. Gloves must be made of at least abrasion-resistant material.
2. Check for any significant openings, breaks or cuts that could allow the point or edge of a blade to make contact with the skin.
Note: Stitches in sewn leather can cause small gaps at the seams. These should be acceptable if there is no sign of the seam coming apart.
3. Check that the gloves provide enough coverage to make sure that no skins shows between the glove and the fencer's sleeves. Ask the fencer to adopt a common fencing pose such as a lunge, to check that there are no substantial gaps when they move.
4. For Cut and Thrust Combat:
 - (a) Check that the fencer's hand protection (combination of glove and/or sword or defensive object) has enough padding or rigid protection.
 - (b) If their gloves only have padded protection, remind them that they are not allowed to fight with or against a two-handed weapon.
 - (c) Ask the combatant to hold their weapon or defensive object as they would in combat.
 - (d) Check that the combined protection covers the back of the hands, fingers, and 2.5 cm above the wrist to protect against percussive cuts from normal and reasonable angles. An appropriate test is: can you see a straight line,

approximately 10 cm long, into which a sword could cut with the edge on any part of the back of their hands, fingers, or wrist?

- (e) A shield alone is not sufficient in Lochac, since it covers only the back of the hand, but not the wrist, fingers or thumb.

6.2 Inspecting weapons

6.2.1 Inspecting bladed weapons

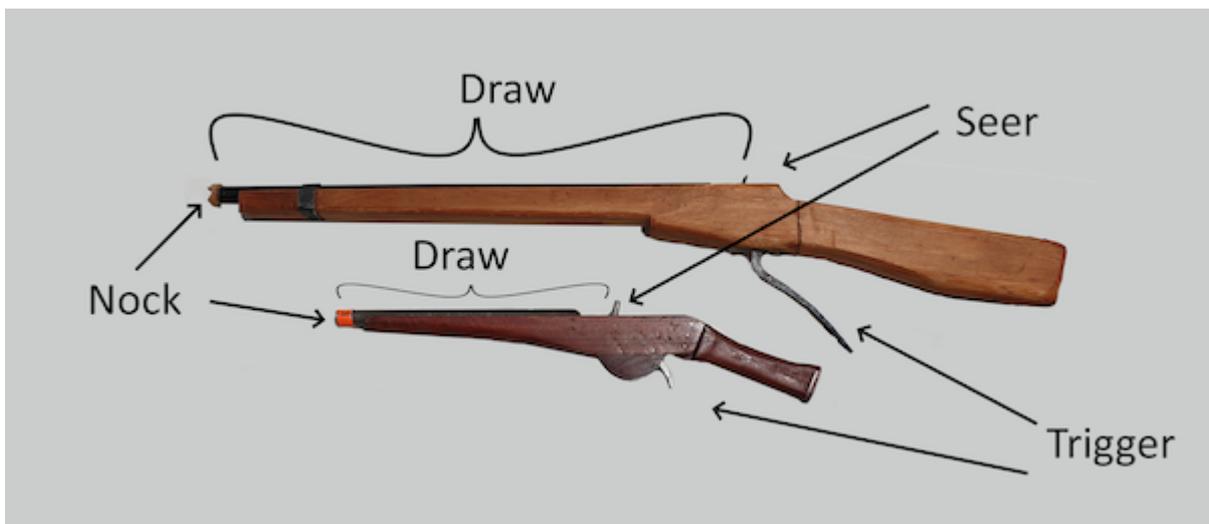
1. Inspect the overall weapon:
 - (a) Check that the length meets the rules for daggers, swords and two-handed swords.
 - (b) Check that the weapon is in good condition - for example, that it isn't likely to fall apart during a fight.
2. Inspect the blade:
 - (a) Check for nicks that could cut an opponent. You can do this visually and by running a gloved hand lightly along the edges of the blade. Run your hand in both directions. Be careful - a potentially harmful nick could also injure you. If the blade has substantial nicks, they will need to be filed or sanded before the weapon can be used.
 - (b) Look down the length of the blade to look for kinks, cracks or bends.
 - (c) Kinked or cracked blades cannot be repaired and must be retired.
 - (d) Fencers must not use a blade with a sharp bend or an "S" curve. They can try to re-curve the blade, but you must re-inspect the blade and agree that it can be used again.
 - (e) Check the flexibility of the blade. If in doubt, check the blade using the flexibility test in Chapter 7 - Safety tests.
3. Inspect the blunt:
 - (a) Check the blunt visually for cracks, bulging, or discoloration, or any other signs that the sword is starting to punch through the blunt.
 - (b) Frequently, it isn't possible to check the internal components of the blunt. For example, if the blunt is made of leather, it might not be possible to check that the leather is thick enough. Ask the fencer about how the blunt was made, to check that they know the rules and that their blunt meets the requirements of the rules.
 - (c) If the blunt does not meet the requirements, it must be replaced before the weapon can be used.
 - (d) Check that the blunt is unlikely to come off during combat, by pulling on it.
4. Inspect the guard:

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- (a) Check that the different parts of the guard are securely - for example that a bar is not broken, or that welded parts are secure.
 - (b) Check that the quillons and pommels do not have sharp or pointed ends.

6.2.2 Inspecting rubber band guns

Note: rubber band guns must be inspected in a place that is out of range of any unarmoured participants or spectators. The people conducting the inspection (the marshal and the combatant) must wear full face protection during the inspection.

1. Check for any major splinters or nicks in the gun that could injure an opponent.
2. Check that the different components of the gun are securely fastened - for example if the gun has a separate barrel.
3. Check the ammunition to ensure it contains no metal parts or fillings.
4. Ask the fencer or gunner when the ammunition was last tested for draw strength. If in doubt, check the draw strength using the ammunition test in Chapter 7 - Safety tests.
5. Check the draw length of the rubber band gun. For long-arm rubber band guns with a draw length of more than 45 cm, check the circumference of the ammunition is at least the same as the draw length. Flatten two rubber bands in half and use that to measure against the draw length, as shown in the figure.
6. Select a piece of ammunition to check that the gun operates properly.
 - Ask the combatant to load the weapon, wait 10 seconds and then discharge the weapon into the ground, to check that the rubber bands are properly secured when loaded.



6.2.3 Inspecting spears

1. Inspect the head
 - (a) For rubber-headed spears, check that the tip is flexible, and returns substantially to its original shape within 3 seconds.

(b) For metal-headed spears, follow the inspection methods for a bladed weapon.

(c) Check that the head is securely fastened to the haft.

2. Inspect the haft

(a) Check that the haft is made of appropriate material (rattan for rubber-headed spears; wood or rattan for metal-headed spears).

(b) Check that the rattan haft is the appropriate diameter (between 28.5 mm and 35 mm).

(c) Check that the spear is the appropriate length (no longer than 275 cm for rubber-headed spears, or 244 cm for metal-headed spears).

(d) Check that the haft does not have dangerous splinters, nicks or protrusions.

6.3 Inspecting defensive objects

1. Check for any major splinters, nicks, or features that could injure an opponent.
2. Check if a cloak or non-rigid defensive object contains any rigid parts. If it does, remind the opponent that they may not throw it at their opponent.
3. Check any non-standard offensive parts.

6.4 COVID-safe low-contact inspections

The following steps are a guide for marshals on how to conduct a no- or low-contact inspection of weapons and equipment.

This process is required in Australia while there are physical distancing requirements, and is optional in New Zealand at Alert Levels 1 and 2.

6.4.1 Protective Equipment

1. Marshals must wear abrasion-resistant gloves to conduct all inspections of fencers.
2. Physical distancing should be maintained while conducting inspections. If the Marshal needs to break distancing, they must wear a face covering.

6.4.2 Armour check

1. Ask the fencer to stand at an appropriate distance in front of you.
2. Ask the combatant to show you the inside of their mask or helm:
 - (a) Inspect by sight to assess if the padding is intact.
 - (b) If in doubt, ask the fencer to press the padding to check that it is still resilient.
3. Ask the fencer to put on their mask or helm.

