

## **[Addition]**

### **2.3.9 Pole Weapons**

- a) Any weapon longer than 60" overall -- or with a handle longer than 18", but not configured and used in a manner that a marshal would identify as a "sword" -- is defined to belong to this category of weapon.
- b) In Rapier combat, the only valid attack with a pole weapon is the thrust.
- c) Use of this weapon requires a separate authorisation.
- d) Only the leading 12 inches of the blade of the pole weapon will be used to deliver a valid attack.
- e) All offensive actions against an opponent body or weapon body must be controlled and involve both hands controlling the pole weapon.
- f) A pole weapon can be used to deliver a valid thrust, cut or tip cut if tip cuts are being employed in the scenario. Pole weapons may never be used for percussive cuts.
- g) Pole weapons shall be classified as a non-standard weapon for single tournament combat.
- h) A fighter using this type of weapon must have both hands on the weapon and in the same position at the end of an attack as they had at the beginning of the attack. Invalid attacks include "pool cuing", sliding, completely releasing the haft and any other process that reduces the fighter's control of the weapon.
- i) The weapon may not be "set" by bracing the base against the ground or any other immovable object; or against the foot or body; or by locking the back arm.
- j) Cupping the butt of a pole weapon in the palm of the hand is prohibited, as is locking the pole weapon under the arm against the body. The weapon may be held lightly under the arm, such that it is not locked in.
- k) The shaft of a pole weapon may be used to parry or strike an opponent's weapon only.
- l) A pole weapon user cannot use a secondary weapon or item concurrently.

## **[Replacement]**

### **3.3.1.1 Standard offensive weapons are:**

- Swords and daggers constructed in accordance with the rules below.
- Rubber Band Guns, except in single tournament combat.
- Pole weapons, except in single tournament combat.

## **[Replacement]**

**3.2.3.4** The exterior and interior of masks and helms shall be inspected to confirm compliance with the rigid material standard and provisions on coverage, a snug fit and no evidence of impending failure. Examples of unacceptable conditions include (but are not limited to): the interior padding or suspension system has decayed and fails to prevent contact between the wearer and any rigid part of the helm during combat; the presence of rust which weakens the metal involved; dents or other defects which spread open mesh and/or broken weld points. If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard commercial 12 kg mask punch. Marshals doing the testing shall be trained in the use of the punch.

## **[Inserted]**

**3.2.3.5** All parts of a fencing mask or rapier helm that might cause injurious contact with the wearer's head shall be padded or shall be suspended in such a way as to prevent contact with the wearer during combat. Either method should ensure a snug fit with minimal shifting of the mask or helm on the fighter's head during normal fighting and upon impact. There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges.

- a. The interior of fencing masks must have a minimum of 0.25 inches (6.35mm) open-cell foam or equivalent resilient padding to create separation between the mask and the wearer. Modern fencing masks (e.g. FIE and USFA type masks) in good working order meet this requirement without additional padding.

b. For rapier helms that utilise a suspension system which does not, on its own, prevent contact between the wearer and any rigid part of the helm, additional padding must be present. This padding must consist of at least 0.25 inches (6.35mm) open-cell foam or equivalent resilient material.

c. Rapier helms without a suspension system and which rely on foam must use a minimum of 0.25 inches (6.35mm) closed-cell foam or equivalent resilient padding which provides progressive resistance to create separation between the hard outer shell of the helm and the wearer.

3.2.3.6 Similarly, parts of the inside of the helm that might come in contact with the wearer's neck or body should be padded.

#### **[Renumbered]**

3.2.3.5 --> 3.2.3.7

3.2.3.6 --> 3.2.3.8

3.2.3.7 --> 3.2.3.9

#### **[Replacement]**

##### **3.3.3 Steel Blades**

- a) Blades must be no longer than 48" (122 cm) as measured from the tip to the top of the tang (i.e. where the tang and forte meet).
- b) Blades must be reasonably flexible as defined in 6.3.
- c) Sword-length blades (i.e. greater than 18" in length from tip to top of the tang) with a cross-section similar to a foil or epee (i.e., foils, epees, double-wide epees and musketeers) are not allowed. Flexi-daggers are not allowed for Cut & Thrust combat.
- d) Steel blades will not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter their temper, flexibility or durability. Normal combat stresses and blade care do not violate this rule. Exceptions are:
  - The tang of the weapon may be altered.
  - Blades may be shortened so long as they maintain acceptable flexibility.
  - A nut or other blunt metal object designed to spread impact may be welded to the tip of blades so long as care is taken to prevent damage to the temper of the blade. The blunt object will still need some form of coverage, in accordance with 3.3.2.
- e) Rigid steel "parrying-only" daggers such as those made from cut down blades are not permitted.

