

MARSHALLING CONVENTIONS FOR PENNSIC XLVIII

I. General Rules Pertaining To All Martial Disciplines

The Principal Marshals for Pennsic XLVIII are Duke Vissevald Selkirksson (Marshal-In-Charge), Duke Ullr Amaranthson, and Duchess Tessa the Huntress. Any on-site changes to these rules for safety reasons will be at their sole discretion, though ultimate responsibility for the conduct of all combat-related activities at Pennsic War lies with the Marshal-In-Charge. Any changes to the rules for battle-negotiated reasons will be by the joint action of their Majesties of the Middle and the East.

As a baseline, we will be following all of the Society-wide rules pertaining to the various martial disciplines. Being authorized, you should already know them. If you need to reference anything, you can find all the relevant manuals at the marshal's resource page on the sca website (<https://sca.org/officers/marshal/>). We'll also have copies of these manuals at the appropriate marshaling points. The marshaling conventions for Pennsic are clarifications, limitations, and descriptions of the best practices that have developed here over the history of the War.

MARSHALLING BATTLES

Any of the three principal Earl Marshals may designate a representative for any battle. The Marshal-in-Charge will choose an appropriate marshal to be in charge of each battle. The marshal selected to be in charge of a particular battle shall remain in charge of that battle for its entirety. Disagreements with decisions made by any marshal or between fighters will be dealt with at a Marshals' Review. The Marshals' Review will be prepared to address any serious problems that are brought before it from any martial activity at Pennsic. Marshals or participants can bring their concerns to the Review. The Marshals' Review will review infractions of the rules and combat conventions. It will consist of a senior peer from each of the principal kingdoms, as well as a Presiding Marshal, all designated by the Marshal-in-Charge.

Recommendations made by the Marshals' Review will be enforced at Pennsic and passed along to the Kingdom Earl Marshal of the defendant's home kingdom. Marshals' Review starts 15 minutes after the end of each battle in the Marshal's Tent. Failure to appear in a Marshals' Review after being sent to one by a marshal on the field will result in loss of fighting privileges for the remainder of Pennsic and sanctions recommended to the home kingdom's Earl Marshal, though the Marshal-in-Charge may rescind those sanctions for just cause.

No fighter or marshal, including the Royalty of the Society, having fought in a battle, will return to the field to act as a marshal for that battle.

Marshals in a battle shall be equipped with a marshal's staff of yellow and black, a marshal's tabard, and a whistle. The use of armor, gauntlets, and a safety helmet is recommended. Eye protection is required in any battle that includes combat archery or other projectiles. Acceptable

forms of protection are industrial or sports safety glasses/goggles designed to withstand impact. An SCA-legal helmet for armored or rapier combat is also considered sufficient protection.

Marshals must be present during all combat activities, including tournaments. Each side in a battle shall provide a reasonable number of trained and experienced marshals. If not enough marshals are available, the sides must arrange for a draft from their armies.

Marshals have the authority and the responsibility to remove from battle any person who is violating the rules of the list. This includes, but is not limited to, non-acceptance of blows, ignoring the rules of engagement, discourteous behavior, and behavior that is dangerous to combatants. Furthermore, in resurrection battles, marshals will remove fighters who do not immediately return to their resurrection point before continuing to fight. Marshals should keep in mind that all fighters are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. Fighters should remember that the marshals are attempting to ensure the safety of all fighters present and treat them with courtesy. Marshals shall always be obeyed during the battle.

The Marshal-in-Charge reserves the right to stop all combat activities for any safety-related reason. In addition, the Sovereigns of the East and Midrealm may jointly stop a combat for any reason they deem fit. If combat activity is stopped, the Sovereigns of the Middle and the East, in consultation with the Principal Marshals will determine if and when the battle(s) will be cancelled or rescheduled.

AUTHORIZATIONS

All fighters who wish to participate in the battles at Pennsic War 48 must be authorized to fight. Authorizations may occur at Pennsic. People wishing to authorize in a primary or secondary weapons form must have a marshal from their kingdom present at Marshal's Point, with the required paperwork for their kingdom. In addition, primary authorizations must include one of the Principal Marshals or their specifically appointed representative. Authorization bouts will be fought on the list just in front of the appropriate Marshal's Tent during posted inspection hours only. All armored and rapier fighters, combat archers, and siege engineers should have their authorization cards, either permanent or temporary, with them at Pennsic. If you do not, we will attempt to look you up in the appropriate fighter database, but they are not always available. If you want to be sure that you will be able to fight, have your authorization card with you.

ON CALLING HOLD

Holds will be called whenever a question of safety or other major problem arises during a battle. Holds will be kept to a minimum to allow continuity of battles to be maintained. Marshals will signal holds with whistles and/or vocally. Fighters may call holds vocally, but only for major safety issues. Any fighter who is found to have called a hold for strategic or tactical advantage, rather than for major safety issues, shall be removed from the field and suspended from

participating in any combat or combat-related activities for the rest of the Pennsic War. When a hold is called, all fighters should echo it. All fighting will cease and the fighters will be asked to take a knee. Those that have demonstrable physical problems going to their knees may stand quietly and not move. All weapons will be lowered to make it easier for the marshals to find injuries. Those who having been warned still refuse to abide by this rule, whatsoever their rank, may be removed from that battle. It is the responsibility of all participants, marshals and fighters alike, to maintain safety on the field. Talking about tactics during holds is strictly forbidden and may be cause for removal. Fighters may not change relative position except at the express orders of the marshals. Friendly conversations with and introductions to your noble opponents are highly encouraged.

HEAT CONVENTIONS

ALL martial activity on ALL fields will cease if the heat index on ANY field reaches 108. The heat index will be checked at least one hour prior to every battle at the battle location. If the heat index reaches 108 prior to the battle start time then the battle is cancelled. If the heat index reaches 108 during the battle, then the cannon is sounded and the battle is concluded. There are two options for battles that have already begun that are concluded early due to heat. First, if the battle is a simple, single War Point, then the War Point is considered null and neither side gets it. Second, if the battle is one where flags are checked at timed intervals, then the tally at the time of cancellation stands and the War Point is awarded accordingly. Battles with multiple passes, with some passes completed at the time of cancellation, will be scored as is (i.e. if two of four passes are completed at cancellation then two War Points are awarded to the winners of those passes). No discussion or notification to the Crowns is required by the marshals: the marshals will end the battle. Activity will resume when the heat index drops below 108. Only the Marshal-in-Charge can reopen the fields.

III. RAPIER COMBAT

The Rapier Marshal-in-Charge is Doña Liliás de Cheryngton. She will be assisted by Master Darius Lowen.

INSPECTIONS

All inspections will be made by a marshal from the rapier combatant's home kingdom. If there is no marshal from that kingdom present then inspections shall be made by any inspecting marshal to Society standards. Inspections are to be done on the field every day before engaging in combat of any form.

Since weapons and protective gear need to be inspected every day they will be used, we are not going to require inspection stickers for rapier fighters this year. However, to participate in any form of rapier combat, you must keep your Pennsic medallion visible and accessible.

CUT & THRUST RAPIER

Fencers interested in practicing Cut-and-Thrust rapier may do so on the rapier field using the Society rules or their own kingdom's C&T rules. Fencers wishing to practice C&T must be supervised by a marshal warranted in C&T.

YOUTH FENCING

Minors wishing to participate in youth fencing activities must first see the Youth Rapier Marshal-in-Charge, accompanied by a parent, court-appointed legal guardian, or notarized guardian to complete necessary paperwork. The guardian must be on the field during youth fencing practice.

PENNSIC WAR 48 RAPIER CONVENTIONS

These rules establish standards and conventions for rapier combat at Pennsic for all rapier activities. Kingdoms sponsoring other rapier events at Pennsic will employ these rules at minimum, and may add additional rules specific to the kingdom hosting the tournament. These rules are designed to promote safe rapier combat at Pennsic, and all participants in events governed by these rules are responsible for knowing, understanding, and applying them. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards, choose the response that promotes the greatest degree of safety for all participants.

1. General Information

- a. Rapier combat shall be conducted in accordance with the rules of the lists of the SCA, Inc., the Society-wide rules for rapier combat in the SCA, and these rules.
- b. Per the Society-wide rules for rapier combat, all fencers, prior to every combat or practice, shall ensure their equipment is safe, in good working order, and has been inspected by a marshal authorized to inspect rapier gear. At Pennsic, such inspection must be performed a minimum of once per day by either a marshal from a fencer's home kingdom to that kingdom's standards or, if a marshal from that kingdom is not available, by any marshal to the specifications described in Society rules.
- c. Marshals have the power and the duty to remove from the field any person who is violating the rules of the list. Such violations include, but are not limited to, non-acceptance of blows, ignoring the rules of engagement, and behavior that is dangerous to combatants. Marshals should keep in mind that all fencers are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. If someone is so removed, the parties involved must go to the next Marshals' Review.
- c. Fencers should remember that the marshals are attempting to ensure the safety of all fencers present and treat them with courtesy. Marshals shall always be obeyed by combatants on the field.

2. Use of Weapons and Parrying Devices

- a. Valid blows are performed by:
 - i. Thrusting with the point of the blade (thrust)

- ii. Sliding the edge of the blade by pulling (draw cut) or pushing (push cut) a minimum of 6" across the target.
 - iii. Placing the tip of the blade upon, and then drawing it (tip cut) a minimum of 6" across the target.
- b. Though the gloved hand may be used to parry, it shall not be used to push, grasp or strike an opponent. Blade grasping is not permitted in any War Point event. The use of blade grasping in other rapier activities shall be at the discretion of the marshal in charge of a particular melee or tournament.
- c. Parries may be performed with weapons, parrying devices, the gloved hand, or any other part of the body. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking, or other unsafe behavior occurs. Conduct in violation of this rule which creates a significant safety hazard on the field will be grounds for immediate removal from the field.