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4. Ask the fencer if they are wearing groin protection (if applicable).
 5. Ask the fencer to present their gloved hands, palms up. Inspect the gloves by sight, looking for any rips or holes.
 6. Ask the fencer to turn their hands palms down and repeat the inspection.
 7. Ask the fencer to spread their arms to the sides. Inspect the armpits by sight, looking for separated seams, rips or holes.
 - (a) If you are not certain about the underarm coverage, discuss it with the fencer.
 - (b) You might need to ask the fencer to press or pinch the cloth under the arm to demonstrate its coverage.
 8. Ask the fencer to lift their coif or mask bib to show you the gorget.
 9. Check that the gorget provides rigid protection for the entire neck.
 10. Check that the fencer has a secondary fastening to secure their mask.
 11. Visually check all the armour to ensure there are no gaps showing skin. This includes checking that normal movements (such as a lunge) will not expose skin.

6.4.3 Weapons check

1. Ask the combatant to stand to one side and present their sword or dagger so that the blade is in front of you. They should hold the hilt.
2. Wearing a fencing glove, check the blade for nicks and ensure the blunt is securely fixed to the tip.
3. Use your gloved hand to check a buckler or baton for nicks, chips or splinters.
4. Inspect a cloak for any rigid material. If there is rigid material, the combatant is allowed to use the cloak as a defensive item, but they are not allowed to throw it.

7 Safety Tests

Penetration-resistant material, masks, blade flexibility and rubber band gun ammunition must be tested by an authorised marshal at least every two years, separate to inspections at training and events.

7.1 Penetration-resistant material

Penetration-resistant material is tested using a drop tester that meets SCA standards.

The specifications for creating a drop tester are available in Appendix 3 of the Society Fencing Marshals' Handbook.

The drop tester enables marshals to consistently test material by dropping a known weight a known distance, creating a known impact.

7.1.1 Drop test procedure

7.1.1.0.1 Equipment

To conduct the test you need all pieces shown in the figure, including:

- a guide tube
- a drop probe
- a 75 mm threaded PVC flange
- two hose clamps
- a screw driver or nut clamp to tighten the hose clamps.



7.1.1.0.2 Procedure

1. Use a hard surface. Carpet or grass absorb impact and make the test unreliable.
2. Set the flange thread side up and lay the test fabric over it.
3. Fit the first hose clamp over the fabric and flange, and pull the fabric tight as you push the clamp down. Tighten the clamp.
4. Fit the second clamp below the flange so that it is touching the first. Make sure the fabric is firmly secured.
5. Place the guide tube vertically in the centre of the fabric.
6. Insert the probe into the guide tube, lined up to the mark to drop it from the prescribed height.
7. Drop the probe.
8. Examine the fabric.
 - (a) For multiple layers, if the probe has penetrated anything below the top layer of fabric, the material fails.
 - (b) For a single layer garment, if the probe penetrates that layer, the material fails.
9. If the probe does not punch through, check that the clamps are still secure and that the fabric did not slip.
10. If the marshal is satisfied, the material passes.

7.1.2 Exemptions

The following materials are known to pass these tests when new:

- ballistic nylon rated to at least 550 Newtons
- commercial fencing clothing rated to at least 550 Newtons

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- mail made of welded or riveted steel rings that will not admit a 5/32 inches (4 mm) diameter probe. Rings no greater than 0.155 inches (4 mm) in internal diameter made of wire no less than 0.020 inches (0.5 mm) thick meet this requirement

These materials only need to be tested at the marshal's discretion.

7.2 Blade flexibility

To test the flexibility of a blade, follow this procedure.

1. Clamp or hold the blade, where it meets the tang, on a rigid surface, such as a table, to ensure it doesn't move at the table end. The rest of blade must extend off the rigid surface so that it is unsupported.
2. Hang a 170 gram (6oz) weight 25 mm from the tip.
3. If the blade of a dagger flexes at least 12.5 mm (1/2 inch), it meets the standard.
4. For a sword used in Fencing Combat, the blade must flex at least 25 mm (1 inch).
5. For a sword used in Cut and Thrust Combat, the blade must flex at least 12.5 mm (1/2 inch).

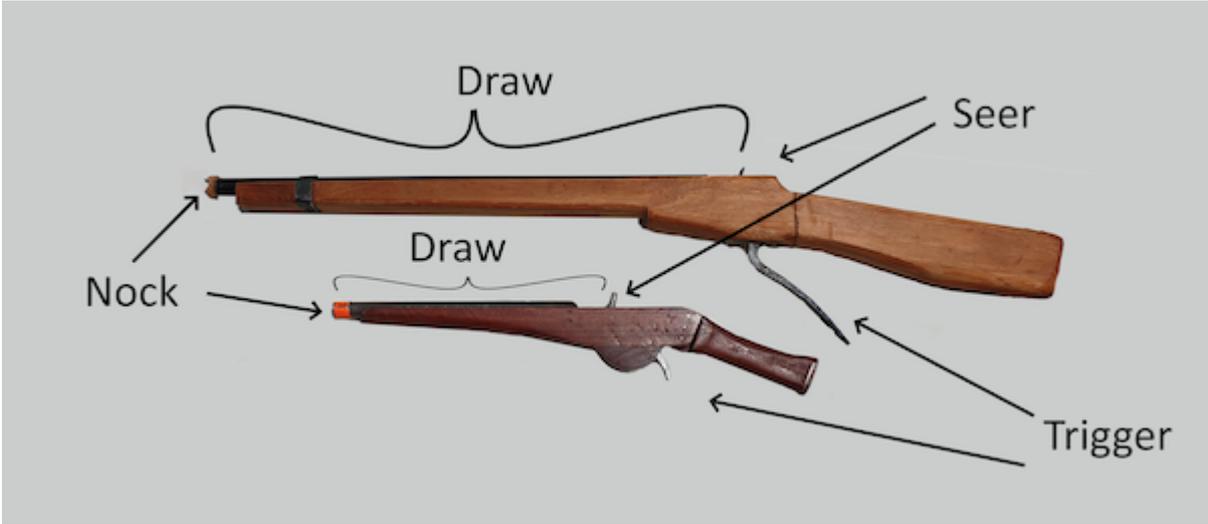
7.3 Rubber band gun ammunition tests

7.3.1 General

1. Rubber band gun ammunition must be tested to ensure it complies with the draw strength requirement of no greater than 13.6 kg (30 pounds). The following test can be conducted using a digital luggage scale, with reference to the figure.
2. Ammunition tests must be conducted at a location out of range of other people.
3. Marshals and participants in the inspection must wear a face mask.

7.3.2 Procedure

1. Attach the luggage scale to the rubber band. Switch the scale on.
2. Fit the band to the nock.
3. Using the scale, draw the rubber band all the way to the seer.
4. Check the weight on the scale to ensure it complies with the rules.



8 Authorisation Procedures

8.1 General

1. Participants must be authorised to compete in any fencing combat event or to serve as a marshal.
2. To be authorised, participants must pass a verbal and practical test to show that they:
 - understand the rules
 - understand the requirements for protective equipment and weapons
 - can fight safely (for a combat authorisation).
3. Special considerations should be made for fencers with unique needs. All fencers must be able to fight safely, but this may take a different form for different people. For example, a person using a wheelchair might not be able to move laterally but might demonstrate the ability to curl defensively rather than stepping out of the way when necessary.

8.2 Authorising a fencer

1. There are 4 categories of authorisation for fencing in the Kingdom of Lochac:
 - Standard Fencing Combat
 - Cut and Thrust Fencing Combat
 - Spear
 - Rubber Band Gun (for non-fencing combatants)

8.2.1 Assessing a fencer

Authorising a fencer revolves around safety; can the fencer behave in a way that they are unlikely to injure themselves or others?

Assessing a fencer for safety includes the following:

8.2.1.0.1 Verbal test

1. Can the fencer explain what protective equipment they should wear, and why it is required?
2. Do they understand the equipment requirements for weapons and defensive objects?
3. Do they know where to ask questions if they should run into any issues regarding an aspect of SCA combat?

8.2.1.0.2 Combat test

1. Can the fencer advance and retreat safely, moving in a controlled way on uneven ground?
2. Can they use their weapons safely to:
 - attack their opponent and their weapon?
 - score a good blow using a thrust, cut or percussive cut (in a Cut and Thrust authorisation), without hitting too hard?
 - defend against an attack from their opponent?
3. Can they fight safely using either hand?
4. Can they use the different defensive objects safely?
5. Can they demonstrate the correct actions when a hold is called?
6. Can they fight safely:
 - from their knees or sitting?
 - when their opponent is on their knees or sitting?
7. Can they continue to fight safely when their opponent is advancing rapidly or retreating?
8. Can they properly acknowledge a good blow?
9. Can they fight safely against multiple opponents and as part of a team? (Note: this should be tested if it is possible, allowing for the number of available fencers to take part in the authorisation bout.)
10. Can they perform a “kill from behind” as described in the melee rules?
11. Can they “kill a gunner” as described in the rules?