#### **[Addition]**

##### **3.3.7 Pole Weapons**

- a) Total weapon length shall not exceed 8 feet (244 cm).
- b) The minimum blade length is 36" (91.4 cm) measured tip to the where the tang and forte meet.
- c) Total weapon weight shall not exceed 3 pounds (1.36 kg).
- d) The only weapons in this class that are approved for use must be similar in design to the commercially available Alchem pike and Amazonia spear.
- e) Alternative designs must meet the blade flexibility standard must have the blade securely attached to the haft by mechanical means (i.e. screws or pins). If the blade is secure to the shaft with a removable pin, the pin shall be taped over to be secured. Weapons of this design must be approved by the Kingdom Rapier Marshal or a designated deputy before

- being used on the field.
- f) Blades must meet blade flexibility standard given in 6.3.
  - g) Hafts must be composed of pine, cedar, hardwood, or rattan.
  - h) No weapon may have a cutting surface at both ends.
  - i) Augmentations designed to entrap a blade are not allowed. Designs with quillons, tassles or other such additions will need to be assessed against this criterion. Augmentations to the haft to prevent blades from sliding up the haft or prevent the weapon from sliding too far in the hand are permitted.
  - j) Only the leading 12 inches of the blade (including the tip) is considered sharp. A two-inch area of the blade between the 12 inch and 14 inch area must be taped or otherwise marked to assist in defining the different areas of the blade.
  - k) The pole weapon will not be used to kill opponents from behind.

#### [Replacement]

### **6.3 Blade Flexibility testing Procedure**

To determine if a weapon meets the standard of being "reasonably flexible": Hold weapon parallel to the ground, supporting the handle against table or bench if necessary. Hang a 6-ounce weight (170 grams) one inch (25 mm) distance from the tip. If the blade of a dagger (out to 18 inches blade length) flexes at least 1/2 inch (12.5 mm) the blade is reasonably flexible. For a rapier blade (18" or longer), the blade must flex at least 1 inch (25 mm). For use in cut and thrust rapier, the blade must flex at least 1/2 inch (12.5 mm). Any blade 18 inches or longer, being used in melee combat, must flex at least 1 inch (25 mm). Blades fitted to a Pole Weapon must flex at least 1.5 inches (37.5mm) and no more than 3.5 inches.

\*\*\* Changes to add Pole Weapon authorisation and remove the (defunct) Melee authorisation \*\*\*

[Replace (b) Melee with (b) Pole Weapon]

4.2.7 The authorisations that rapier combatants may earn are:

- (a) Rapier (includes the use of off-hand parrying devices both rigid and non-rigid, and the use of a secondary weapon such as another rapier or dagger)
- (b) Pole Weapon
- (c) Cut and Thrust Rapier

[Replace (b) Melee with (b) Pole Weapon]

4.2.8

(b) Pole Weapon: The applicant must

- Hold a current rapier authorisation.
- Have held a rapier combat authorisation for at least 12 months.
- Demonstrate knowledge of the rules specific to the use of Pole Weapons.
- Demonstrate safe weapon usage, including in situations involving more than one opponent, and situations involving rapidly advancing opponents.

\*\*\* Changes to permit rapier combatants to supervise rapier combat \*\*\*

[Addition]

5.1.6 Rapier Combatants

5.1.6.1 Any authorised rapier combatant may supervise (marshal) rapier combat at the discretion of the Rapier Marshal in Charge.

[Change, opening sentence only]

5.2.2.9 An attending marshal -- chosen by the RMIC from the available rapier combatants and rapier marshals -- shall supervise all rapier combat bouts.

\*\*\* Addition to address gap in the rules, motivated in part by the introduction of Pole Weapons \*\*\*

[Addition]

2.3.9 Grasping any part of an opponent's clothing or equipment -- except as otherwise explicitly permitted in these rules, e.g. blade grasping -- is prohibited. "HOLD" shall be called if wrestling over any piece of equipment occurs.