

Primary Authorization Questions

<u>Question</u>	<u>Acceptable Answer</u>
Have you read and do you understand the SCA Rules of the List, SCA Rules for Rapier Combat, and Rules and Conventions and Equipment Standards of the Middle Kingdom Rapier Rules?	Yes to all. If the answer is “no” then direct them to a copy of the rules at the List Table and have them return for the auth after they have completed the required reading.
Are you a paid member?	Yes (show blue card).
Have you been inspected?	Yes (if no, inspect them - especially have MIT do it)
What are the types of armor material?	<p><u>Rigid</u>: Does not flex from a thrust, or spread under 12 kg mask tester. examples: 20 ga (1mm) mild steel, hardened heavy leather (8 oz, 4mm) (recommend foam behind)</p> <p><u>Puncture Resistant</u>: passes drop test examples: 4 oz (2mm) leather, 4 layers “trigger” or equivalent, 550 Newton fencing jacket. welded chainmail. Kevlar NOT acceptable.</p> <p><u>Abrasion Resistant</u>: anything that resists tearing if snagged. Essentially anything except nylon hose or gauze shirts.</p>
Tell me about your armor (if using loaner armor, ask: Tell me about the minimum armor requirements.)	<p><u>Rigid protection</u> for head around jawline and behind ears, face. front of neck from above throat to below jugular notch also needs padding (of either puncture resistant material or 1/4” closed cell foam). back of neck covering cervical vertebrae. Male groin</p> <p><u>Puncture-resistant</u> for rest of neck, head, torso (including under armpits ~4 inches or 1/3 to elbow). Female groin.</p> <p><u>Abrasion resistant</u> for the rest of arms, legs, hands, feet. No bare skin.</p> <p><u>C&T additional</u> - rigid back of head, elbows & knees need athletic pads (recommend rigid for elbows and knees, as well as pads or rigid for hands)</p>

<p>How do you know that your blade is list-legal? Tell me about your blade, and how it's tipped.</p>	<p>Appendix 5 – Blade Types and Conventions <u>acceptable modifications</u>: tang modified to fit, length shortened but not to the point it fails flex-test. no change to temper. <u>Tips</u> must have metal washer or nut 1/16” thick, and capped with rubber or plastic that is firmly taped or glued in place, and marked with color-contrasting tape (or be of a contrasting color itself)</p>
<p>What is the minimum blow calibration for rapier?</p>	<p>lightest felt touch through armor</p>
<p>What are proper blows? (have the applicant demonstrate all blows, including push cuts, percussive cuts, and tip cuts, on their partner - verify they can identify each and know which ones are not legal blows)</p>	<p>thrust, draw cut. no push cuts or percussive cuts (except in cut-and-thrust). tip cuts optional.</p>
<p>What part of the body is not a valid target?</p>	<p>Whole body is target</p>
<p>What are the killing zones?</p>	<p>head, neck, torso, armpit, inner groin.</p>
<p>Demonstrate what you do when I hit you here. (indicate hand, arm, leg)</p>	<p>Should be able to properly demonstrate disabling of their hand, arm, and leg.</p>
<p>Minimum draw cut length.</p>	<p>There is no specified length according to the rules. However, many people use 6 inches as a convention. It is up to the receiver to decide if a blow was “good”</p>
<p>When in a tournament bout, how do you respond when a “hold” is called? How, if at all, is that different from a “hold” in a melee? (Answers may vary)</p>	<p><u>Tournament</u>: Stop immediate action, check tip, check surroundings, step to safe location if necessary <u>Melee</u>: Stop immediate action, check surroundings, check tip, ground tip and drop to knee if safe, otherwise move to safe location and drop to knee. Do not discuss tactics during hold.</p>
<p>Who is responsible to make sure your equipment is safe?</p>	<p>Each combatant is responsible for their own equipment. Marshals are only there to inspect prior to stepping on the field.</p>