8.2.2 Assessing a Gunner

A gunner is a non-fencing combatant who is authorised to use a rubber band gun.

Assessing a Gunner for safety includes the following:

8.2.2.0.1 Verbal test

1. Can the Gunner explain what protective equipment they should wear, and why it is required?
2. Do they understand the equipment requirements for a rubber band gun?
3. Do they know where to ask questions if they should run into any issues regarding an aspect of SCA combat?

8.2.2.0.2 Combat test

1. Can the Gunner use their rubber band gun safely, including loading, re-loading, and targeting and firing at their opponent?
2. Can they demonstrate how to safely discharge their rubber-rubber band gun when a hold is called?
3. Can they respond correctly to a fencer using the “killing from behind” or “killing a gunner” rules?

8.3 Authorising a marshal

There are two categories of authorised marshals in the Kingdom of Lochac:

- Fencing Marshals
- Authorising Fencing Marshals

8.3.1 Fencing Marshals

Note: Fencing Marshals do not have to be authorised fencers.

Fencing Marshals are responsible for inspecting fencers to ensure that their protective equipment and weapons meet the requirements of these rules. They must be authorised by an Authorising Fencing Marshal. The marshal authorisation should include a verbal test to show that the marshal understands:

- the rules
- the requirements for protective equipment and weapons
- calling a hold and dealing with safety issues
- how to escalate matters through the chain of command.

The authorisation should also include a practical test to show that the marshal is able to properly conduct an inspection of a fencer’s protective equipment and weapons. This test may include a scenario where the fencer’s equipment or weapon does not meet requirements.

8.3.2 Authorising Fencing Marshals

Note: Authorising Fencing Marshals must be authorised fencers. They also must be authorised in a category (for example, Cut and Thrust Combat) to be able to authorise a fencer in that category. They must also have a current authorisation card to conduct an authorisation.

Authorising Fencing Marshals are responsible for authorising fencers to take part in combat, or authorising marshals. An Authorising Fencing Marshal must be authorised by two Authorising Fencing Marshals. The marshal authorisation should include a verbal test to show that the marshal understands:

- the rules
- how to escalate matters through the chain of command.

The authorisation should also include a practical test to show that the marshal is able to properly conduct an authorisation, working with an authorised fencer acting as a candidate. This includes:

- running the verbal test
- supervising the combat test
- deciding whether to pass or fail the candidate, providing the reasons for doing so
- recommending a course of action for a candidate who fails.

This test may include a scenario where the candidate deliberately fights outside the rules to test the marshal's awareness and understanding. (This must be planned between the two combatants, so that safety is maintained).

9 Changing The Rules

9.1 Precedence

1. These rules have precedence as set out in section I.A of the Corpora of the Society for Creative Anachronism Inc.
2. At all times, mundane law has precedence over any and all rules of the SCA.

9.2 Changes to the rules

1. In accordance with section II of the Laws of the Kingdom of Lochac, which can be found at <https://seneschal.lochac.sca.org/laws-of-lochac/>, temporary restrictions on activities normally allowed by these rules may be made by proclamation of the Crown, but they will expire after 30 days unless renewed by proclamation, or permanently incorporated into the rules.
2. Permanent changes to the rules can only be made using the following procedures, and shall only come into effect after all of these steps are complete:
 - (a) The change is approved by:
 - i. the Crown; and
 - ii. the Kingdom Seneschal; and
 - iii. the Board of SCA Ltd, and
 - iv. the Committee of SCA NZ Inc.
 - (b) The change is proclaimed by the Crown at an official event.
 - (c) Notification of the change is distributed to all Group Fencing Marshals.
 - (d) The Fencing Combat Handbook (this document) is updated.
 - (e) Notification of the change is published in Pegasus.
3. The only exception to this procedure is in the case of mundane law changes that contradict these rules. In the event of a change to mundane law, that law will become effective immediately and these rules will be updated as soon as possible.
4. Typographical corrections and minor changes to clarify wording, that do not change the substance or intent of a rule, can be made by the Kingdom Fencing Marshal without going through this procedure.

