

# Middle Kingdom Cut & Thrust Rapier FAQ

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## Table of contents

1. Overview.....	2
2. Marshalate Structure.....	2
3. Participation Levels.....	3
4. Practices.....	4
5. Authorizations.....	4
6. Tournaments and Melees .....	5
7. Marshal Concerns.....	5

## 1. Overview

- 1.1. This document is intended to be used as in addition to the Midrealm Rapier Rules 3.0 document. This document contains additional information to expand upon the current Midrealm Rapier Rules in regards to Cut & Thrust Rapier.
- 1.2. Unless or until this document is revoked, all C&T Rapier activities in the Midrealm must adhere to **both** these procedures and the current Midrealm Rapier Rules.
- 1.3. In the event of a conflict, the current Midrealm Rapier Rules take precedence.

### **Midrealm Rapier Rules 3.0 Conventions: Section 3.A.ii.1M**

**3.A.ii.1M.** . Cut and thrust Swordplay is first and foremost a training partnership. Victory is not declared simply by 'who hit whom first' but is realized by how well each participant used his or her knowledge of period technique to strike their partner. Cut and thrust players are always encouraged to discuss the expected validity of any questionable blows.

## 2. Marshalate Structure

- 2.1. This document contains expanded information relating to the rules for C&T rapier published in the Midrealm Rapier Rules 3.0 document.
- 2.2. **Midrealm Rapier Rules 3.0 Conventions: Section 1.B.3M** establishes 2 levels of C&T Marshals:
  - 1.B.3M. There will be two types of Cut and Thrust Marshals, those who can run events and practices and those who can run authorizations. The marshals who can run authorizations will be a subset of those who can run events and practices and be determined by the Deputy for Cut and Thrust. This is due to the more advanced knowledge base and experience required for authorizing Cut and Thrust candidates.*
  - 2.2.1. **MCTAM** – Midrealm Cut & Thrust Authorizing Marshal – these are marshals who have passed the Midrealm C&T Marshal's tests and are familiar with several different systems of period combat. These are the only marshal's allowed to authorize new C&T participants.
  - 2.2.2. **MCTPM** – Midrealm Cut & Thrust Practice Marshal – these are C&T participants who are already Heavy Rapier Marshals in good standing and have been recommended by a MCTAM to be allowed to run practices and events with C&T Rapier. These marshals do not have to pass the MCT Marshal's test and are not allowed to authorize new C&T participants.
  - 2.2.3. **MKDCT** – Middle Kingdom Deputy for Cut & Thrust Rapier [optional] – the Midrealm Kingdom Rapier Marshal may appoint a special deputy to administer the C&T program. This is an optional role. In the absence of a MKDCT, all responsibilities of this role are held by the Kingdom Rapier Marshal.
- 2.3. Only the Kingdom Rapier Marshal and Kingdom Deputy for C&T may warrant new C&T Marshals.
- 2.4. Only Midrealm Cut & Thrust Authorizing Marshals [MCTAM] may authorize new C&T participants

### 3. Participation Levels

3.1. There are 4 recognized levels of participation in the Midrealm's implementation of C&T rapier

	Pre-Authorized Participant	Authorized Participant	MCT Practice Marshal	MCT Authorizing Marshal	C&T Trainer
Studying a period system	Yes	Yes	Yes	More than one	Usually more than one
May inspect participants armor/weapons	No	No	Yes	Yes	No
May engage in slow, non-impact drills and play set study	Yes	Yes	Yes	Yes	Yes with a marshal present
May engage in free play at normal calibration	No	Yes with a marshal present	Yes	Yes	No
May enter Midrealm C&T tourneys	No	Yes	Yes	Yes	No
May enter OOK C&T tourneys	No	Yes	Yes	Yes	No
May instruct Pre-Authorized Participants	No	Yes with a marshal present	Yes	Yes	Yes with a marshal present
May conduct C&T practices	No	No	Yes	Yes	No
May conduct C&T tourneys	No	No	Yes	Yes	No
May suspend Participant Authorization	No	No	Yes	Yes	No
Have passed the MCT Marshal Test	No	No	No	Yes	No
Must report to their Regional Rapier Marshal and Kingdom CT Deputy quarterly	No	No	Yes	Yes	No

3.2. C&T Trainers are persons who study and teach historical combat systems, but do not actually engage in combat within the SCA. This role is defined to cover their participation as teachers but **not** as marshals or combatants. They may engage in non-impact, slow drills and play set study in the course of teaching other C&T participants. C&T trainers should seek the nearest MCTPM's or MCTAM's permission before training any C&T participant.

3.3. To become a **C&T Participant**, contact your nearest MCTAM [see MCTAM list at the end of this document].

3.4. To become an **MCTPM** or **MCTAM**, contact the Middle Kingdom Deputy for Cut & Thrust.

## 4. Armor Requirements

- 4.1. All Heavy Rapier armor requirements apply to Cut & Thrust Combat. In addition, the following are **also** required:
- 4.2. **Midrealm Rapier Rules 3.0 Protective Gear: Section 2.B.vii** requires rigid protection for the back of the head:  
*2.B.vii. For cut and thrust rapier, the back of the head must also be covered by rigid material, as noted above sufficient to protect against percussive cuts.*
- 4.3. **Midrealm Rapier Rules 3.0 Protective Gear: Section 2.D.iv** requires additional padding for the elbows and knees:  
*2.D.iv. For cut and thrust rapier, elbows must be further protected by a minimum of an athletic pad or equivalent materials.*  
*1M. In the Midrealm, knees must be further protected by a minimum of an athletic pad or equivalent materials during cut and thrust rapier play. Additional padding or rigid protection for the hands, while recommended, is not required.*
- 4.4. Additional protection for areas of the hands which are not covered by the hilt is highly recommended.