4. Blades

- a. There are three classes of rapiers in the SCA: light rapiers, heavy rapiers, and cut and thrust blades. The use of light rapiers is prohibited in any War Point battle. Any blade in a given rapier class may be used against any other blade in that same class, but not against blades of the other classes. An exception to this are those blades that pass the flexibility standards as legal for "both" heavy rapier and C&T. These blades may be used in both "styles" of combat, i.e. heavy rapier and C&T. Check with the Rapier Marshal-in-Charge if there is any question as to the legality of a blade for a particular event.
- b. Groups hosting a particular rapier event may specify the types of blades to be used at that event. If a tournament specifies allowed blades only by general type, i.e. light or heavy, then all blades allowed at Society level in this category will be allowed.

5. Parrying Devices

- a. Parrying devices shall follow the SCA Rapier Handbook, with the additional rule that shields/bucklers cannot be more than 40" on any diagonal and may only be wielded in one hand.

6. Spears and Pikes

- a. Spears and pikes may not be used in any Pennsic rapier activities and may only be used in practice and open sparring at the discretion of the Pennsic Rapier Marshal-in-Charge and Deputy Rapier Marshal-in-Charge.

7. Rubber Band Guns

- a. Rubber band guns (“RBGs”) are approved for use under the following conditions:
- i. RBGs are allowed if it has been announced beforehand.
 - ii. Everyone on the field during a melee using RBGs must have eye protection of some kind, including marshals and water bearers.
 - iii. When a hold is called, all loaded RBGs should be aimed at the ground, or if this is not possible, aimed away from all persons. In the case of rubber band cannons, a fully armored crew member must stand in front of the cannon blocking any accidental shot.
 - iv. At the end of melees, the fighters must unload all RBGs before leaving the field.
 - v. RBGs are only approved with surgical tubing shot. Use of tubing containing any liquid, sand, beads, or any other material is not legal.
 - vi. RBGs should mimic the appearance of a period firearm. A dagger blade may be attached to an RBG pistol to mimic a bayonet, but such a blade must meet flexibility requirements.
 - vii. RBGs must pass the same safety requirements as a rigid parrying device if they will be used as such.
 - viii. If an RBG is shot and the bullet bounces off anything and into a valid target, the shot is good.
 - ix. The validity of any given shot from an RBG shall be judged by the recipient of that shot.

8. Marshaling Concerns in Rapier Combat

- a. Excessive impact: combat at Pennsic poses risks to the participant. This recognition, however, does not excuse fighters from exercising control of their techniques. If a fighter throws blows which force his opponent to retire from the field from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring.
- b. In scenarii allowing Death From Behind (DFB), the thrower of the DFB must come to a complete stop. Hyper-DFBs or machine gunning (“deadmylorddeadmylorddeadmylord...”) is forbidden.
- c. Additional melee rules for Pennsic 48:
 - i. Blind shots are illegal. Combatants must have visual contact before throwing a shot at an opponent.
 - ii. Daggers may NOT be used for DFBs.
 - iii. Running from place to place in melee is permitted. Running TO engagement is permitted. Running FROM engagement is permitted.
 - a. Running attacks, either against a line or an individual, including running engagements or running through engagements, are prohibited. Combatants must come to a complete stop before beginning an attack, fouling a blade or otherwise engaging any opponent(s). Combatants may NOT throw shots at a running opponent. Combatants violating this rule will get one warning from the marshals; a second offense will be grounds for rejection from the battle.

iv. A combatant who steps off the Edge of the World is considered dead. They will get one loud, verbal warning from the witnessing marshal when they are approaching the edge, but the onus is on the combatants to always know their surroundings. Edge of the World deaths mean the combatant must leave the field or return to their resurrection point (if applicable).

v. All defeated or disabled fencers should remove themselves from the melee field. Fencers withdrawing from the field should do so with weapons held above their head to indicate non-combatant status. Fencers who have lost both hands or arms are considered disabled.

vi. Fencers may not pretend to be dead or purposely hide themselves among the dead. If asked by a marshal or another combatant, combatants must answer truthfully whether they are alive or dead.

vii. Dropped weapons do not need a hold unless they present an immediate safety issue.

a. Combatants may not steal an opponent's dropped weapon.

b. Combatants are not required (but are encouraged) to allow opponents to pick up their dropped weapon.

viii. Dead fighters may only say they are dead. They may not give orders or other information. During a hold, fighters are welcome to discuss safety concerns with their teammates, or engage in good-natured conversation, but must not discuss tactics or strategy.

ix. Fighters in any battle may call themselves dead at any time. In a resurrection battle a fighter can always walk back to resurrection point.

x. Except for hay bales used to secure flags and flag systems to the grounds, combat over the hay bales is not allowed.

d. In any tournament or melee, additional restrictions may be imposed by the marshals as needed.