9.3 Requesting rule changes

1. The procedure for requesting a change to these rules is as follows:
 - (a) Discuss the proposed change with the Group Fencing Marshal.
 - (b) The Group Fencing Marshal forwards the proposed change to the Kingdom Fencing Marshal.
 - (c) The Kingdom Fencing Marshal conducts appropriate consultation with the fencing community, including discussion with the Kingdom Earl Marshal.
 - (d) The Kingdom Fencing Marshal formally submits the proposed change to the Kingdom Earl Marshal, and to the Society Fencing Marshal if required.

9.4 Experimenting with the rules

1. Members of the fencing community can propose a substantial change to these rules, such as the addition of a new category of weapons, a new technique, or a reduction in protective equipment requirements.
2. These changes can only be considered following an approved experiment where training and combat is conducted according to the proposed new rules.
3. The Kingdom Fencing Marshal can approve an experimental program, subject to the agreement of the Kingdom Earl Marshal and the Society Marshal.
4. To obtain approval, the people proposing the change must submit an experimental program plan including:
 - a description of the proposed new weapon, technique or equipment change
 - a description of how the experiment will be conducted in training or combat
 - a minimum time frame for the experiment to be conducted
 - a reporting schedule (at least quarterly)
 - anticipated risks
 - contact information for the person who will conduct the experiment and report to the Kingdom Fencing Marshal.
5. The Kingdom Fencing Marshal will report at least quarterly to the Kingdom Earl Marshal and the Society Fencing Marshal on the progress of the experiment, including any injuries and any concerns from fencers or marshals involved in the experiment.
6. The Society Fencing Marshal will decide if the rule change should be recommended to the Society Marshal.
7. The Society Marshal will decide whether to recommend that the SCA Board of Directors approve changes to the Society Fencing Marshals' Handbook.
8. More information about Society experiments is in Appendix 6 of the Society Fencing Marshals Handbook.

10 Glossary

10.1 Terms related to fencing

Hold A call to immediately stop all activity on the field for safety concerns. Any person may call a hold.

Line In melee combat, a minimum of two combatants, on the same side, in contiguous mutual weapons support range.

10.2 Terms related to types of blows

Thrust The front (i.e. head-on cross section) of the point of a blade makes contact with the opponent.

Tip Cut The tip of the blade is placed upon the opponent and moves across the opponent by dragging along the line of the edge of the sword.

Draw Cut The edge of the blade is placed upon the opponent and slides in the line of the sword or dagger by:

- pulling (i.e. contact starts closer to the hilt and ends closer to the tip)
- pushing (i.e. contact starts closer to the tip and ends closer to the hilt).

Percussive Blow The edge of the blade makes contact with the opponent with controlled force such that the opponent can reasonably feel the contact.

10.3 Terms related to acknowledging blows

Head The head and entire mask or helmet

Body The body head and torso includes the head and entire helmet, the neck, chest, abdomen, back, and the regions on the inner part of the upper arm and the inner thigh extending 10cm down from the armpit and the inner thigh, respectively

Hand The hand, including all fingers, up to and including the wrist

Arm The arm not including the hand or the area defined as part of the body

Upper Leg The upper leg, not including the area defined as part of the body, down to and including the top of the kneecap and the crease at the back of the knee

Lower Leg The foot, lower leg, and knee below the upper leg

Torso The torso includes the chest, abdomen, back, and the region on the inner part of the upper arm and inner thigh extending at least 10cm from the armpit and the groin.

In this context, external reproductive organs refers to penis and/or testicles

Hemangioma A collection of blood vessels at the surface of the skin, characterized as a raised red growth. Hemangiomas that bleed more easily than regular skin must be covered by rigid material.

