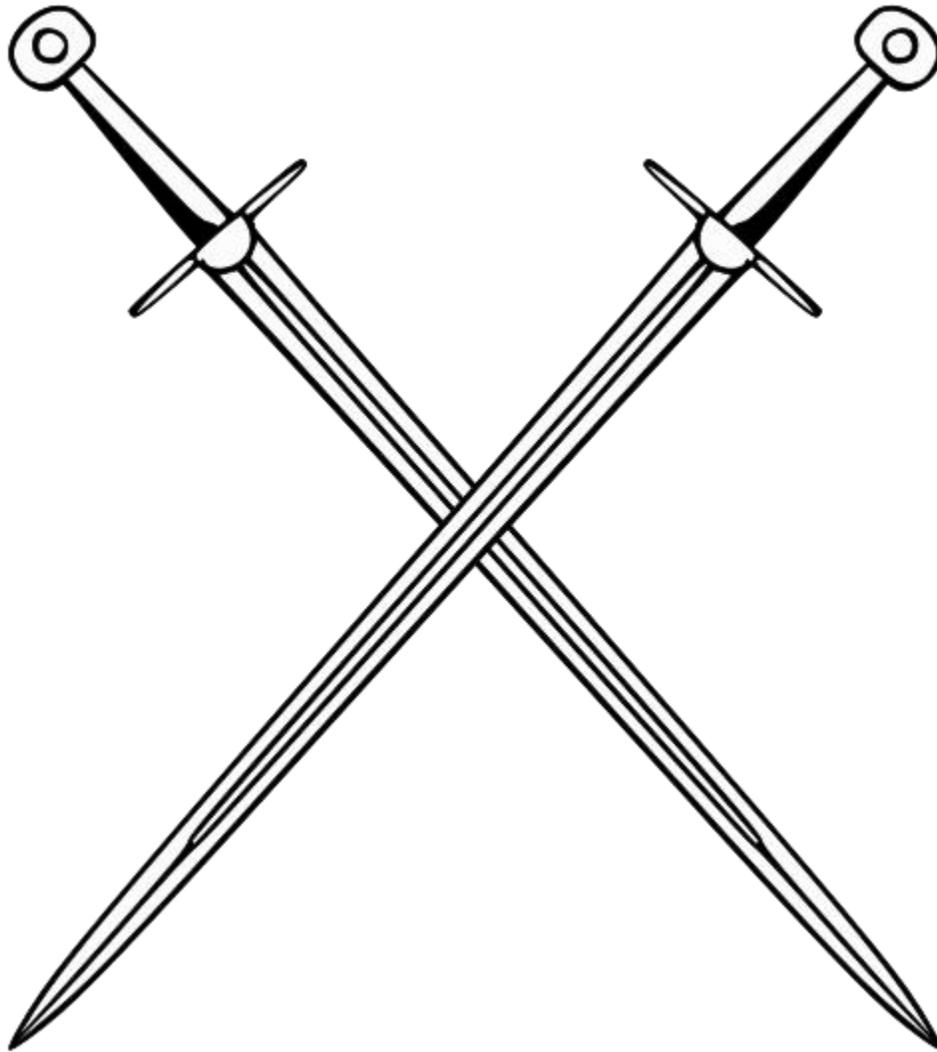


**Kingdom of Meridies
Youth Rapier Martial Handbook
November 2018**



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Deputy Earl Marshal for Youth Combat

Table of Contents

- I – Introduction/Overview
 - A. Mission & Goals
 - B. General Conventions

- II – Parent Section
 - A. Participation
 - B. Parental Responsibilities

- III – Participant Section
 - A. Age Divisions

- IV – Authorizations
 - A. Authorization Process
 - B. Authorization Paperwork
 - C. Authorizations Available
 - D. Authorization at Age 18

- V – Rules of the List and Conventions of Combat
 - A. Rules of the List
 - B. Conventions of Combat
 - 1. General Information
 - 2. Behavior on the Field
 - 3. Target Areas
 - 4. Acknowledgement of Blows
 - 5. Melee Conventions

- VI – Weapons and Parrying Devices
 - A. General
 - B. Blades
 - C. Parrying Devices
 - D. Projectile Weapons
 - E. Spears/Pikes/Polearms

- VII – Armor Requirements/Protective Gear
 - A. General
 - B. Protective Gear for Plastic Rapier
 - 1. Head and Neck
 - 2. Torso and Other Killing Zones
 - 3. Arms and Legs

