

**YOUTH RAPIER PROGRAM**  
**KINGDOM OF GLEANN ABHANN**  
**SOCIETY FOR CREATIVE ANACHRONISM**



**Last Updated:**  
**April 13th, 2013**

## PREAMBLE

I have been asked several times now about how much supervision a YC marshal should interject into Youth Combat. The short answer is total. YC marshaling is only broadly like heavy combat marshaling. With the heavies, fights are more likely to be uninterrupted except for safety reasons or egregious fouls. The fighters are "treated like adults." The central theme that must be adhered to in YC is thus; the Marshals are the only adults, the children are fighting and must be under constant and resolute supervision. We, as Marshals, are actively participating in the shaping of a young person's attitudes in our society. Adults take the field with certain givens – i.e. a level of maturity, an understanding of written rules and some control over their bodies. Children may or may not possess any of the above faculties but no matter what, few 7-17 year olds have matured enough mentally or physically to let them control the tempo of fighting 100% of the time. So, what does all this mean? It means that YC Marshals are in charge of everything. The kids must be taught how to bow, do salutes, how to speak, how to acknowledge and execute blows, the tenets of chivalric behavior and personal honor, how to dress and the rules of the list. Most of this will not stick after just one lesson, it must be repeated. It will be much like parenting, and, like parenting, as far as the list field goes, the YC Marshals word is law. You see something you don't like; you stop the fight and say something. You detect a misunderstanding or feel like a rule or concept is not sinking in, you stop the fight and explain things again. You explain plainly to Mom, Dad and kid why something is allowed or disallowed. You let kids fight only when you are comfortable that everybody understands what is expected and has an idea of what will take place. You also encourage wherever possible. Positive reinforcement is an absolute must and should be a guiding principle.

Now, having said all that, don't be a jerk. Be reasonable, be nice and know the rules.

Sir Robert Glendon  
of Auk Society Earl  
Marshal

## MISSION STATEMENT

The goals of the Youth Rapier Program are as follows:

- 1 To provide a safe environment for individuals ages seven (7) years through fifteen (15) years to participate in rapier activities.
- 2 To provide more opportunities to involve and educate young people about not only SCA rapier combat, but all aspects of the Society.
- 3 To introduce and reinforce the ideals of chivalry, honor and heraldic pageantry both on and off the list field.
- 4 To ensure that all parties involved with the Youth Rapier Program have Fun.

**Parents and children must read the Youth Rapier Conventions of Combat and the Parent/Legal Guardian responsibilities.**

### **CONVENTIONS OF COMBAT**

All Rapier Conventions of Combat as stated in the Adult Rapier Rules approved within the Kingdom of Gleann Abhann apply to this document as well. The age requirements of this document supersedes those stated in the Gleann Abhann Rapier Rules. In addition, there are different rules for the 7 to 12 year olds using plastic rapier swords.

### **PARENT / LEGAL GUARDIAN RESPONSIBILITIES**

- 1 Legal Guardian for the purposes of Youth Rapier Combat is meant to construe a court appointed legal guardian or other permanent guardian other than a parent. ***The normal SCA event definition of legal guardian (i.e. responsibility for a friend's child over the weekend, as an example) is not sufficient for Youth Rapier Combat purposes.***
- 2 Parents/legal guardians are to understand that this is a contact sport and injuries may occur. The parent or legal guardian must properly fill out a SCA/Gleann Abhann Minors Waiver of Informed Consent or Gleann Abhann Minors Authorization Form to be kept on file with the YRM until authorization.
- 3 For a minor to participate in Youth Rapier Combat, a parent or a court appointed legal guardian must be physically present at the fighting field for the duration of that minor's participation. At least one parent/legal guardian must be present at all times while the youth is involved in Youth Rapier Combat (official fighter practice, tournament, and melee). 'Present' is defined as within visual and vocal range of the child, and attentive to the Youth Rapier Combat activity. The youth or Marshal on the field should be able to find the parent/legal guardian immediately. The combatant and the parent/legal guardian are recommended to wear the same heraldic colors to aid in recognition.
- 4 The parent/legal guardian present is to have the youth's authorization card or paperwork in his/her possession at all times when Youth Rapier Combat activities are occurring.
- 5 Parents/legal guardians are to behave in a courteous and responsible manner at all times. This includes, but is not limited to, not 'heckling' the marshal or combatants, accepting the decision of the marshal (or at least politely disputing that decision through the proper channels, etc).
- 6 Parents/legal guardians are responsible for the youth's safety, with the YRM in charge of the armoring/safety process.
- 7 Parents/legal guardians are required to read and understand the guidelines set forth in this handbook and to make sure that the child follows them.

## **AUTHORIZATION FOR YOUTH RAPIER COMBAT**

NOTE: In order to participate in Youth Rapier activities, some form of service must be performed. This can be anything from participation in the Page School to lending a hand with site cleanup. No proof of this is required; however, reports of laziness to local YRM could result in suspension of Youth Rapier privileges.

- 1 All combatants, along with a parent or legal guardian, must attend a pre-authorization class taught by a YRM. The class will outline the rules and guidelines found within this handbook.
- 2 Non-authorized combatants may participate in practice, but the parent or legal guardian must properly fill out a SCA/Gleann Abhann Minors Fighters Waiver of Informed Consent or Gleann Abhann Minors Authorization Form to be kept on file with the YRM until authorization.
- 3 The parent or legal guardian and child must attend at least four practices where both will learn the basic rules and conventions of Youth Rapier Combat. The child will learn the basic skills and safety expectations required to participate. The authorization may occur at the conclusion of the fourth practice.
- 4 In authorizing new combatants, the YRM shall question the combatant on legal target areas, proper calling of a blow, proper weapon and equipment standards, rules of the list and the conventions of combat as outlined in this handbook.
- 5 The YRM shall have the combatant fight an authorization bout with another Youth Rapier combatant or Youth Rapier Sparring Marshal.
- 6 Upon completion of these events, the YRM shall decide whether or not they were completed satisfactorily. If there is any doubt as to the individual's ability, the individual shall not be authorized at that time. Care should be taken that the child does not see this as a failure, but as a need for more training.
- 7 Authorization cards will be sent to the parent or legal guardian. Cards must be presented to the YRM in charge or the list official before any combat begins. A properly completed SCA General Membership Waiver must be given to the YRM before the Authorization Card will be issued. Authorizations are for three years or until the youth turns sixteen (16).
- 8 All combatants must be authorized before participating in any tournament or melee combat. It is strongly suggested that the parent or legal guardian keep copies of all authorization paperwork to ensure that the youth will be allowed to participate at events before he or she receives a card or in the event a card is lost.

## **MARSHALATE GUIDELINES**

- 1 Youth Rapier activities within the kingdom of Gleann Abhann shall be regulated and monitored by the office of the Kingdom Rapier Marshal and their authorized deputies
- 2 If a dispute arises at an official SCA event concerning Youth Rapier activities and cannot be resolved between the individuals, contact the following people (in order) until the dispute is settled:
  - A YRM in charge of Youth Combat activities
  - B The Deputy Rapier Marshal in charge of Youth Rapier
  - C The Kingdom Rapier Marshal
  - D The Kingdom Earl Marshal
  - E The Crown
  - F The Deputy Society Rapier Marshal

- 3 No Youth Rapier activities will occur except under the observation of at least two unrelated adults, one of which must be a warranted Youth Rapier Marshal
- 4 Any participant or observer in attendance of a Youth Rapier activity, who refuses to obey the commands of the marshals, shall be removed from the area of the Youth Rapier field
- 5 There shall be three types of marshals for Youth Rapier:
  - A The Kingdom Youth Rapier Marshal (KYRM), who is the appointed deputy to the Kingdom Rapier Marshal;
  - B The Group Youth Rapier Marshal (GYRM);
  - C The Youth Rapier Marshal (YRM)

**A WARRANT TO MARSHAL ADULT RAPIER ACTIVITIES DOES NOT AUTOMATICALLY MAKE YOU AN YRM. AN ADDITIONAL YOUTH RAPIER MARSHAL AUTHORISATION IS REQUIRED TO MARSHAL YOUTH RAPIER ACTIVITIES IN ADDITION TO A VALID RAPIER MARSHAL WARRANT**

- A Kingdom Youth Rapier Marshal (KYRM):
  - 1 The KYRM Is the Deputy of the KRM and in charge of all Youth Rapier activities
  - 2 The KYRM must approve all Youth Rapier Marshals
  - 3 The KYRM must report to the KRM quarterly with progress reports of the programs successes or problems
- B A Youth Rapier Marshal (YRM) is a person at least eighteen (18) years of age and authorized to:
  - 1 Marshal on the Youth Rapier Combat field. The YRM is responsible for attempting to ensure combat safety. This includes, but is not limited to, warning combatants of inappropriate or dangerous behavior and, if necessary, removing a combatant from the field
  - 2 Inspect weapons and armor for Youth Rapier Combat
  - 3 Teach the pre-authorization class to prospective combatants
  - 4 Instruct combatants on technique and behavior on and off the field
  - 5 Spar and train youth combatants with approved weapons
- C A GYRM is a person who:
  - 1 Meets the requirements of a YRM
  - 2 Has been approved by the Kingdom Youth Rapier Marshal to hold this office within a group
  - 3 Has the responsibility of training Youth Rapier fighters
  - 4 Is responsible for Youth Rapier fighter practice
  - 5 Is responsible for maintaining files on Youth Rapier activities within his or her group and reporting to the Kingdom Youth Rapier Marshal and his or her deputies
  - 6 Have the reporting duties consisting of Quarterly Reports and a year- end Doomsday Report as well as Injury and Authorization Reports as they are necessary

## 6 Youth/Adult Sparring

The following procedure permits training, instruction, and/or sparring between youth and an adult who is not a Youth Rapier Marshall (YRM):

- A The adult must be an authorized rapier fighter and able to present proof of-authorization

- B A YRM shall have observed the adult in all aspects of rapier fighting so that the YRM knows the adult to be proficient, safe, and able to control their actions
- C. The YRM shall notify the parent of the intention of allowing their youth to spar with this particular adult. At this time the YRM should answer any questions asked and address any concerns of the parent
- D The YRM will explain to the adult that the adult is being allowed to spar for instruction of the youth. There shall be no competition permitted
- E If the parent consents and the adult agrees, the fighters will be allowed to spar under the direct supervision of a YRM and the parent. Sparring should begin at half speed and continue at that rate until the YRM and the parent are satisfied that the sparring can be safely accelerated
- F At any time, the YRM or the parent may intercede and the sparring will be stopped. Any concerns should be addressed at this time
- G Approval for Youth/Adult Sparring is given on a per-event basis. At the end of the event, all approval is rescinded

Remember, allowing sparring between youths and adults is a teaching tool to insure SCA Rapier continues. Your actions could very well dictate if the youth continues in rapier or not; so be patient, be supportive, and stay in control

### **YOUTH MELEE**

- 1 Do not exceed six (6) combatants for each YRM present.

### **YOUTH MARSHAL AUTHORIZATION PROCEDURE**

#### **PARENTS ARE STRONGLY URGED TO BECOME YRM**

- 1 The individual must meet the age requirement set forth in this handbook.
- 2 The candidate must properly complete a SCA General Membership Waiver.
- 3 They must be a fully authorized Rapier Marshal and have attended the pre-authorization class taught by a YRM.
- 4 In authorizing a new YRM, a KYRM shall question him or her about the guidelines set forth in this handbook: marshal duties and responsibilities, calibration for combatants, weapon and equipment standards, etc. The individual must demonstrate a good working knowledge of these guidelines in order to become a YRM.
- 5 In order to become a YRM the individual shall observe a tournament style bout between two combatants and demonstrate to the KYRM the ability to:
  - A Inspect weapons and equipment to determine if repairs or alterations need to be made.
  - B Recognize danger and take evasive action without stopping the combat.
  - C Prevent injury to bystanders by either stopping the combat or placing him or herself between combat and spectators.
  - D Verbally project commands that may be heard by combatants during combat.
  - E Verbally project commands that may be heard by spectators during combat.
  - F Deal with youth combatants in a firm manner (remembering that they are children) while making sure the activity remains enjoyable to all participants.

During this portion of the authorization, the KYRM should observe the candidate's ability to control the field, how they recognize problems, and their reactions to problems encountered during the bout, and how they react under pressure.

**If the following questions are all answered affirmatively then the candidate can be approved.**

Does the candidate know and apply the information provided in this handbook?

Does the candidate exhibit safe behavior on the field and promote that behavior in others?

Does the candidate react well to pressure or does he or she become disoriented and confused?

Can the candidate defend himself or herself?

Is the candidate able to resolve problems on the field?

**IF ANY OF THE PREVIOUS QUESTIONS ARE ANSWERED NEGATIVELY THEN THE CANDIDATE DOES NOT PASS. POLITE CREATIVE CRITICISM IS ENCOURAGED TO ASSIST THE CANDIDATE ON CORRECTING SHORTCOMINGS.**

## **DEFINITIONS**

**Active Combat:** Sparring or fighting between two or more fighters outside of a supervised and specific training activity.

**Armor Inspection:** having the marshal look at your armor to make sure it follows the rules. **Authorize:** having a marshal make sure you can do it right and safely.

**Blow:** when a weapon hits you.

**Blow Calibration:** knowing how hard a blow has to hit you (and how hard you have to hit someone else) in order for the blow to count.

**Chivalrous:** behaving correctly i.e., being polite and respectful of others, following the rules, helping whenever you can, etc.

**Combatant:** a person who is fighting.

**Excessive Force:** hitting too hard. **Grappling:** wrestling with your opponent or his or her equipment.

**Helpless Opponent:** someone who cannot defend himself or herself.

**Injured Limb:** an arm or leg that has taken a blow from a weapon.

**Killing Blow:** an accepted blow to the head or body.

**Light Gloves:** hand protection made from thin (2-4 oz.) leather or canvas.

**Light Leather:** 4-6 oz. or approximately 3/32" thick vegetable tanned leather.

**List Mistress or Master:** the person who keeps records of the fights in a tournament.

**Marshal:** the person in charge of the fighting who keeps everything safe.

**Melee:** Fighting between two or more groups of people.

**Rigid or Soft Parry Device:** is used to move, deflect or immobilize an opponent's weapon or parrying device, so long as such use does not endanger the safety of the combatants.

**Tournament:** a series of fights that determines a winner.

# KINGDOM OF GLEANN ABHANN YOUTH RAPIER PROGRAM PLASTIC SWORD RULES FOR AGES 7 TO 12

Guidelines for Aramis brand Plastic Swords in the Society for Creative Anachronism, Inc. Version 2.0

## 1 WEAPON SPECIFICATIONS

“Aramis” plastic Foil, Aramis plastic Epee

Manufacturer: Nasycon (Italy)

Weight: 4.2 ounces

Length: Overall: 38 inches; Front of bell/guard to tip: 32.5 inches; Handle: 5.125 inches Tip: Comes with large, soft rubber “button” attached. This tip is needs to be taped to the sword blade. Other tips (blunts, etc.) are not acceptable tip substitutes

Other: Weapon can be either wired or dry (no electronic components). Wired weapons have a sensor in their tip and battery in their handle, and “buzz” when a touch is scored. Dry foils have no wire or sensor installed. Either weapon is acceptable

The Nasycon “Aramis” Foil or Epee are the **only** acceptable weapons for use in the 7-12 year old youth rapier program. cannot be used against any other legal SCA blade type or weapon (boffer swords, rapier daggers,etc.), unless exception is explicitly made within these rules

## 2 PARENTAL CONSENT, WAIVERS AND INVOLVEMENT

Parents/legal guardians must, at the minimum, read and understand the Rules for Youth Rapier Combat in Gleann Abhann. Further, the parent/legal guardian must ensure that Aramis plastic swords their minor follows the rules

- A Parents/Legal Guardians are to understand that this is a contact activity and that injuries may occur. **The parent or legal guardian must properly fill out a SCA/Gleann Abhann Minors Waiver of Informed Consent or Gleann Abhann Minors Authorization Form to be kept on file with the YRM**
- B At least one parent/legal guardian must be present at all times while the minor is engaged in combat activities
- C Parents/legal guardians are responsible for their minor’s safety, with the Youth Rapier Marshal guiding the armoring/safety process
- D **Parents/legal guardians are to behave in a courteous and responsible manner at all times, and are to encourage the same behavior in their minor.** This includes, but is not limited to, not ‘heckling’ the marshal or combatants, accepting the decision of the marshal or politely disputing that decision through the proper channels

## 3 RULES OF THE LIST AND OF COMBAT

- A All participants will observe the Rules of the List as laid out by the SCA, Inc. and Conventions of Combat in the Gleann Abhann Rapier Rules
- B Melee combat is not permitted for plastic sword participants
- C Parents/Legal Guardians are encouraged to become Rapier Marshals, and then add on the authorization for Youth Rapier Marshal
- D No Youth Rapier activities will occur except under the observation of at least two unrelated adults, one of which must be a warranted Youth Rapier Marshal



#### 4 USE OF WEAPONS AND PARRYING DEVICES

- A Blows are struck solely by thrusting with the point of the blade. *No draw, push or tip cuts will be allowed*
- B Chopping, hacking or slashing blows are never permitted
- C The use of daggers or combat with two swords (case) is not allowed
- D Fighters up to the age of 9 may only fight single sword
- E At age 10 Rigid and Soft Parrying devices may be introduced
- F Marshals can require the combatants to display their familiarity with the device(s) in question before allowing the fighter to use the device(s) in a tournament
- G Striking an opponent with any part of the weapon or parrying device not approved for that purpose is prohibited
- H Blade grabbing and “fleeting contact” are not allowed

#### 5 ACKNOWLEDGEMENT OF BLOWS:

In judging blows, all combatants are assumed to be wearing common civil attire of the period. Blows will be counted if they touch and can be felt by the combatant. The honorable calling of blows should be stressed as a major educational goal for Youth Rapier. All participants should be aware that wired foils may buzz on contact with weapons, parry devices, clothing, or other invalid targets. Or fail to buzz entirely

- A The entire body is a legal target
- B A valid blow to the:
  - Head
  - Neck
  - Torso

Shall be judged incapacitating, rendering the fighter incapable of further combat

- C A good blow to the arm (down to and including the hand) will disable the arm
- D A good blow to the leg will disable the leg. The fighter must remain in place and fight either sitting or kneeling

#### 6 WEAPONS AND PARRYING DEVICES

##### A General

- 1 Sharp points, edges or corners are not allowed anywhere on the equipment
- 2 All equipment must be able to safely deal with combat stresses
- 3 Equipment that is likely to cause injury or damage other equipment is prohibited
- 4 Projectile weapons are not allowed

##### B Weapons

- 1 The Nasycon Aramis plastic Foil or Epee swords are the only blades allowed in the Youth Rapier program for 7-12 year olds. The blade may be either “wired” (have a buzzer) or “dry” (no electronics)

- 2 Weapons or Blades may not be altered, modified or shortened
- C Parrying Devices for age 10 and up
- 1 Bucklers
    - a Bucklers must be constructed of light weight materials, such as plastic, aluminum or wood
    - b Buckler edges must be soft or padded. Padding can consist of foam, tubing or leather. Foam pipe insulation is recommended
  - 2 Batons and scabbards
    - a Batons and scabbards can be constructed of either:
      - i Lightweight rigid materials resistant to breakage and splintering. Such materials must be duct, fiberglass or equivalent taped along their length and tip of the parrying device
      - ii Semi-rigid materials, such as “pool noodles”, tightly rolled and taped pipe foam padding, and the like. Semi-rigid materials must be wrapped in either duct or strapping tape to prevent shredding during combat
  - 3 Non-Rigid Parrying Devices
    - a Non-rigid parrying devices must meet the standards set forth in the Rules for Rapier Combat of the SCA, Inc

## 7 PROTECTIVE EQUIPMENT

The following are minimum protective standards for the experiment. Participants may armor up to a higher protective standard if they so desire, as long as these additions do not interfere with blow calling

- A General Coverage
- 1 Comfortable clothing that can stand up to athletic maneuvers
  - 2 All skin does not need to be covered in the plastic sword age group of 7-12 year olds
- B Head and Neck
- 1 The front and top of the head must be covered by rigid material to below the jaw line and behind the ears. Standard 12-kg fencing masks are known to meet this standard. Pre 12-kg Standard fencing masks (if they are in good overall condition) and Plastic fencing masks made by Zivkovic Modern Fencing Equipment, Inc. may also be used. (Parents should be advised that these masks will not be allowed in the 13 year old and up Rapier divisions.) Modification of masks to appear like a helm or reduce modern appearance is encouraged. Metal Rapier helms are not allowed
  - 2 Masks must be secured to the fighter so that they cannot be easily dislodged or removed during combat. The combination of snug fit and the spring tongue in a conventional fencing mask is NOT sufficient, by itself, to secure the mask to the fighter. Excessively large, loose or ill-fitting masks should be carefully inspected by the marshal and rejected if a safe and secure fit cannot be achieved with sufficient padding, strapping, etc
  - 3 The back of the head does not need to be covered
- C Groin
- 1 Male fighters are strongly recommended 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

## D Feet

- 1 Feet shall be protected by boots, shoes or sandals that are appropriate for athletics

## 8 AUTHORIZATION

To become authorized, completion of the Youth Rapier Class, the four required practices, and parental consent to become authorized is required. No formal authorization testing for participation is required. The Youth Rapier Authorization Form should be completed and mailed to the Kingdom Authorization Deputy as indicated on the Gleann Abhann Minors Rapier Authorization Form

## 9 MARSHALS

A Marshals wishing to help train a new generation of rapier fighters in Gleann Abhann must apply to the Kingdom Rapier Marshal, KYRM, or their GYRM

B Marshals must remember that the primary goal in this is experiment are:

- 1 Safety of all parties involved
- 2 Education and training of the combatants in rapier combat with the focus on fair play and good sportsmanship

C Youth/Adult Sparring

The following procedure permits training, instruction, and/or sparring between youth and an adult who is not a Youth Rapier Marshall (YRM):

1. The adult must be an authorized rapier fighter and able to present proof of-authorization
2. A YRM shall have observed the adult in all aspects of rapier fighting so that the YRM knows the adult to be proficient, safe, and able to control their actions
3. The YRM shall notify the parent of the intention of allowing their youth to spar with this particular adult. At this time the YRM should answer any questions asked and address any concerns of the parent
4. The YRM will explain to the adult that the adult is being allowed to spar for instruction of the youth. There shall be no competition permitted
5. If the parent consents and the adult agrees, the fighters will be allowed to spar under the direct supervision of a YRM and the parent. Sparring should begin at half speed and continue at that rate until the YRM and the parent are satisfied that the sparring can be safely accelerated
6. At any time, the YRM or the parent may intercede and the sparring will be stopped. Any concerns should be addressed at this time
7. Approval for Youth/Adult Sparring is given on a per-event basis. At the end of the event, all approval is rescinded

Remember, allowing sparring between youths and adults is a teaching tool to insure SCA Rapier continues. Your actions could very well dictate if the youth continues in rapier or not; so be patient, be supportive, and stay in control

## 10 EDUCATIONAL GOALS

### Ages 7-9

- Learn to acknowledge blows
- Learn the basic elements of rapier combat
- Learn to obey the commands of the marshal
- Learn how and when to call "Hold"
- Fair play and sportsmanship

### Ages 10-12

- Become familiar with proper blow calling
- Be able to enact wounds • Learning proper rapier technique
- Learning and obeying the rules of the list
- Fair play and sportsmanship
- Become familiar with other combat combination (parrying □ devices) Page A-1

## Appendix 1 – Plastic Sword Suppliers and SCA Contact Information

The following suppliers are known to carry the Nasycon Aramis plastic sword and ship to the United States and Canada. Their inclusion here is in no way an endorsement of any of the suppliers listed

Leon Paul USA  
404-653-9933

[http://www.leonpaulusa.com/acatalog/Midi-Fence\\_8\\_15\\_Years\\_GOFENCE\\_.html](http://www.leonpaulusa.com/acatalog/Midi-Fence_8_15_Years_GOFENCE_.html)

Zivkovic Modern Fencing Equipment  
(781) 235-3324

[http://www.zivkovic.com/sub\\_category.jsp?category\\_id=6&sub\\_category\\_id=17](http://www.zivkovic.com/sub_category.jsp?category_id=6&sub_category_id=17)

Absolute Fencing Gear  
(732) 868-9003

[http://www.absolutefencinggear.com/shopping/product\\_info.php/products\\_id/1154](http://www.absolutefencinggear.com/shopping/product_info.php/products_id/1154)

Alliance Fencing Equipment LLC  
(415) 666-3606

<http://www.alliancefencingequipment.com/children-gear.html?mode=list>

<http://www.gleannabhannrapier.org/>

<http://www.gleannabhann.net>

<http://www.sca.org/>