10.4 Terms related to equipment

Abrasion-resistant material Material that will withstand normal combat stresses (such as being snagged by burr on a metal 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
- opaque cotton, poly-cotton or lycra/spandex mix tights

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

Penetration-resistant material Material that will predictably withstand a puncture as shown by passing a penetration test. The following materials are known to pass these tests when new:

- ballistic nylon rated to at least 550 Newtons
- commercial fencing clothing rated to at least 550 Newtons
- mail made of welded or riveted steel rings that will not admit a 5/32 inch (4 mm) diameter probe. Rings no greater than 0.155 inch (4 mm) in internal diameter made of wire no less than 0.020 inch (0.5 mm) thick meet this requirement

The above 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.

Under Armour, Spandex, and other similar stretchy materials are not suitable components of penetration-resistant material and must not be included in testing. Kevlar is not an acceptable material, as it degrades rapidly.

Resilient padding Material that compresses under pressure from a thumb but returns to its shape within 3 seconds of the pressure being removed

Rigid material Material that will not significantly flex, spread apart, or deform under pressure of 12kg applied by a standard mask tester, repeatedly to any single point. Examples of rigid material are:

- 22 gauge stainless steel (0.8 mm)
- 20 gauge mild steel (1.0 mm)
- 16 gauge aluminium, copper, or brass (1.6 mm)
- one layer of hardened heavy leather (8 ounce, 3.2 mm)

Perforated material that meets this requirement must have holes no larger than 3 mm in any direction, and a spacing of at least 5 mm centre-to-centre.

10.5 Terms relating to weapons

Blunt A protective covering for the tip of a sword or dagger.

- A blunt can be made of shatter-resistant polymer, rubber or leather.
- It must have a minimum size of 10mm in any direction that strikes the opponent.
- Polymer and rubber blunts must be at least 3mm thick between the striking surface and the tip or edge of the blade.
- Leather blunts must be at least 1.6mm thick.

11 Change Log and Notes

11.1 Version 5.3 - 21 January 2023

2.8.4.1 Removes 'the inner thigh' from the definition of the parts of the body that must be covered by penetration-resistant material.

11.2 Version 5.2 - 18 October 2022

2.8.4.1 Revoking the previous change to remove inner thigh from the wording as this change was not approved by the Board of SCALA and Committee of SCANZ, although it was changed at Society level.

11.3 Minor changes Version 5.1 - 15 May 2021

2.6.3 Specifies that spears can be used one-handed (not only after a hand is incapacitated) consistent with the Society Fencing Marshal Handbook.

2.8.4 Removes 'the inner thigh' from the definition of the parts of the body that must be covered by penetration-resistant material, consistent with the Society Fencing Marshals Handbook.

4.4 Specifies that incidents and injuries must be reported using the Lochac Incident and Hazard Form.

7.1.1.2 Specifies that after a drop test the material fails if the probe penetrates beyond the first layer.

Specifies that a single layer garment fails if the probe penetrates that layer.

8.3 Removes a second definition of Torso. Removes 'the inner thigh' from the definition of Torso.

Additions to Change log Notes on 2.6.5 (use of the hand to parry the wrist);
5.4.3(b) change in dimension of blunts.

11.4 Version 5.0 Effective 1 May 2021

- Change of terminology from “Rapier” to “Fencing”, consistent with the Society Fencing Marshals’ Handbook
- Plain English approach and restructure by topic, for example: Rules for Fencers, Rules for Marshals.

11.4.1 Introduction

1.1 Specifies that all fencing combat activities in Lochac must follow the policies and requirements of SCA Australia and New Zealand.

1.4.2 Specifies that fencing combat is subject to mundane laws, including Victorian weapons laws.

1.5(5) The Society Marshal has granted minor combatants in Lochac an exemption from the requirement to wear a marking that identifies them as a minor.

11.4.2 Rules for Fencers

2.4.2 (2) Specifies that there is no waiting period to authorise for Cut and Thrust Fencing or to authorise to use a spear, if you have a Standard Fencing authorisation.

2.4.2 (3) Specifies that you can use a spear if you have a current Rapier Pike or Pole Weapon authorisation under the previous Lochac Rapier Rules.

2.5.2(7) Allows combatants in a melee to run from one part of the field to another, subject to distance restrictions.

2.5.2(8) Allows Cut and Thrust Combat in a melee.

2.5.3 Sets rules for the participation of Gunners as non-fencing combatants.

2.6.2.2 Sets rules for fencers to “kill” a non-fencing Gunner.

2.6.1 Specifies that Rubber-Band Guns are the only projectile weapons allowed for use in the Kingdom of Lochac.

2.6.3(3) Allows the use of a Spear with one hand, if you have lost the use of the other hand.

2.6.3(6) Allows the use of a Spear to “Kill from behind”.

2.6.4 Allows the use of Rubber-Band Guns in single combat that is not part of a tournament.

2.6.5 Allows you to use your hand to parry your opponent’s weapon or wrist. This is a change from previous practice, consistent with the Society Fencing Marshal Handbook.

2.7(7) Allows movement on the knees when you have received a blow to the lower leg.

2.7(8) Allows combat to continue following a leg blow in Cut and Thrust combat.

2.8.1 (1) Makes it mandatory to wear some form of eye protection during sword or dagger drills with opponents in practice.

2.8.1 (2) Makes it mandatory to wear full face protection during spear drills with opponents in practice.

2.8.6 Specifies that a shield or buckler alone is not sufficient hand protection for Cut and Thrust combat in Lochac. This is a more restrictive requirement than the Society rule.

2.8.7 Additional requirements for medical protection.

11.4.3 Rules for Marshals

3.2 Notes additional requirements for inspections in line with COVID safety requirements.

3.6(2) Allows Authorising Marshals to authorise Fencers in any category in which the marshal holds a combat authorisation (rather than requiring separate Authorising Marshal categories).

3.6(3) Requires Authorising Marshals to hold a current authorisation card to conduct an authorisation.

3.8.2(2) Specifies that a person does not need to be an authorised fencing marshal to hold office as a Group Fencing Marshal.

11.4.4 Managing incidents

4.7.1 Sets out the process for re-training after a person's authorisation has been suspended.

11.4.5 Rules for equipment

5.4.2 Specifies that blunts must have a minimum surface of 10mm, consistent with the Society Fencing Marshal Handbook.

5.6.3 States that steel-headed spears will not be allowed from 31 December 2021, at the direction of the Society Marshal.

5.7.2(6) Specifies that rubber band gun ammunition must have a draw strength no greater than 13.6 kg (30 pounds).

11.4.6 Inspections

6.2.2 Sets out an inspection process for rubber band guns.

6.4 Sets out a COVID-safe inspection process.

11.4.7 Safety tests

7.1.1.2 Specifies that puncture resistant material fails the drop test if the probe penetrates beyond the top layer of multiple layers.

Specifies that a single layer garment fails the drop test if the drop test penetrates that layer.

7.3 Sets out a safety test for rubber band gun ammunition.

11.4.8 Authorising procedures

Sets out guidelines for authorising fencers, gunners and marshals.

11.4.9 Glossary

Sets out the definition of terms used in the rules.

12 Concussion Recognition Tool

A concussion is an injury to the brain that results in temporary loss of normal brain function. It is the most common form of mild traumatic brain injury, often sustained from a blow to the head after a fall or an accident or during contact sports such as armoured combat or fencing.

You don't have to be knocked out or even be hit on the head directly to be concussed, and symptoms may take time to appear. Even a mild concussion can have long-lasting effects, so we want to keep all of our participants safe.

Marshals must stop the fighting if they suspect a person has a concussion, and pull a combatant from the field, but because most concussions are self-reported, they often go undiagnosed.

Combatants will often try to hide signs of a concussion so they can keep fighting, so having advocates on the sidelines to reduce the stigma of saying you're hurt or experiencing symptoms like dizziness or lightheadedness can make a big difference in getting people to report and get treatment for a concussion.

Concussion in Sport has released a Concussion Recognition Tool to help identify concussion in yourself and others.

Understanding this tool, and knowing how to recognise signs and symptoms of concussion are now required for authorising as a participant or marshal.

12.1 If you are printing a copy of these rules, print out the tool

We cannot include the PDF directly due to copyright reasons, so if you are printing a copy of the rules, please follow the link below and print a copy to include in this handbook.

The tool is hosted on FIFA's website - Concussion Recognition Tool 5

12.2 More information

New Zealand's | ACC Sportsmart - www.accsportsmart.co.nz/concussion/ website also has more information.