

Formal Proposal for Steel Combat Experiment in the Kingdom of Calontir

1. Intent: The purpose of this experiment is to gauge the viability of steel combat within the borders of the Kingdom of Calontir.

2. Start Date: May 15th 2010 or when approved by the Society Rapier Marshal, Calontir Earl Marshal, and the Crown of Calontir.

3. End Date: May 15 2011, or one year after the start date, whichever is later.

4. Individuals in charge: this experiment will be conducted under the guidance of the following individuals.

Sir Malachi Uri, Barony of Forgotten Sea – primary point of contact and experiment coordinator.

Master Iamys Makillewray, Barony of Lonely Tower

Sir Toan Fitzwilliam, Barony of Forgotten Sea

Baron Alejandro Mateo Ramirez y Mendoza, Shire of Standing Stones

5. Rules and guidelines: Full Calontir steel combat rules as we submitted previously but are listed here for convenience.

Calontir conducts steel combat in accordance with the Society Rapier Combat Handbook, in entirety, with the following modifications;

A. **Blades Used:** Blades designated by Society in “Appendix C – Blade Types & Conventions” as ‘H/C’ or ‘C’ may be used in Calontir; no other blades may be used.

B. **Protective Clothing:** Add to current Society standards for puncture resistance.

a. Any combination of natural fibers, such as linen, silk, leather, wool are encouraged, providing the constructed garment passes standard Society drop tests.

b. The Society’s minimum armor standard for cut & thrust will be the minimum armor standard for Calontir steel combat.

c. No modern gear shall be visible, such as tennis shoes or fencing jackets. Masks are specifically exempted from this rule.

C. **Valid Blows:** Calontir defines a valid blow in steel combat as follows;

a. A thrust is a hit with the point, in-line with the blade and with positive pressure.

b. A slicing cut (a push cut or draw cut as defined by Society) with travel along the blade, as well as positive pressure against the opponent.

c. A tip cut with positive pressure, and travel across the surface of the opponent. Slicing cuts must travel over the opponent with pressure throughout its movement. No minimum travel is defined at this time, but will be established if found necessary.

d. Percussive cuts will be delivered to land with the same calibration as a thrust.

e. Combatants shall not define any hit connecting with the body as 'light', but rather as either a 'wound' or 'good'. A wound will be defined as any contact that would have caused damage, but is not of sufficient force to end the fight.

D. In single combat, a percussive blow to the leg will end the bout.

E. No percussive cuts may be delivered in a melee.

F. Training: All new individuals wishing to authorize in Calontir Steel Combat must work with experienced Calontir steel/CT authorized individuals. After 6 practices under the direct supervision of a regional project marshal, they are considered experienced and can work with new people themselves. At that point they would be eligible to attempt to auth if the rules were fully law instead of just the experiment.

G. Authorizations for steel combat in Calontir will be conducted by two marshals, at least one of whom must be from outside of their home group. The authorization will be conducted in the following order.

a – The authorize must have completed or have a current waiver on file before attempting to authorize.

b – The authorize will be given a verbal quiz ensuring their knowledge of Society's Rapier Combat Handbook & Calontir's Rules for Steel Combat.

c – The authorize will pass weapons & armor inspection.

d– The authorize will fight several passes with a single sword; delivering and receiving only thrusts & slicing blows; calling but not acting all blows.

e – The authorize will then fight several passes with a single sword; delivering and receiving thrusts, slicing blows, and percussive blows; calling all blows as delivered.

f- The authorize will then fight several passes with a single sword; delivering and receiving thrusts, slicing blows, and percussive blows; acting all blows as delivered.

g – The authorize will then fight several passes with a randomly determined defensive secondary item.

h – The authorize will then fight several passes with a randomly determined offensive secondary item.

i – If passed, the authorize will ensure that the Minister-of-the-List has all necessary information to process their authorization card.

H. Additionally these rules will apply for the duration of the experiment.

a. Only paid members may participate in the experiment.

b. Only currently involved individuals and individuals approved by the Earl Marshal and the experiment coordinator may participate. The approval requirements and process will be covered in section 6, part D below.

c. Full co-operation in writing (email) from Seneschals, Baronages, and marshals for each participating group will be required.

6. Process timeline and outline: The steel combat experiment will be broken up in to three phases. These Phases will be; Phase One, basic safety of forms and rules; Phase Two, education; Phase Three, evaluation.

A. Phase One: Initial safety test of in inclusion of Cut and Thrust elements within the standard framework of heavy rapier.

a. Time Period: This is intended to be a short period and so will last for four to six weeks from the start of the experiment.

b. Participation in Phase One will be limited to a small group of currently authorized rapier fighters within the three groups listed above in section 4. All participants must be approved by the Earl Marshal and the experiment coordinator. Approval is explained in Section 6, part D below.

c. The primary focus of Phase One will be to examine possible safety considerations with the inclusion of Cut and Thrust elements, weapons used, and armor requirements.

d. After a period of no less than four weeks any concerns and possible solutions will be presented to the Earl Marshal and the experiment coordinator. The Earl Marshals and the experiment coordinator will then make any adjustments to the rules and requirements that are deemed necessary.

e. Initial findings and changes will be submitted for review to the Society Rapier Marshal.

B. Phase Two: The second phase will open up the experiment to a wider group across the kingdom and will help gauge the level of interest and acceptance by the kingdom. It will also act as a period of education.

a. Phase Two will start once any needed adjustments deemed necessary from Phase One have been approved and implemented within the Calontir Steel Combat rules. Phase Two will end one year after the start of the experiment.

b. Participation in Phase Two will be open to all currently authorized rapier fighters and any other interested members of the Society living within the kingdom of Calontir. All participants must be approved by the Earl Marshal and the experiment coordinator. Approval is explained in Section 6, part D below.

c. The focus of Phase Two is education of both the general populace of the kingdom and of the participants in the experiment. While in the process of education information and data will be collected in an attempt to judge both the level of interest and the level of acceptance within the kingdom.

C. Phase Three: Phase Three is an evaluation of the first two phases.

a. Phase Three will start upon the conclusion of Phase Two.

b. Participation in Phase Three will be limited to the Earl Marshal and designated senior marshals, the experiment coordinator and deputies, Crown of Calontir, and any individuals the Crown wishes.

c. Phase Three will focus on the evaluation of information and data gathered during the first two phases.

d. Phase Three will produce a recommendation for action in support or against steel combat within Calontir.

e. A recommendation for support will be accompanied by a final draft of the expected rules to be used for steel combat within Calontir.

D. Earl Marshal and experiment coordinator approval: It is stated in several locations that participants need to be approved by the Earl Marshal and the experiment coordinator. Listed here are the guidelines used for the approval of an individual to participate in the steel combat experiment.

The primary intent of approving individuals before they may participate is to allow the Earl Marshal and the experiment coordinator to know how many, where, and who is participating in the experiment.

a. The individual must be a member of The Society for Creative Anachronism.

b. The individual must live within or be a subject of the Kingdom of Calontir.

c. The individual must meet the other requirement for the Phase of the experiment.

7. Data collection: Reports will be submitted to KEM to be forward as warranted.

A. Monthly reports will be submitted by all groups participating in the experiment. These reports will contain at a minimum

- a. The number of participants and a list of all participants with a general overview of experience level.
- b. The number of practices and / or events.
- c. A detailed account and description of any incident or failed equipment.
- d. An overall impression of the program so far and suggestions for improvements or changes.

B. Incident or injury reports. Any time there is an injury to any individual gets any type of injury while participating in the experiment an incident report must be filed with the Earl Marshal and the experiment coordinator.

- a. the Earl Marshal must be informed by phone within 36 hours of the incident.
- b. a report needs to be filed by email with in 7 days. This report will contain
 - i. The names and contact info for all individuals involved.
 - ii. A good account of the events and the incident.
 - iii. A description of any injuries.
 - iv. Any suggestions on how to avoid the same situation.
 - v. Any other information seen as needed.

Submitted for approval by

Sir Aleksandr Yaroslavovich Vyetcikov, Earl Marshal of Calontir.