

**Minors fighting as adults in heavy combat (not youth combat) and/or rapier rules.** Forms can be found at: <http://sca.org/officers/marshal/docs/index.html>

I. Minor to Adult fighting procedure.

In order for anyone who is 16 or 17 years old to become an authorized fighter in Aethelmearc capable of fighting with adults (NOT Youth Combat), the following procedure must be followed:

- A. The minor and their parent or legal guardian must complete the SCA “Minor’s Waiver and Informed Consent to Participate in SCA Combat-Related Activities.” available at: <http://sca.org/officers/marshal/docs/minorcombatwaiver.pdf> before beginning any practice and/or training. The witnessing marshal must countersign the waiver. They should keep a copy with them for all practices and events they attend. The original must be sent to the Aethelmearc Waiver Secretary.
- B. A parent or legal guardian must be present for the first practice (at a minimum).
- C. Either a parent or legal guardian must be present whenever the minor engages in combat, OR the candidate and their parent or guardian must complete a *Medical Authorization for Minors* (available at: <http://sca.org/docs/pdf/treatminor-notary.pdf>) for someone who attends the practice. This form must be **notarized**. Said Medical Authorization Form must designate an adult present at every event and/or practice that the minor participates in, that is able to authorize medical treatment in the case of an emergency.
- D. After the minor shows these completed documents to the person in charge of fighting practice, they will be trained using the normal careful and gradual methods used for all new fighters.
- E. During early training, those running the practice must make careful determination as to the minor's physical and emotional maturity. The variations among minors are considerable. At this age, many are unready either physically or emotionally, for SCA combat. The marshals must be conservative in this respect. If there is any question, remember that if the minor is truly emotionally ready, they will not react inappropriately to being told to wait a year. If the marshal is not sure that the minor is ready, they must be told to wait.
- F. The parents or legal guardian are to fill out the appropriate lines of the *Minor Authorization Form* to indicate that they are familiar with SCA combat and what it entails. The parents or legal guardians shall be asked to come to an event with appropriate combat activities before authorization. The parents must fill out and initial the appropriate lines of the *Minor Authorization Form* indicating that they have witnessed these activities at an official event.
- G. The minor must attend at least one fighting event before the event at which the minor authorizes.
- H. The Minor must read and know the rules of the list. They can be found in the Society Marshal’s Handbook: [http://sca.org/officers/marshal/docs/marshal\\_handbook.pdf](http://sca.org/officers/marshal/docs/marshal_handbook.pdf)

- I. A youth to Adult authorization must be conducted by the Kingdom Earl Marshal (or Kingdom Rapier Marshal for rapier fighters) or a deputy specifically approved by the KEM or KRM for this specific authorization.
- J. All of the paperwork involved in the minor's authorization must be reviewed by the Earl Marshal or KRM or their designate before being processed by the Kingdom Minister of Lists.
- K. If there are any question regarding this information, please call or write to the Earl Marshal.

## **II. Other requirements and standards**

- A. Weapons Specifications shall be the same as those published in the Kingdom Rules for Heavy and/or Rapier Combat.
- B. Combat Conventions shall be the same as those published in the Kingdom Rules for Heavy and/or Rapier Combat.
- B. ARMOR REQUIREMENTS are the same as those published in the Kingdom Rules for Heavy and/or Rapier Combat, with these differences:
  - 1. Minors competing with adults shall be marked in the following manner: A single yellow diamond no larger than 1" (25mm) but no smaller than 0.5" (12.5mm) to be placed on the front hemisphere of the helm (preferably on or near the inspection sticker).
  - 2. Minors competing with adults in Rapier will have the same diamond on the cuff of the glove of their dominant weapon hand.

## **III. Authorization Procedure for heavy fighting (not youth fighting)**

- A. No Minor shall be authorized in Adult Heavy weapons combat without the express permission of the Earl Marshal.
- B. The minor candidate will have at least one, but preferably both, parents (or legal guardian) physically present at the authorization.
- C. The Authorization should be fought by a member of the Chivalry with expertise in the weapon tested, and marshaled by the Earl Marshal and other designated marshal. The Earl Marshal can designate others for these positions. This decision is at the sole discretion of the Earl Marshal.
- D. The Authorization will occur in 4 Phases: Inspection and Knowledge verbal quiz, Candidate's best speed, Chivalry best speed, and "for the Crown." See below for clarifications. The candidate will be expected to demonstrate safety and competence, as well as a knowledge level and maturity level that is reasonably expected of any adult on the Heavy Combat field. In essence, the candidate will be treated as an adult, and expected to behave as an adult.

#### Phase I: Inspection and Knowledge Quiz.

The candidate will be quizzed on the specifics of the rules of the lists, conventions of combat and behavioral expectations that a fighter may reasonably expect to encounter in the field. These questions shall include but are not limited to: Required minimum armor, legal target areas, the definition and effects of telling blows, the differences in the zones for telling blows for different weapons, thrusting conventions, missile weapon conventions, melee combat conventions, engagement, and methods of dealing with personality/conduct conflicts. If the Earl Marshal is satisfied that the candidate has a level of knowledge reasonable for a fighter on the Adult field, then the authorization will move on to phase II.

#### Phase II:

Both combatants will face off and spar at full speed and contact. The results of blows will not be acted out, but ALL blows will be called out loudly enough for the observing marshals to hear. The experienced fighter will fight at a level and speed that is just at or above that of the candidate, and vary the targets and strength of blow to test the candidate's ability to adjust defense. In this phase, the Marshals are looking to see that the candidate can deliver a telling blow, can recognize the difference between a light and telling blow, adequately defend him/herself and adapt to the fight. After enough passes have been done to demonstrate the candidate's abilities, the Earl Marshal will call a hold and confer with the other marshal and Chivalry combatant, regarding their opinions on the candidate's abilities. If the Earl Marshal is satisfied, they will move on to Phase III.

#### Phase III.

This Phase will be exactly the same as Phase II, with the exception that the Chivalry combatant will step up and fight at his own level. In this phase, the combatant must continue to engage safely, throwing appropriately targeted and good-strength blows, while maintaining composure under onslaught. Again, when enough passes have been concluded, the Earl Marshal will call a hold and confer with the other authorizing individuals. If the Earl Marshal remains satisfied, the authorization will move on to Phase IV.

#### Phase IV:

This fight will be using all rules, as if for the Crown. All blows will be called and acted out. The Chivalric combatant will press the candidate, and limb the fighter if possible. When the candidate dies, he/she must die defensively as if in a melee. If the candidate was not limbed before dying, he/she must fight one pass as if he/she was at the Earl Marshal's discretion. After the bout is over, the Earl Marshal will confer once more with the other authorizing individuals and judge whether or not the candidate has successfully demonstrated an adequate level of safety and competence as expected of any other adult combatant.

- E. The final decision will be that of the Earl Marshal or presiding Marshal if one is designated by the Earl Marshal.

#### **IV. AUTHORIZATION PROCEDURE for rapier fighting**

- A. In authorizing new participants, the Kingdom Rapier Marshal (or an approved deputy) shall question the participant on legal target areas, the amount of force necessary to deliver and call a blow, proper weapon and equipment standards, rules of the list, and the Conventions of Conduct, as outlined in the kingdom and society handbook.
- B. The Kingdom Rapier Marshal shall have the participant fight an authorization bout with an experienced rapier fighter. It is preferred that this person is a White Scarf or someone else with similar experience and skill.
- C. During this portion of the authorization, the Kingdom Rapier Marshal will observe the candidates' 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 candidate cannot comply with all of the above requirements, then the candidate does not pass. Polite, constructive criticism is encouraged to assist the candidate in correcting shortcomings.
- D. Qualifications for Authorization.
  - 1. The minor fencer will have read and understood the rules and armor requirements of Æthelmearc fencing.
  - 2. The minor fencer poses no unnecessary risk of injury either to his opponent or to himself.
  - 3. The minor fencer can define and demonstrate some defensive capability (a minimum of two or three parries), including the use of the off hand for defense.
  - 4. The minor fencer can define and demonstrate some offensive capability other than just a direct attack.
  - 5. Two warranted Æthelmearc fencing marshals must be present to authorize a minor fencer. One must be the Kingdom Rapier Marshal or someone she deputizes to conduct minor to adult authorizations.
  - 6. Separate authorizations are necessary for each rapier form: Single Rapier, Rapier and Rigid Parry, Rapier and Dagger, Rapier and Non-Rigid Parry, Case of Rapiers.
  - 7. The minor shall demonstrate the ability to protect himself or herself at all times and the ability to throw controlled shots and receive shots properly.
  - 8. Upon completion of these events, the Kingdom Rapier Marshal 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.

9. All participants must be authorized before participating in any tournament. The parent/legal guardian needs to keep the temporary form from the authorization paperwork to ensure that the youth will be allowed to participate at events before he or she receives a card.
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- V. Upon turning 18, minors authorized as adults must renew their authorization using the regular adult authorization forms. This is a renewal and requires only one marshal signature.