

Calontir Steel Combat Rules (Draft 5. 6/2013 ASoD)

Calontir conducts Cut and Thrust Combat in accordance with the Society Rapier Combat Handbook, in its entirety, with the following Kingdom specific rulings; (Society rules may be found here: http://www.sca.org/officers/marshal/docs/rapier/rapier_handbook.pdf)

Fighting Conventions

Blades must be approved per the Society rules for Cut and Thrust Combat.

Rubber Band Guns are not allowed in Calontir.

Percussive blows are always permitted in Cut & Thrust. **No percussive blows may be delivered in a melee.** Melees may only occur using Society Heavy Rapier Rules.

Calontir defines a valid blow in steel combat as follows;

A - Thrusts are hits with the point, in-line with the blade and with positive pressure.

B – Slicing cuts include push cuts, draw cuts and tip cuts of at least four inches.

Push cuts or draw cuts (as defined by Society) are cuts with travel of at least four inches along the blade and positive pressure against the opponent.

A tip cut is a cut with the point and travel of at least four inches across the surface of the opponent with positive pressure.

C – Percussive blows will be delivered with the same calibration as a thrust.

Per Society rules all valid blows (as defined above) to the leg or foot are fight ending. In the case of a simultaneous fight ending blow and a killing blow, victory goes to the combatant striking the killing blow.

The arm and the hand are two separate target areas. The fighter may continue to parry with an arm after loosing the hand.

Open hand parries may be used on the opponent's arm. However, grappling or redirecting of the opponent's body are not allowed.

Momentary blade grasping is allowed. Any movement of the blade in the grasping hand results in the loss of that hand.

Protective Clothing

Calontir Steel Combat armor must meet Society Cut and Thrust standards.

Rigid material must cover the entire head.

Padding for elbows is required.

Any combination of natural fibers; such as linen, silk, leather and wool is encouraged, providing the constructed garment passes standard Society drop tests.

No modern gear shall be visible, such as tennis shoes or fencing jackets. Masks are specifically exempted from this rule.

Padding for knees is recommended as well as rigid material over elbows and knees.

Additional hand protection is recommended for two-hand weapon use.

Authorizations

Authorizations for steel combat in Calontir will be conducted by two marshals, at least one of whom must be from outside of the authorizee's home group. The authorization will be conducted in the following order.

A – The authorizee will be given a verbal quiz ensuring their knowledge of Society's Rapier Combat Handbook & Calontir's Rules for Steel Combat.

B – The authorizee will pass weapons & armor inspection.

C – The authorizee will fight several HR passes with a single sword; delivering and receiving only thrusts & slicing cuts; simply calling out all blows as delivered.

D – The authorizee will then fight several C&T passes with a single sword; delivering and receiving thrusts, slicing cuts, and percussive blows; simply calling out all blows as delivered.

E- The authorizee will then fight several passes with a single sword; delivering and receiving thrusts, slicing cuts, and percussive blows; acting out all blows as delivered. At some point in the first three fighting rounds the authorizee will be asked to fight with their off hand.

F – The authorizee will then fight several C&T passes with a randomly determined defensive secondary item; simply calling out all blows as delivered.

G – The authorizee will then fight several C&T passes with a randomly determined offensive secondary item; simply calling out all blows as delivered.

H -The authorizee will fight several C&T passes with a 2 handed weapon; simply calling out all blows as delivered.

I – If passed, it is the responsibility of the authorizee to ensure that the Card Marshal has all necessary information to process their authorization card.

MINOR AUTHORIZATIONS

Minors (16 and 17) may authorize with these additional requirements:

A - The parents or guardians of the minor must witness SCA Combat, discuss with a witnessing marshal how it relates to the participation of their child, and execute a "Minor's Waiver and Informed Consent to Participate in SCA Combat-related Activities." The witnessing Marshal must countersign the waiver.

B - The Earl Marshal or designated Deputy(s) must be the one to authorize the minor for SCA Combat-related Activities.

C - At any event in which the minor is involved in SCA Combat-related Activities the minor must either have a parent or guardian present, or must be in possession of a properly-executed "Medical Authorization Form for Minors" designating some adult present at the event as able to provide medical treatment in the case of an emergency.