## 5. Practices

- 5.1. A C&T Practice is defined as time and space used at any SCA meeting or event where C&T rapier drills, free play, or a tournament occurs.
- 5.2. A C&T practice requires the presence of a MCTPM or MCTAM and full adherence to the armor requirements for any drills with contact, free play, or tournament to occur.
- 5.3. All C&T Participants of any level should discuss their sparring partner's background in C&T, authorization status, and system practiced before engaging in free play for the first time.
- 5.4. All C&T Participants of any level should discuss each bout or exchange of blows while engaged in free play sparring.

## 6. Authorizations

- 6.1. Authorization in C&T Rapier in the Midrealm is constrained by **Midrealm Rapier Rules 3.0 Marshaling Concerns: Section 1.5M**  
*5M. Candidates for cut and thrust authorization must demonstrate particularly fine control of calibration, as well as some basic scholarship in at least one pre-17<sup>th</sup> century historical sword art. At minimum, a candidate for cut and thrust authorization should be able to demonstrate several guards and/or cuts, including the names or English translations thereof, from at least one documented system of combat.*
- 6.2. The Authorization Process for C&T requires the candidate to:
  - 6.2.1. have studied and practiced a documented historical combat system
  - 6.2.2. answer questions on that system
  - 6.2.3. demonstrate that system's use in free play
  - 6.2.4. demonstrate fine control and calibration in free play
  - 6.2.5. adhere to all rules in the Midrealm Rapier Rules 3.0
  - 6.2.6. adhere to all procedures in this document
- 6.3. Initial authorization may **not** be case of swords. All participants are required to authorize in either single sword, sword and parry item, or and dagger before authorizing with two swords.
- 6.4. If the participant is already authorized in advanced forms of Light or Heavy Rapier, initial C&T authorization will carry over existing advanced authorizations.
- 6.5. Candidates for authorization should limit their authorization testing to cover one specific system regardless of what they have been studying.
- 6.6. Authorization is tied to the form, not the historical system [i.e. authorization in C&T single sword allows the participant to use single handed sword ala Silver, Marozzo, Meyer, etc. as

well as longsword ala Lichtenauer, Fiore, etc.], but participants are expected to limit their free play to techniques which they can employ with fine control and calibration.

#### 6.7. Sample authorization questions:

- 6.7.1. Have you read the Midrealm C&T rules and procedures?
- 6.7.2. Are you aware that this is a contact martial art and you may be injured?
- 6.7.3. Who is the C&T marshal with whom you've been working?
- 6.7.4. What can you tell me about the system you've been studying?
- 6.7.5. What named guards have you learned?
- 6.7.6. What named cuts or attacks have you learned?
- 6.7.7. What is this system's theory of engagement?
- 6.7.8. How does this system treat measure and tempo?
- 6.7.9. What parts of this system are you aware of but have not studied?
- 6.7.10. What techniques in this system are illegal under Midrealm C&T Rapier rules?
- 6.7.11. How would you respond to [repeat this question naming several different techniques, including some illegal techniques]?
- 6.7.12. If a person you do not know approaches you wanting to engage in free play C&T, what would you do?
- 6.7.13. If you are approached by a person questioning the legality or validity of C&T combat or techniques, what would you do?
- 6.7.14. Do you have any questions about the Midrealm C&T rules and procedures?

## 7. Tournaments and Melees

### 7.1. Use of C&T in melees is **forbidden** by **Midrealm Rapier Rules 3.0 Marshaling Concerns: Section 6.E**

E. Cut and thrust rapiers may not be used in melees.

7.1.1. This is a Society Level Rule, not just a Midrealm specific rule.

### 7.2. **UPDATE 2008** – By permission of the Midrealm Earl Marshal, competitive C&T tournaments, won by prowess, are permitted in the Midrealm.

## 8. Marshal Concerns

- 8.1. C&T Marshals must report quarterly to their Regional Rapier Marshal and the MKDCT.
- 8.2. C&T Marshals and Participants should take care at practices and events to explain to non-participant observers that C&T is a legal form of SCA Rapier and be prepared to answer questions or point curious individuals to people who can answer them.
- 8.3. C&T Marshals must pay particular attention to Participant's calibration and fine control of techniques used in free play.
- 8.4. C&T Marshals are allowed to temporarily restrict Authorized Participants including suspending their authorizations if their behavior in practice or tournament is unsafe. All disciplinary actions must follow the normal kingdom conventions.
- 8.5. C&T participants are allowed to wear additional armor above the Midrealm requirements provided they still accept blows at an **unarmored calibration**.
- 8.6. C&T Participants are allowed to wear additional armor and use an "**Armor As Worn**" convention, provided they still accept blows to unarmored body parts at an **unarmored calibration**. This does **not** allow participants to increase calibration to match the armor worn.