<p><u>Melee questions:</u></p> <p>When in melee, when does “engagement” begin? When can you strike an opponent?</p> <p>What is “Death-From-Behind” and can you demonstrate how to execute it properly?</p> <p>Projectile Weapons: Can you use a projectile weapon (RBG) as a parry device? When a hold is called, what do you do with an RBG? What do you do when leaving the field?</p>	<p>fighters are engaged with all opponents immediately upon the call to lay on. You may strike an opponent if you are within the 180 degree arc of the opponent’s front. Never deliberately strike an opponent from behind. Have them demonstrate DFB - Approach from behind with blade pointed up and quillions to the sides, lightly lay 1/3 of blade over shoulder, touch the shoulder flat end down, and call loudly “Dead, my lord!” They are dead when the blade touches the shoulder.</p> <p>RBGs can be used to parry as long as they conform to rigid-parry construction rules.</p> <p>At a hold, any loaded RBG should be aimed at the ground (or at least away from any person) Unload the weapon when leaving the field.</p>
---	--

Secondary Authorization Questions

<p><u>Dagger Auth:</u></p> <p>What’s the distinction between a dagger and a rapier? How must a dagger be tipped? Can you fight dagger-only against sword? dagger-only against dagger-only? two daggers? Demonstrate a DFB with dagger</p>	<p>See Appendix 5 – Blade Types and Conventions. Rapiers are longer than 18” (defined in Rules, Appendix 1B) Tipped same as rapiers Yes to all three</p> <p>Should be able to do DFB without hitting the person with the hilt</p>
<p><u>Parry Auth:</u></p> <p>What’s the construction requirement for a rigid parrying device? What’s the construction requirement for a non-rigid parrying device? What can you not do with a parry-device?</p>	<p>Rigid: made from sturdy, lightweight (?) materials, resistant to breaking or splintering. Non-rigid: any soft material, may be weighted with other soft material but not with rigid materials. Cannot strike the opponent or entangle their weapon so it cannot be withdrawn safely.</p>
<p><u>Case Auth:</u></p> <p>No additional questions required.</p>	<p>All rules that apply to single rapier apply to the case of rapiers. Only a demonstration of ability to use safely is required.</p>

Conduction the Practical

<p><u>Single Sword (primary)</u> - <u>run the combatant through the following sparring scenarios, calling blows but not acting them out:</u></p> <ol style="list-style-type: none"> 1) simple sparring with primary hand, calling blows but not taking them. 2) Have partner take offensive for three passes, then defensive for three passes. 3) Have partner press very aggressively 4) test applicant's off-hand, applicant on the ground, partner on the ground, both on the ground. 5) Instruct applicant to take most aggressive attack they can. In the middle of their press, call a hold. 	<p>Must demonstrate good calibration, proper attacks (thrusts and draw-cuts), basic skill level, ability to call blows taken, and displays safe and courteous behavior on the field.</p> <p>3) Must show ability to react properly to a press without posing danger to self (running into ropes, tripping and falling) or partner (stabbing too hard a charging opponent)</p> <p>5) Ability to respond properly to a hold.</p>
<p><u>Parry device</u> (test rigid and non-rigid) If the applicant does not actively use the parry device during their auth, they should be not be signed off for using a parry device</p>	<p><u>rigid</u> - does not attack partner's body with parry device <u>non-rigid</u> - does not entangle self or partner with parry device</p>
<p><u>Dagger</u> If the applicant does not actively use the dagger during their auth, they should be not be signed off for using a dagger</p>	<p>Must demonstrate good calibration with the dagger, ability to parry with the dagger (rather than just holding it and never using it).</p>
<p><u>Case</u> If the applicant does not actively use both swords during their auth, they should be not be signed off for using case</p>	<p>Must demonstrate good calibration with both swords, ability not to entangle self.</p>
<p><u>Formal Bout</u> - have the applicant and partner spar as if in a real match, taking all touches.</p>	<p>Must demonstrate good calibration, basic skill level, ability to act out blows taken.</p>

Final Instructions after all other requirements for any authorization are met

<p>“Please perform the ‘Happy Dance’ of the Middle Kingdom”</p>	<p>Authorizing fencer must perform an interpretive “Happy Dance” to the satisfaction of both authorizing marshals. Authorization may be denied if Happy Dance is not performed.</p>
--	---

Useful Images for Armor Requirements.