VIII – Marshallette

- A. General
- B. Types of Youth Rapier Combat Marshals
 - 1. Warranted Youth Rapier Marshal
 - 2. Limited Youth Rapier Marshal
 - 3. Adult Youth Rapier Sparring Partner (formerly Sparring Marshal)
- C. Warranting New Youth Rapier Marshals
- D. Marshal Responsibilities
- E. Sparring Considerations
- F. Injury Procedures

IX – Educational Goals

- A. Division 1
- B. Division 2
- C. Division 3

Appendix A – Minor’s Consent to Participate and Hold Harmless Agreement (Youth Waiver)

Appendix B – Medical Authorization Form for Minors (NOTE: Must be notarized)

I – INTRODUCTION/OVERVIEW

The Kingdom of Meridies Youth Rapier Martial Handbook has been revised and adapted from the Society Youth Marshal Handbook – July 2017. It mirrors current society youth guidelines and reflects the most current rapier rule changes. It has also been streamlined to mimic youth armored combat rules wherever feasibly appropriate.

A. Mission & Goals

The mission of the Youth Rapier program is to provide a safe and fun environment where youth can participate and learn SCA historical rapier techniques at a level appropriate for their age. The program stresses good sportsmanship and parental participation. Youth Rapier is designed to offer the youth of the Kingdom a second Martial Art.

The goal of the program is to teach various techniques and skills as taught in various fencing schools that were available to the serious sword student in the years leading up to the 17th century. This information has come down to us in various books and papers that have been translated and studied by numerous scholars.

B. General Conventions

These rules have also been designed with safety in mind. The safety of the child is always of paramount importance in designing any Martial Arts Program. Therefore, this program has been developed to closely follow the Adult Rapier rules. 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 answer that promotes the greatest degree of safety. The parent and youth participant should also be familiar with the standard Meridian Rapier Rules, of which this is a subset. It shall be the primary source of any rules of safety. These rules may add extra precautions due to the age and nature of the participants.

II – PARENT SECTION

The term “parent” includes biological, adoptive, or court appointed legal guardian. Parental involvement and participation is a critical component of the Youth Rapier program.

A. Participation

Parents must understand this is a contact sport and that injuries may occur. Parents are ultimately responsible for the safety and well-being of their children and assume all risks and liabilities for any harm or medical condition arising from the youth’s participation in these activities. This legal requirement cannot be delegated to the SCA marshals. The assumption of responsibility shall be signified by completion of all legal documents.

There must be a waiver on file with the Youth Rapier Marshal at every practice and at every event tournament. This waiver must carry the signature of the Parent or Legal Guardian. No minor shall participate in Youth Rapier unless the parent has completed and signed a “Minor’s Consent to Participate and Hold Harmless Agreement” (waiver) form. Minors with blue cards, indicating a waiver at the Corporate office that is signed by a parent, are treated the same as adult blue-card attendees with regard to waivers. Roster waivers are not acceptable for use with minors. Neither the parent nor the child are required to be members of the SCA, Inc. to participate. However, the parent’s permission to participate is required.

Participating minors must either have a parent present at the event/activity or a properly executed “Medical Authorization Form for Minors” designating a responsible adult, present at

the event or activity, as able to authorize medical treatment in the case of emergency (a form of temporary guardianship). If needed the responsible adult shall also be in possession of a waiver signed by the parent. There is a copy of the waiver and medical authorization forms at the end of these rules (see Appendix A & B).

B. Parental Responsibilities

Youth Rapier will NOT be used as a babysitting service.

1. Division 1 (ages 6-9) – at least one parent/legal guardian must be present at the youth rapier activity at ALL times.
2. Division 2 (ages 10-13) – on their first visit, at least one parent/legal guardian must have the program and rules explained to them during the minor's first visit. After this, the parent/legal guardian does not need to remain present at the youth rapier activity, but must be on site at ALL times.
3. Division 3 (ages 14-17) – on their first visit, at least one parent/legal guardian must have the program and rules explained to them during the minor's first visit. After this, the parent/legal guardian should be available via electronic communication (phone - preferred, email, facebook, etc) in the event of an emergency.

Parents are required to read and understand these rules and standards, and make sure their child follows them. Parents have the right and responsibility to remove their child from any contest or activity they may deem inappropriate or hazardous. They are also encouraged to become Youth Marshals. Adults watching Youth Rapier activities shall act in a courteous manner toward the combatants, marshals, and other parents. Adults or youth demonstrating inappropriate behavior may be asked to leave the Youth Rapier area. This may result in the child having to withdraw from that day's activity.

III – PARTICIPANT SECTION

This section covers the rules, armor, weapon, and calibration standards for Youth Rapier in the Society for Creative Anachronism in the Kingdom of Meridies.

A. Age Divisions

The Marshallate recognizes that youth develop at different rates and at different times, and can be very small or very large for their age. Some kids will mature earlier or later than others will. Younger combatants may be moved to a higher division or older combatants may be allowed to remain in a lower division, on a case-by-case basis, at the request of the parent and with the approval of the marshal. The parent or the marshal may defer those children who meet the Division 1 age standards, but are lacking the maturity and/or the developmental level to safely fight rapier until a later time when they are deemed ready. The current society age divisions are:

1. Division 1 (ages 6-9)
2. Division 2 (ages 10-13)
3. Division 3 (ages 14-17)

Participants acknowledge there may be a limited number of youth rapier combatants at an event or practice. Combatants may fight in another division with the following provisions:

1. Permission of the combatant's parent or legally responsible adult
2. Permission of the Youth Rapier Marshal-in-Charge

3. Older combatants must adhere to the weapon and armor standards and rules of the younger combatants being fought.

Society rules allow a minor aged at least 14, to authorize in Adult Rapier Combat.

However, the Kingdom of Meridies only allows minors aged 16-17 to authorize in Adult Rapier Combat with the permission of ALL of the following:

1. Current sitting crown (combatants must be re-evaluated for approval every reign change – 6 month rotation)
2. The Youth Rapier Marshal in Charge
3. The parent/legal guardian

Minors may continue to fully participate in Youth Rapier while training for adult combat. When minors become authorized in Adult Rapier Combat, they will be deemed to have graduated from Youth Rapier and may not participate in Youth Rapier tournaments, except as bye fighters (i.e. not eligible for prizes). They may still participate in Youth Rapier training activities and are encouraged to become Youth Rapier Marshals.

IV – AUTHORIZATION

Youth will compete at events at the level they are authorized at, and must reauthorize when moving up to a new age division. Society rules allow for light rapier (live steel – epee, foil, etc.). However, the Kingdom of Meridies does NOT allow light rapier (live steel). Additionally, cut & thrust (C&T) is not an authorized form of combat for youth.

- Division 1 (age 6-9) – Plastic rapier
- Division 2 (age 10-13) – Plastic rapier
- Division 3 (age 14-17) – Heavy rapier (live steel)
- Adult combat (age 16-17) – Heavy rapier (live steel)

A. Authorization Process

To authorize, one must:

1. Read and be familiar with these rules
2. Have some nominal training in rapier combat (with supervision from a Meridian Youth Rapier Marshal)
3. Youth must have current blue card or combat waiver as well as an acknowledgement of participation in combat both signed by parent/legal guardian
4. Complete and pass an authorization consisting of two parts that are officiated by a Warranted Rapier Authorization Marshal and one Youth Rapier Marshal
 - a. A brief verbal quiz to ensure that the candidate is familiar with the rules
 - b. Directed combat with an authorized youth fighter or sparring marshal to demonstrate safe use of the equipment and practical application of the rules

NOTE: A parent must be present for their child's authorization.

B. Authorization Paperwork

After the authorization procedure is completed and the candidate satisfies the requirements, the forms are completed and sent to the Authorization Card Deputy. The fighter will then be issued a card listing his/her authorizations. All cards must be signed by the Deputy Kingdom Rapier Marshal for Authorizations (Card Deputy), Deputy Kingdom Youth Rapier Marshal, or the Kingdom Rapier Marshal ONLY! All additional authorizations will be noted on the Authorization Card.

A copy of the completed authorization form, signed by the Authorizing Youth Marshal, will serve as proof of authorization until the fighter receives his/her card. If the candidate is not a member of the SCA, then in addition to having a waiver on file with his/her Group Rapier Marshal and the Authorization Card Deputy, a \$10.00 fee will be assessed for the fighter card. This is a one-time fee.

C. Authorizations Available

1. Single sword (plastic rapier) – Division 1 & 2
2. Sword (plastic rapier) and defensive rigid parry - Division 2
3. Basic (live steel single rapier and rapier/dagger) – Division 3
4. Advanced (rigid parry, soft parry, case) – Division 3
 - RIGID PARRY: (buckler, cane, tankard, etc)
 - SOFT PARRY: (cloak, hat, puppet, etc.)
 - CASE: (two weapons of similar length)
5. Adult Basic (age 16+)
6. Adult Advanced (age 16+)

The basic authorization must be completed first before authorizing advance. Adult fighter authorized - this gives the youth permission to fight against adults at events, in tournaments and melees. This must be approved by the parent, the Deputy Kingdom Rapier Youth Marshal, AND the current reigning crown. **Only ages 16 and up may participate in melees.** Any youth fighting in adult combat will be marked with a single yellow diamond no larger than 1” and no smaller than ½” on the cuff of the glove of their dominant sword hand.

D. Authorization at Age 18

When the authorized youth turns 18 and did not authorize for adult combat, they shall contact the Deputy Kingdom Youth Rapier Marshal. The DKYRM will consult with the Youth Rapier Marshal who is most familiar with the student.

- If it is felt that the student is competent to perform on an adult level with all of the forms that the student is authorized at the Youth Rapier Level, then the student will be awarded an adult-level card.
- If the YR Marshal feels that the student is lacking in an area, then the student will need to authorize formally according to the adult rules for that form.

V – RULES OF THE LISTS AND CONVENTIONS OF COMBAT

In addition to the Meridian Youth Rapier Marshal’s Handbook, Youth Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc. and the Society Rapier Marshal’s Handbook. All combatants shall adhere to the Society minimum standards for weapons and protective gear, appropriate for their division, as well as any additional standards or conventions set forth by the Kingdom of Meridies.

A. Rules of the Lists

Rules of the Lists and Conventions of Combat as listed in the SCA Marshal’s Handbook apply to Youth Combat unless superseded by a rule in this document. The observance of honor and chivalry, as well as safety of the combatants are the overriding goals of these rules.

The Rules of the Lists are reprinted here from section IX.B. of the Corpora of the SCA:

1. Each fighter, recognizing the possibilities of physical injury to themselves in such combat, shall assume unto themselves all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until they have inspected the field of combat and satisfied themselves that it is suitable for combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat and shall assume unto themselves the liabilities thereof.
2. No person shall participate in Official Combat-Related Activities (including armored combat, period fencing, and combat archery) outside of formal training sessions unless they have been properly authorized under Society and Kingdom procedures.
3. All combatants must be presented to, and be acceptable to, the Sovereign and his or her representative.
4. All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.
5. The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor.
6. Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament list is not to be considered a challenge and therefore may be declined and forfeit the bout.
8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier combat, used in the context of mutual sport, to be real weapons.
9. No projectile weapons shall be allowed within the Lists of a tournament, nor shall any weapons be thrown. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

B. Conventions of Combat

Conventions may be modified for a specific tournament with the full explanation of the changes given to all combatants.

1. General Info
 - a. Youth Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., the Society Rapier Marshal's handbook, and such further rules as established by the Kingdom of Meridies.

- b. All youth combatants shall adhere to Society minimum armor and weapons standards for their division and to any additional standards of conventions of the Kingdom in which the event takes place.
 - i. All fighters, prior to combat at every SCA-sponsored event or fighting practice, shall ensure that the Youth Rapier Marshal in Charge inspects their armor and weapons.
 - ii. Even though the Youth Rapier Marshal has inspected the armor and weapons used by a fighter, each fighter shall accept full responsibility for the condition of his/her own equipment. Each fighter has the obligation to his/herself, the marshals, and all opponents, to see that his/her equipment meets all Society and Kingdom requirements.
- c. A marshal may disallow use of any weapon or armor, deemed unsafe from use upon the field of combat.

2. Behavior on the Field

- a. All fighters shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to further disciplinary action.
- b. Each fighter shall maintain control over his/her temper and behavior at all times.
- c. Striking an opponent with excessive force or with deliberate intent to injure is forbidden.
- d. Upon hearing the call of "HOLD" all fighting shall immediately stop. The fighters shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.
- e. Conduct obstructive of normal rapier combat, such as consistent ignoring of blows, deliberate misuse of the rules (such as calling HOLD whenever pressed), or the like, is forbidden.
- f. A fighter shall not deliberately strike a helpless opponent.
- g. Any fighter who obtains unfair advantage by repeatedly becoming "helpless" (for example, by falling down or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponents. However, the opponent may ask the marshals to let the fight continue.
- h. Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited.

3. Target Areas - All areas are considered legal target areas

- a. Kill zones
 - i. Torso – All of the body above the top of the hipbone, excluding the arms
 - ii. Head – The whole head and neck
 - iii. Groin – Shots to the groin are legal, but discouraged

- b. Maiming/disabling zones
 - i. Arms – Shoulder to fingertips
 - ii. Legs – Top of the hipbone to the tips of the toes

4. Acknowledgement of Blows

- a. A blow shall be considered "good" if it is a touch with positive pressure.
- b. Judging the effects of blows is left to the honor of the combatant being struck by the weapon, unless he/she relinquishes this responsibility, with the exception of clear violation of the Rules of the Lists or the other Conventions of Combat. Effectiveness of a blow may not be judged by the opposing combatant, the marshal of the field or other observers. Information unavailable to the combatant being struck may be supplied by the opposing combatant or the marshal, including blade orientation upon impact, apparent force transmitted, or apparent location and angle of the blow's impact based upon the observer's angle of observation.

5. Melee Conventions (Age 16+)

- a. Youth fighters may only charge to gain ground. They may not intentionally run into their opponents.
- b. Missile weapons (RBGs) may be used in a melee scenario if all marshals and combatants are informed of their use before the melee begins.
- c. No death from behind allowed; must maintain a 180 degree frontal engagement.
- d. No more than three fighters shall attach a single opponent except in the case of engaged units.

VI – WEAPONS AND PARRYING DEVICES

A. General

1. Sharp points, edges or corners are not allowed anywhere on any equipment.
2. All equipment must be able to safely withstand combat stresses.
3. Equipment that is likely to break a blade or damage other equipment is prohibited.

B. Blades

1. Plastic Rapier (Divisions 1 & 2): The only swords allowed are commercially manufactured plastic training foils and epees size 3 or shorter. (e.g. Nasycon, Leon Paul, Absolute Fencing, Zivkovic, etc.) Non-acoustic versions are allowed.
 - a. Plastic blades shall be made from a single plastic molding and contain no metal parts.
 - b. All plastic blades must have a rubber tip attached to the point.
 - c. Orthopedic (or pistol) grips will not be used unless the fighter has approval for medical reasons, supported by documentation from their health care provider.

- d. Plastic weapons in this category of combat may not be used against metal weapons or any other SCA blade type or weapon.
2. Metal Rapier (Division 3): Any live steel blade that meets the criteria stated in the Society Rapier Marshal's Handbook for heavy rapier are considered acceptable for use by Youth Rapier combatants. Light steel rapier blades (epee, foil, etc.) are not allowed in the Kingdom of Meridies.

C. Parrying Devices

Any parry device that meets the criteria stated in the Society Rapier Marshal's Handbook is acceptable for use by Youth Rapier combatants.

1. Bucklers may only be used in a defensive manner.
2. When used with plastic rapier (Division 2), the edges of all rigid parry devices must be covered by adding tubing, leather, or foam to protect striking weapons.

D. Projectile Weapons (Age 16+)

1. Mock-gunnery gear (such as rubber-band guns) may be used in rapier melee combat, as long as safety standards for those arts are met.
2. The use of any projectile weapon is forbidden within formal rapier Tournament lists (single combat), or in any situation where spectators cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used.

E. Spears/Pikes/Polearms

Youth Rapier combatants may NOT use these weapons, nor any two-handed rapiers.

VII – ARMOR REQUIREMENTS/PROTECTIVE GEAR

A. General

All Youth Rapier combatants must meet the minimum standards of the Society Rapier Marshal's Handbook, and will use the same armor standards as the Meridian Adult Rapier program, except those using plastic rapier (see below). Individuals preferring more stringent protection are free to do so, but must weigh the benefits of more rigorous penetration coverage against the risks of heat illness, exhaustion, and stroke due to heavier or more confining gear.

B. Protective Gear for Plastic Rapier

The following shall be the minimum required protective gear for the Youth Rapier age divisions using the plastic rapier as their weapon.

1. Head and Neck
 - a. The front and top of the head must be covered by either a pre-12k or 12k fencing mask, or a commercially manufactured safety mask designed to be used with plastic training foils and epees (e.g. the Nasycon "Aramis" mask and the Absolute Fencing Gear plastic weapons mask).
 - b. The bib shall be in good condition.
 - c. A gorget or equivalent throat protection is also required. It shall consist of a rigid material, covering the entire throat, and shall be backed by either puncture resistant material (as a hood), one quarter inch (1/4") (6 mm) of closed-cell foam, or equivalent. The cervical vertebrae shall also be

protected by rigid material, provided by some combination of gorget, helm, and/or hood insert. An extension from the gorget that covers the collar bone is recommended, but not required.

2. Torso and Other Killing Zones
 - a. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with abrasion-resistant material as defined in the Society Rapier Marshal's Handbook.
 - b. Male fighters are required to wear a youth athletic cup or other equivalent rigid groin protection. Female and male fighters should protect the groin area with extra layers of clothing or equivalent groin padding.
3. Arms and Legs
 - a. No exposed skin is allowed. All areas must be covered by at least a layer of cloth with a 2" overlap between separate pieces of clothing. Fighters are encouraged to strive for a period appearance on the field.
 - b. Gloves are required, but can be made of cloth as well as leather.
 - c. Participants must wear properly fitting shoes that provide safe reliable footing.

VIII – MARSHALLETTE

A. General

The Youth Rapier Marshallette shall be comprised of those adults who are first, full adult Rapier Marshals, who have proven themselves to be knowledgeable in the art of rapier, as well as trustworthy and capable of working with the youth of the kingdom in teaching the youth the way of the blade. Their duties will not only include teaching and leading by example, but also the safety of the fighters at all times. The Arte of Defense with Rapier is a privilege and not a right. Therefore, a marshal has the power and responsibility to recommend temporary or permanent cancellation of this privilege if the offending fighter behaves in an unsafe manner. If at any time the parents of the youth have questions or concerns, it is desired that first, they talk with the local Youth Rapier Marshal. If there is further need, then the Deputy Kingdom Youth Rapier Marshal should be contacted. Above this person, there is the Kingdom Rapier Marshal who is deputy to the Kingdom Earl Marshal.

B. Types of Youth Rapier Combat Marshals

1. Warranted Youth Rapier Marshal

These are marshals who have been warranted by the Kingdom and have passed a current SCA background check. NOTE: All Youth Marshals do NOT have to have a background check, however each area of youth combat activities must have someone present who has passed a current SCA background check.

2. Limited Youth Rapier Marshal

This includes minors ages 12-17 and adult Youth Rapier Marshals-in-Training (YRMIT). These Marshals are NOT warranted, nor do they have a cleared background check on file. They must function under the supervision of a Warranted Youth Marshal. They may perform inspections, and function as a

Marshal of the Field. They may not authorize combatants, nor serve as a Marshal-in-Charge at an event.

3. **Adult Youth Rapier Sparring Partner (formerly Sparring Marshal)**

These are adults who have been authorized to spar with youth combatants. They must use weapons and armor appropriate to the age division of the youth combatant with whom they are sparring. Unless signed off as an Adult Youth Rapier Sparring Partner, parents may spar with their OWN children only.

C. Warranting New Youth Rapier Marshals

1. An adult YRMIT may be warranted after demonstrating the ability to supervise youth combatants in practice, tournaments, and melee, inspect youth weapons and armor, and judge a youth combatants authorization. Limited Youth Rapier Marshals that are minors may NOT be warranted.
2. Completed an SCA background check.
3. Completed all rapier Marshal classes and Rapier Martial-in-Training Program
4. Demonstrate a good working knowledge of the Youth Rapier Rules
5. All warranted Youth Rapier marshals are considered to be officers and must be members of the Society for Creative Anachronism, Inc (must have a current blue card).

If at any time a Warranted Youth Rapier Marshal's background check or SCA membership expires, their warrant will become suspended until such time as they become current.

D. Marshal Responsibilities

1. All youth rapier activities including practices, events, demos, and wars must be under the continuous supervision of at least one SCA background checked Warranted Youth Rapier Marshal, and at least one additional unrelated adult. (Two-deep Policy)
2. Marshals shall make sure that all armor and equipment is inspected and safe to use.
3. Check that the field can be safely fought upon and an appropriate buffer zone is maintained between combatants and spectators.
4. Marshals shall monitor activities and behavior on the field, and immediately stop all potentially hazardous or unsportsmanlike activities by calling "HOLD". The younger the combatants, the more active the marshaling becomes.
5. Marshals shall remove from the field any combatant who refuses to obey the commands of the marshals or other officials.
6. Report any incidents of serious injury to a youth fighter to the Kingdom Deputy Youth Rapier Marshal (who will in turn forward a copy to the Kingdom Rapier Marshal, Kingdom Earl Marshal, and Society Deputy for Youth Combat). A serious injury is something which involves emergency medical treatment or hospitalization.
7. Report any incidents of inappropriate behavior by a youth combatant or participating adult which is serious enough to revoke an authorization or warrant, invoke a marshal's court, possible banishment or legal action to the Deputy

Kingdom Youth Rapier Marshal (who will in turn forward up chain to KRM, KEM, SDYC and provide a copy to the Society Special Deputy for Family and Youth Programs).

8. Marshal-in-Charge of Youth Rapier Combat at an event should submit an event report within 10 days.

E. Sparring Considerations

For the purposes of Youth Rapier Combat, adult sparring partner has a definite meaning:

1. If the adult is holding a weapon and is attempting to throw shots at the youth, this IS sparring.
2. If both the adult and the youth are striking each other with weapons, regardless of force or speed, this IS sparring.
3. If the youth is striking an adult who is holding a defensive parry and the adult is merely blocking shots, this IS NOT sparring.
4. If the youth is striking the adult, but the adult is not striking the youth, this IS NOT sparring, but considered blow calibration or practice targeting.

Other than parents, any authorized fighter may provide training, which does not include sparring (defined above). All training of youth rapier combatants at official SCA activities, whether or not it includes sparring, must be done under the supervision of a Warranted Youth Rapier Marshal and conducted with the weapons appropriate to the division of the youth being trained. Sparring is performed as training with the intent of teaching defensive and/or offensive skills to youth. Sparring may also be a part of a demonstration, educational, or morale building exercise. Sparring is normally conducted as one-on-one combat with either an authorized adult Youth Rapier Sparring Partner or another youth rapier fighter.

Group training activities and exhibitions, involving multiple youth and one or more adults, may be allowed at the discretion of the Youth Rapier Marshal in Charge. Precautions will be taken to minimize risk to all participants.

F. Injury Procedures

1. In the event of any suspected injury on the field, the Youth Rapier Marshal shall halt all fighting in the area and determine the proper course of action. The parent, or responsible adult shall be informed immediately and escorted to the field if not already there. (Note: For non-parent responsible adults, please make sure they have the Medical Authorization Form for Minors properly notarized. This designates them to authorize medical treatment in the absence of the parent in the event of an emergency - See Appendix B).
2. When an injury occurs on the field, it should always be remembered that the primary concern is getting to and assisting the injured party. Secondary to this objective, but not less important, is the safety of the persons entering the field to help and the well-being of anyone already on the field. (For example, fighters standing around in the sun could be subject to heat related problems).
3. In the event of an emergency, the marshals shall cooperate with any authorized persons responding to the emergency and keep the area clear of would-be spectators.

4. All injuries that require hospitalization or similar care, include a period of unconsciousness, or may require future medical care shall be reported within 24 hours of the incident. Include all available details in the report.

IX – Educational Goals

To prepare youth for adult combat with a focus on fair-play and good sportsmanship while maintaining the safety of all parties involved.

A. Division 1

1. Learn the basic elements of rapier combat
2. Learn to acknowledge blows
3. Learn the commands of the marshal
4. Learn how and when to call hold

B. Division 2

1. Become familiar with proper blow calling
2. Be able to enact wounds
3. Learn basic proper technique
4. Learn and obey the rules of the list
5. Fair play and sportsmanship
6. Become familiar with other rapier parrying devices

C. Division 3

1. Reinforce previous lesson and skill sets
2. Learn proper care of their equipment
3. Continue practicing with rapier accoutrements (dagger, parry devices, case)
4. Prepare for the next level of fighting with metal rapier blades

**INFORMED CONSENT TO PARTICIPATE
AND RELEASE OF LIABILITY
ALL MINOR FIGHTERS
HEAVY WEAPONS AND RAPIER YOUTH COMBAT
KINGDOM OF MERIDIES**

I, the undersigned, do hereby state that I wish my child to participate in activities by the international organization known as the Society for Creative Anachronism, Inc., a California not-for-profit corporation (hereafter "SCA"). I state that my child is at least sixteen years of age. The SCA has rules which govern and may restrict the activities in which I and my child participate. These rules include but are not limited to Copora, the by-laws, the various kingdom laws and the rules for combat related activities. The SCA makes no representations of claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by the SCA. I understand that all activities are VOLUNTARY and that my child does not have to participate unless they choose to do so. I understand that these activities are potentially dangerous to my child and my own person or property and that the SCA and its legal representatives have made no representations to myself or my child as to the safety of these activities. **I understand that these activities will include armored combat (aka "heavy weapons combat") and/or rapier combat. I further am familiar with the rules for participation in these activities and understand my child may spar with adults for training purposes. I have personally witnessed and understand the risks in both tournament and melee armored combat and thus I give permission for my child to partake in armored combat activities for TOURNEY and MELEE activities and for (circle one or both) HEAVY WEAPONS COMBAT and/or RAPIER COMBAT.** I understand that the SCA does NOT provide any insurance coverage for my child, my person or property. I acknowledge that I am responsible for my child's, and my safety and my or my child's own health care needs, and for the protection of my property. In exchange for allowing me and my child to participate in these SCA activities and events, I agree to release from liability, agree to indemnify and hold harmless the SCA and any SCA agent, officer or SCA employee acting within the scope of their duties, for any injury to my child, my person or my property and shall sign a SCA general waiver of liability on behalf of myself and my child if requested to do so. This release shall be binding upon my child, myself, successors in interest and/or any person(s) suing on my or my child's behalf. I have read the statements in this document. I agree with its terms and have voluntarily signed it. I understand that this document is complete unto itself and that any oral promises or representations made to me concerning this document and /of its terms are not binding upon the SCA, its officers, agents and/or employees.

I UNDERSTAND THIS IS A LEGAL DOCUMENT. I HAVE READ AND UNDERSTAND THIS IS THE RELEASE AND I UNDERSTAND ALL ITS TERMS. I EXECUTE IT VOLUNTARY AND WITH FULL KNOWLEDGE OF ITS MEANING AND SIGNIFICANCE AND ASSERT THAT I HAVE LEGAL AUTHORITY TO SIGN THIS DOCUMENT ON BEHALF OF MYSELF AND MY CHILD.

Child's name _____
Parent/Legal Guardian's signature _____
Witness _____
Date _____

FOR MASHAL USE ONLY - circle all that apply

Permission granted by parent for: ARMORED RAPIER

The Society for Creative Anachronism, Inc.
Medical Authorization for Minors

I, _____, the parent of or legal guardian of _____, a minor, do hereby authorize any one or more of _____,

_____ or _____, as agents for myself in my absence or incapacitation to consent to any x-ray examination and anesthetic, medical or surgical diagnosis or treatment and medical care which is deemed advisable by and is to be rendered under the general or special supervision of any physician or surgeon licensed under the provisions of the Medical Practice Act on the medical staff of any hospital whether or not such diagnosis or treatment is rendered at the office of said physician or at said hospital.

It is understood that this authorization is given in advance of any specific diagnosis, treatment or hospital care being required but is given to provide authority and power on the part of the aforesaid agents to give specific consent to any and all such diagnosis, treatment or hospital care which aforementioned physician in the exercise of his or her best judgment may deem advisable.

I hereby authorize any hospital which has provided treatment to the above-named minor to surrender physical custody of such minor to the above-named agents upon the completion of treatment.

These authorizations shall remain effective until _____, _____.

Signature of Parent or Legal Guardian: _____

Date: _____

Please note any specific health plan or insurance information such as membership or policy numbers on the back of this form.

Copies of this form, duly executed, should be in the possession of the named minor; at least one adult named in the document and present at the event; and the parent or guardian executing the Medical Authorization.

The SCA requires minor participants (i.e., those having to have waivers) whose parents or legal guardians are not present at the event to have a valid Medical Authorization form. The SCA recommends use of the Medical Authorization for all minors whose parents or legal guardians are present.

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STATE OF \_\_\_\_\_  
COUNTY OF \_\_\_\_\_  
SUBSCRIBED AND SWORN TO before me this \_\_\_\_\_ day of \_\_\_\_\_, 20\_\_\_\_  
\_\_\_\_\_ (notary seal)

Notary Public  
My Commission Expires: