

Authentic Accoutrements Tournament – SCA Rapier

Rules and Procedures

By Marco Borromei

www.marco-borromei.com



Purpose:

This tournament form is designed to reward combatants for presenting their most refined appearance and performance within the rules of SCA Rapier and Cut&Thrust combat. The entry criteria is not meant to be easy, but *is* accessible to anyone with a little effort.

Structure:

The tournament consists of the following competitions running simultaneously:

- **Appearance:** All combatants *must* present themselves in clothing and bearing weapons available *before 1600 AD in Europe*. The best appearance counts toward the grand prize decision of the judges.
- **Single Elimination Combat:** All entrants will compete in a single elimination tournament according to SCA rules for Heavy Rapier Combat, or by the host kingdom's rules. Marshals may allow Cut&Thrust bouts. Being the winner of this tournament counts toward the grand prize decision of the judges.
- **Period Form:** All entrants are given the option of naming a period combat system which they will present. Judges will note how closely the entrant held to the system. Faithful presentation of a period combat system counts toward the grand prize decision of the judges.
- **Overall effort:** The difficulty of an entrant's goal in appearance and period form, even if not perfectly attained, counts toward the grand prize decision of the judges.

Judges:

Judges in the following disciplines are required:

1. Pre 1600 AD clothing
2. Pre 1600 AD weapons [weapons reference: A.V.B. Norman's The Rapier and the Small Sword]
3. Period combat masters [at least generalists in the German and Italian systems, others if available]

Judges will decide if entrants meet the requirements and score based on Appearance, Period Form, and Overall Effort. Judges may arbitrate Cut&Thrust bouts in kingdoms which require that. Judged *will not* arbitrate SCA Heavy Rapier fights in the Single Elimination Tournament.

Entry Rules:

1. Entrants must meet the minimum armor requirements for SCA Heavy Rapier, or those of the host kingdom.
2. Entrants must appear to be wearing clothing/armor documentable and appropriate to a person in Europe pre 1600 AD at a 10 foot distance. With the exception of modern fencing masks, metal fencing helmets, eye-glasses, and other modern medical-needs equipment, no modern items are to be visible. This prohibition includes SCA specific favors, awards, badges, etc. which do not constitute pre 1600 AD clothing/armor. When in doubt, entrants are advised to bring copies of the research supporting their appearance.
3. Entrants must use weapons legal for SCA Heavy Rapier [or C&T as appropriate] combat which are conforming to the styles available pre 1600 AD. Style appearance dated in A.V.B. Norman's The Rapier and the Small Sword will be the default for judging entry. Entrants are advised to bring copies of the research supporting their weapon choices.
4. Entrants are given the option of naming a period system/master who's form they will be presenting, and will be scored appropriately. Entrants who do not name a period system or master will be scored against the judges' understanding of generally efficient rapier use [i.e. doing only modern foil moves with a historically correct rapier is not going to get a good score].

Authentic Accoutrements Tournament Scorecard

Name: _____

Year/Persona Details:

Appearance [pick one]	Period Form [pick one]	Overall Effort	Single Elim Result
Clothes & Weapons 0pt – 10 ft. Pass 1pt – Appropriate to year 2pt – Convincing 3pt – Woodcut/Portrait 1pt Bonus Documentation	Named Master _____ 0pt – None period skills 1pt – Woodcut Poses/minor skill 2pt – Grasps Theory 3pt – Should Teach This	Add up to 3 points, i.e. made clothes/shoes/sword or learned language or acted in persona always, etc.	Fight 1: Win / Loss Fight 2: Win / Loss Fight 3: Win / Loss Fight 4: Win / Loss Fight 5: Win / Loss Fight 6: Win / Loss
Appearance Total:	Period Form Total:	Overall Effort Total:	Point Total out of 10:

Notes:

Authentic Accoutrements Tournament Scorecard

Name: _____

Year/Persona Details:

Appearance [pick one]	Period Form [pick one]	Overall Effort	Single Elim Result
0pt – 10 ft. Pass 1pt – Appropriate to year 2pt – Convincing 3pt – Woodcut/Portrait 1pt Bonus Documentation	Named Master _____ 0pt – None period skills 1pt – Woodcut Poses/minor skill 2pt – Grasps Theory 3pt – Should Teach This	Add up to 3 points, i.e. made clothes/shoes/sword or learned language or acted in persona always, etc.	Fight 1: Win / Loss Fight 2: Win / Loss Fight 3: Win / Loss Fight 4: Win / Loss Fight 5: Win / Loss Fight 6: Win / Loss
Appearance Total:	Period Form Total:	Overall Effort Total:	Point Total out of 10:

Notes:

Authentic Accoutrements Tournament Scorecard

Name: _____

Year/Persona Details:

Appearance [pick one]	Period Form [pick one]	Overall Effort	Single Elim Result
0pt – 10 ft. Pass 1pt – Appropriate to year 2pt – Convincing 3pt – Woodcut/Portrait 1pt Bonus Documentation	Named Master _____ 0pt – None period skills 1pt – Woodcut Poses/minor skill 2pt – Grasps Theory 3pt – Should Teach This	Add up to 3 points, i.e. made clothes/shoes/sword or learned language or acted in persona always, etc.	Fight 1: Win / Loss Fight 2: Win / Loss Fight 3: Win / Loss Fight 4: Win / Loss Fight 5: Win / Loss Fight 6: Win / Loss
Appearance Total:	Period Form Total:	Overall Effort Total:	Point Total out of 10:

Notes:

Authentic Accoutrements Tournament Scorecard

Name: _____

Year/Persona Details:

Appearance [pick one]	Period Form [pick one]	Overall Effort	Single Elim Result
0pt – 10 ft. Pass 1pt – Appropriate to year 2pt – Convincing 3pt – Woodcut/Portrait 1pt Bonus Documentation	Named Master _____ 0pt – None period skills 1pt – Woodcut Poses/minor skill 2pt – Grasps Theory 3pt – Should Teach This	Add up to 3 points, i.e. made clothes/shoes/sword or learned language or acted in persona always, etc.	Fight 1: Win / Loss Fight 2: Win / Loss Fight 3: Win / Loss Fight 4: Win / Loss Fight 5: Win / Loss Fight 6: Win / Loss
Appearance Total:	Period Form Total:	Overall Effort Total:	Point Total out of 10:

Notes: