

KINGDOM OF GLEANN ABHANN CUT & THRUST SWORDPLAY RULES

Revision 07-09-13

Cut & Thrust Swordplay is an advanced authorization specifically intended to allow free-play in the study and recreation of historically documentable unarmored combat styles using the framework of SCA rapier combat. Cut & Thrust Swordplay is specifically meant to be inclusive of styles that predate the use of the rapier. Some examples of such combat styles can be found in the works of Fiore de Liberi, Vadi, Lichtenauer, Ringneck, Meyer, as well as the more familiar side sword or rapier masters - Marozzo, D'All Aggochie, Manciolino, Viggiani, Agrippa, DiGrassi, Saviolo, Silver, Capo Ferro, Fabris, Giganti, Caranza, Narvaez, and Saint- Didier.

Because of this, Cut & Thrust Swordplay is more than simply a different form of SCA combat. The use of percussive blows, with steel weapons against minimal armor, dictates that combative actions must be constrained. Cut & Thrust participants should use this constraint as an opportunity to develop and refine the techniques of the masters. To a greater degree than other SCA combat forms, success in Cut & Thrust should be achieved through skill in period technique, delivered at the best possible speed while retaining control of the blows.

The Rules for Rapier Combat in Gleann Abhann generally apply to Cut & Thrust, with the exception of the following revisions and additions:

BLOW CALLING

A. VALID BLOWS Valid blows for Cut & Thrust are struck by either thrusting with the point of the blade ("A thrust") or a controlled percussive cut ("a cut"). Percussive cuts must always be delivered with sufficient control so as not to injure the recipient. An injury is defined as something that causes the person to be unable to continue fighting, even briefly.

B. INVALID BLOWS

1) Push cuts, tip cuts, and draw cuts are not valid blows for Cut & Thrust, unless they contain a percussive element to them. Cut & Thrust partners should discuss between themselves the presumed efficacy of cuts with questionable percussion. However, any type of cut to the face or throat should be considered a valid blow.

2) Chopping or hacking blows are not permitted. Percussive cuts must be delivered with control.

3) Cuts which land "flat" (the edge of the blade does not come in contact with the target) are not valid.

C. JUDGING BLOWS

The VALIDITY of any given blow shall be judged by the recipient of that blow. However, Cut & Thrust participants are always encouraged to discuss questionable blows with each other.

INCAPACITATING BLOWS Any valid blow to the head, neck, torso, leg, foot, or armpit (to the fencer's hand width down the inner arm) shall be judged INCAPACITATING, rendering the fencer incapable of further combat.

BLOWS TO THE UPPER LIMBS A valid blow to the hand or arm shall be judged incapacitating to that limb without ending the fight. The participant struck in the hand or arm may then continue, without the use of the struck limb.

RULES FOR MELEES Cut and thrust may NOT be used in melees. Blades which are approved for Cut & Thrust rapier, but not for heavy rapier, may not be used in melees.

ARMOR REQUIREMENTS These requirements are in addition to those required for Rapier Combat in Gleann Abhann.

HEAD AND NECK PROTECTION

A. PROTECTING THE HEAD The front, back, sides and top of the head must be covered by rigid material to below the jaw line and below the ears. If a standard fencing mask is used, it must be supplemented with rigid material on the back of the head sufficient to protect against percussive cuts. Fencing helms built to this standard are also acceptable.

B. PROTECTING THE FACE The face must be covered by rigid perforated metal, with holes no larger than 1/8" (3 mm) in diameter with a minimum offset of 3/16" (5 mm), or by a 12 kilogram mesh (e.g. a standard fencing mask) or equivalent.

C. PROTECTING THE THROAT AND NECK The entire throat, including the cervical vertebrae, shall be covered by rigid material, backed by either puncture resistant material, 1/4" (6 mm) of closed cell foam, or their equivalents.

D. TORSO PROTECTION: Cut & Thrust participants may wear additional rigid or padded material for torso protection. Such protective equipment must not interfere with the participant's ability to call valid blows. Padding or other protection on the area of the collarbone is recommended, but not required.

E. HAND, ARM AND LEG PROTECTION: In addition to standard armor requirements for Heavy Rapier, elbows must be further protected by a minimum of an athletic pad or equivalent materials. Similar protection for the knees is recommended, but not required.

Hands shall be protected by gloves made of abrasion resistant material that overlap any sleeve openings by at least 2 inches, regardless of stance or movement. Extra protection for the hands, such as padded gloves or gauntlets, is highly recommended but not required.

WEAPONS / PERMITTED BLADES Cut & Thrust blades: - All C&T blades listed in the Rules for Rapier Combat in the Society for Creative Anachronism are legal for use in Gleann Abhann.

AUTHORIZATIONS

CUT & THRUST AUTHORIZATION

Any Society member residing in the Kingdom of Gleann Abhann may attempt to authorize for Cut & Thrust combat. However, the candidate must have either the Single Rapier authorization or Armored Combat authorization before attempting this authorization. The candidate must display understanding of the rules for Cut & Thrust swordplay in Gleann Abhann and how these rules differ from Heavy Rapier combat and Armored Combat.

The authorization candidate must fight several passes against an opponent demonstrating the ability to safely deliver valid blows, including percussive cuts. A verbal examination to determine the fighter's knowledge of these rules and armor requirements will be conducted by the C&T Authorizing Marshal. The marshal must be satisfied that the fighter is safe and capable before the fighter is issued an authorization.

Cut & Thrust participants are encouraged to demonstrate a basic familiarity with at least one system of documented pre-17th century combat (whether Fiore, Vadi, Tahlhofer, Lichtenauer, Marozzo, Meyer, or any other). At a minimum, the candidate shall be able to demonstrate some guards and

attacks from at least one style, school or manual, and should be able to incorporate this familiarity into his or her "free play" with a partner.

CUT & THRUST MARSHALS

- A. A warranted C&T Marshal is required to organize and oversee all C&T activities.
- B. The Kingdom Rapier Marshal shall appoint a deputy Kingdom Cut & Thrust Swordplay Marshal. These two Marshals shall have the authority to authorize C&T fighters and warrant C&T marshals, and to revoke those authorities.
- C. The C&T Marshal's warrant shall be separate from that of Rapier Marshal or Armored Combat Marshal. Warranted Rapier Marshals or Armored Combat Marshals who have authorized in C&T Swordplay may request a warrant as a C&T Marshal (CTM) The CTM warrant shall be issued by the Kingdom Rapier Marshal or Kingdom C&T Marshal if they are confident in the candidate's knowledge of these rules and ability to safely marshal C&T activities.
- D. All authorizations for C&T fighters must be conducted by a C&T Authorizing Marshal.

Contact the Kingdom C&T Marshal for more information on becoming a warranted C&T Swordplay Marshal.

CUT & THRUST AUTHORIZING MARSHALS

An additional warrant is required to authorize new participants for Cut & Thrust.

C&T Authorizing Marshals are expected to be able to evaluate not only the safety but also the historic knowledge of an authorization candidate. This does not require that the Authorizing Marshal has knowledge of every documented historical system of combat, but rather that the marshal is able to determine when an authorization candidate is speaking outside of his or her actual expertise. .

Applicants for this advanced warrant should contact the KRM or Kingdom Cut & Thrust Swordplay Marshal (KCTSM).