

Kingdom of Caid

Youth Rapier Combat Handbook

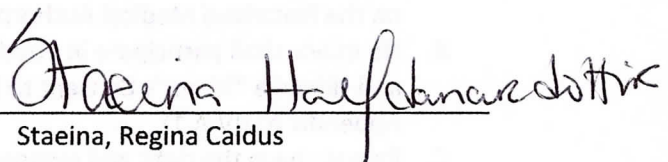
Presented to Their Royal Majesties of Caid, Adam Makandro and Staeina Hálfðanardóttir, and to the Earl Marshal of Caid, Sir Ketill Olafsson, on this 22 day of June, AS XLIV (2019)

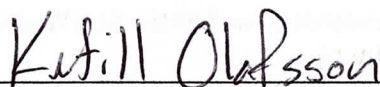
This Combat Handbook of the Kingdom of Caid for Youth Rapier is a compilation of the Conventions, Standards and Rules of the Lists used by Caid and is based on the Youth Martial Handbook of the Society for Creative Anachronism, with reference to the Kingdom Youth Office Handbook and the Kingdom Rapier Handbook.

I would like to thank all the people whose feedback and information were critical in getting these new rules published, especially Maestro Lot Ramirez, Maestro Rhydderch Derwen, and Master Oliver Dogberry, as well as Dame Catharine Ainsdale of Lancashire, Baroness Tezar of Aeolis, and Duchess Bridget Lucia MacKenzie, for adding their valuable perspectives and experience to the development of this ruleset.

In Service to the Society and Kingdom,
And Especially the Children of Caid,
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This document the official Youth Rapier Combat Handbook for the Kingdom of Caid. For purposes of future updates, this is Version 1.0. The Kingdom of Caid is a branch of the Society for Creative Anachronism (SCA), and these combat standards are published as a service to the SCA's membership. Members of the SCA may copy and distribute this document to other members of the Society so long as copyright credit is given and no changes are made in the text. This is not an official publication of the Society for Creative Anachronism and does not delineate SCA policy.

INTRODUCTION

These rules set a functional standard for minors aged 6 years through 17 to participate in Youth Rapier Combat (YRC) in Caid.

Participant safety is the most important consideration of any youth martial art. No youth will be able to participate in tournament combat until the Youth Rapier Marshals are satisfied with the fighter's ability and weapon control. However, parents or guardians are to understand that this is a contact sport and that some injuries may occur.

All Youth Rapier Combat will adhere to the guidelines and conventions contained in the "Youth Martial Handbook" of the Society for Creative Anachronism (SCA) and no rule shall supersede that document. Additionally, this document is in accordance with Kingdom and Society regulations and policies regarding youth activities for events, including "The Youth Activity Officer's Handbook - Kingdom of Caid." Where possible, we annotate which sections of this document are pulled from those sources or have been written to meet the requirements of those sources.

1. GENERAL REQUIREMENTS

- A. The participant must obey all rules and instructions given by a Youth Rapier Marshal or Youth Field Marshal.
- B. All participants must behave in a Courteous and Honorable manner at all times.
- C. All youths must wear garb and close-toed shoes while participating in Youth Rapier Combat.

2. PARENTAL RESPONSIBILITIES

- A. Any time a child is participating in Youth Rapier Combat, a Supervising Adult for the child must be present. A Supervising Adult is defined as a parent, legal guardian or adult who is designated on the Notarized Medical Authorization for Minors Form (see Appendix A). (IV.A.1)
- B. No minor shall participate in Youth Martial activities unless the Supervising Adult has completed and signed a "Minor's Consent to Participate and Hold Harmless Agreement" waiver form (see Appendix A).(IV.A.1)
- C. Parents have the right and responsibility to remove their child from any contest or activity they may deem inappropriate or hazardous.(IV.B)
- D. A parent shall have witnessed Youth Rapier Combat activities, or be present at the first training session, before their child may participate.(IV.C)
- E. Parents are required to read and understand these rules and standards as well as the SCA Youth Martial Handbook and make sure that their child follows them. (IV.D)
- F. Adults watching Youth Martial activities shall act in a courteous manner toward the combatants, marshals, and other parents. Adults demonstrating inappropriate behavior will be asked to leave the Youth Martial area. This may result in their child having to withdraw from that day's activity. (IV.D)

3. AGE AND WEAPONS DIVISIONS (XI.A.1)

- A. **Weapons Authorizations** - For purposes of authorization and competition, there are three Weapons Divisions, each of which has associated age limitations:
1. **Plastic Rapier (YRP)**
 - i. Youths age 6 and above may compete in Plastic Rapier.
 - ii. Akin to the practice in Youth Armored Combat in Caid, there will be no formal, permanent authorization for YRP, merely a review of the rules conventions and calibration with all participants prior to any Youth Rapier event.
 2. **Light Rapier (YRL)**
 - i. Youths age 10 and above may authorize and compete in Youth Light Rapier.
 - ii. Youth Light Rapier rules identically mirror those specified for adult Light Rapier (RLR) in the Caid Kingdom's Rapier Handbook.
 - iii. Youth Light Rapier requires a formal authorization procedure in the same manner as an adult authorizing in this combat form.
 3. **Heavy Rapier (YRH)**
 - i. Youths age 14 and above may authorize in Youth Heavy Rapier.
 - ii. An authorization in Youth Heavy Rapier shall include and confer a Youth Light Rapier authorization as well if this was not previously held.
 - iii. Society rules allow a minor, aged at least 14, to authorize in Adult Rapier Combat. Minors may continue to fully participate in Youth Rapier while training for adult combat. When minors become authorized in adult rapier combat, they:
 1. Will be deemed to have graduated from Youth Rapier and may not participate in single-combat Youth Rapier tournaments, except as bye fighters (i.e. not eligible for prizes).
 2. They may still participate in Youth Rapier training activities and are encouraged to become Youth Rapier Marshals in Training.
 3. May continue to participate in Youth Rapier Melee activities if they hold the appropriate Youth Rapier authorization.
 - iv. There shall be no Cut and Thrust authorization within the Youth Rapier Program.
- B. **Tournament and Melee Divisions** - Youth Rapier Marshals shall organize competition into appropriate age divisions to allow combattants to compete with those at a similar developmental level.
1. (XI.D) Standard divisions for a Youth Rapier Tournament or Melee activity are as follows:
 - i. **Age Division 1: Ages 6-9**
 1. Tournaments and melees in this division shall be with Plastic Rapier only.
 - ii. **Age Division 2: Ages 10-13**
 1. Tournaments and melees in this division shall use Plastic Rapier (YRP) or Light Rapier (YRL)
 2. Plastic Rapier shall be considered the non-refusable default weapon for this age division.
 - iii. **Age Division 3: Ages 14-17**
 1. Tournaments and melees in this division may use any weapons form which all combatants in the bout or scenario hold authorization in.
 2. Light Rapier shall be considered the non-refusable default weapon form for this age division, unless a combatant only holds a Plastic Rapier authorization, in which case Plastic Rapier will be the non-refusable

default for that bout.

2. **Variance from the Above** - Acknowledging that there might be a limited number of youth combatants at an event or practice, [age clustering of attendees may lend itself to a different groupings than those given above](#). The Youth Rapier Marshal-in-charge may organize an activity which varies from the above Age Divisions, provided they keep in mind the following:
 - i. Youths should compete with those at a similar physical and mental developmental level.
 - ii. Greater differences will demand increased honor and courtesy on the part of the older, larger, or more experienced child.
 - iii. Activity organization should be designed to maximize enjoyment, success, and participation for all attendees.
 - iv. Parents and guardians have the right to request an adjustment in the direction of the standard age divisions based on concerns for their child, or may choose to withdraw their child from the day's events.
 - v. Final determination on what is acceptable shall fall to the Youth Rapier Marshal-in-charge.
- C. **(XI.B-C)** The Marshallate recognizes that some youths will be very small or very large for their age, that some will mature earlier or later than others, [and that those on the cusps of age divisions may prefer to participate in tournaments with their friends on the other side of divisions](#). Younger combatants may [compete with](#) a higher division or older combatants may be allowed to [compete](#) in a lower division, on a case-by-case basis, at the request of the parent and with the approval of the marshals. Combatants may fight others in another division with the following provisions:
 - i. Permission of the combatant's parent or responsible adult.
 - ii. Permission of the Youth Rapier Marshal-in-Charge.
 - iii. Older combatants must adhere to the weapon standards and rules of the younger combatants being fought.
- D. Youths are expected to practice at the next division before authorizing. [\(XXI.C\)](#)
- E. If a previously authorized combatant fails to pass an authorization for the next weapons form, s/he may continue to participate with her/his previous weapons authorization. [\(XXI.E\)](#)

4. CONVENTIONS

A. General

1. Youth Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., the Society Rapier Marshal's Handbook, [the Caid Rapier Combat Handbook](#), [the Caid Youth Activity Officer's Handbook](#), and the Caid Youth Rapier Combat Program [\(this document\)](#). [\(XII.A.1\)](#)
2. All combatants shall adhere to the Society and Kingdom minimum standards for weapons and protective gear, appropriate for their division. [\(XII.A.2\)](#)

B. Behavior on the Field [\(XII.B\)](#)

1. All fighters shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to further disciplinary action.
2. Each fighter shall maintain control over his or her temper and behavior at all times.
3. Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
4. 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.

5. 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.
6. A Fighter should not “corkscrew” an opponent who has been legged. “Corkscrewing” is defined as circling an opponent to put them at a disadvantage due to being required to turn from their knees. While simply stepping to one side or the other of the opponent as part of a normal offense would not normally be considered “corkscrewing”, remaining positioned for an extended time to one side, past the plane of the knees of the legged fighter, would be considered corkscrewing.

C. Use of Weapons and Parrying Devices

1. The use of weapons and parrying devices by Youth Rapier combatants will be in accordance with the Society Rapier Marshal's Handbook and the Caid Rapier Combat Handbook. (XII.C.1)
2. For Plastic Rapier, only thrusts will be considered valid blows.

D. Acknowledgement of Blows

1. The acknowledgement of blows by Youth Rapier combatants will be in accordance with the Society Rapier Marshal's Handbook and the Caid Rapier Combat Handbook.(XII.D.1)
2. No blade grasping shall be permitted in the Youth Rapier Program.
3. Blow-striking and blow-calling calibration varies strongly between plastic and metal weapons, therefore fighters must calibrate with one another when changing to a weapons form either participant has not recently used.

4. WEAPONS AND PARRYING DEVICES

A. General (XIII.A.1-3)

1. All weapons and secondaries must meet the approval of the YRMiC, all fighters, and all guardians with regard to safety concerns.
2. Sharp points, edges or corners are not allowed anywhere on any equipment.
3. All equipment must be able to safely withstand combat stresses.
4. Equipment that is likely to break a blade or damage other equipment is prohibited.
 - i. Light rapier does not permit any equipment that has small rigid openings large enough to admit a properly tipped light rapier blade (i.e. small holes in bell guards, small openings in a cage or swept hilt, any design which has acute angles where a blade could easily be wedged and bent). Knuckle bows are deemed safe for use with light rapier blades.

B. Blades (XIII.B.2)

1. Plastic Rapier: 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 and acoustic versions are allowed.
 - i. Plastic blades shall be made from a single plastic molding and contain no metal parts.
 - ii. All plastic blades must have a rubber tip attached to the point.
 - iii. Orthopedic (or pistol) grips will not be used unless the fighter has approval for medical reasons, supported by documentation from their health care provider.
 - iv. Plastic weapons in this category of combat may not be used against metal

weapons or any other SCA blade type or weapon.

2. **Light Rapier and Heavy Rapier: Blades must meet the criteria stated in the Caid Rapier Combat Handbook. (XIII.B.1)**

C. Parrying Devices (XIII.C.1)

1. Any parry device that meets the criteria stated in the Caid Rapier Combat Handbook is acceptable for use by Youth Rapier combatants.
 - i. Bucklers may only be used in a defensive manner.
 - ii. When used with plastic rapier, the edges of all rigid parry devices must be covered by tubing, leather, or foam to protect striking weapons.

D. Projectile Weapons (XIII.D)

1. Mock-gunnery gear (such as rubber-band guns) may be used in youth 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 (XIII.E)

1. Youth Rapier combatants may not use these weapons.

5. PROTECTIVE GEAR

A. **All Youth Rapier combatants, except those using plastic rapier (see below), must meet the minimum standards of the Caid Rapier Combat Handbook. (XIV.A)**

B. **Protective Gear for Plastic Rapier (XIV.B)**: The following shall be the minimum required protective gear for Youth Rapier age groups using the plastic rapier as their weapon.

1. Head and Neck

- i. 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).
- ii. The padding and facial covering shall be in good condition.
- iii. The mask needs to secure enough on the head that it cannot incidentally come off, and padding must be sufficient that the head or face cannot come into contact with the shell of the mask.

2. Torso and other Killing Zones

- i. 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.
- ii. 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.

3. Arms and Legs

- i. Exposed skin in these areas is acceptable. That being said, all fighters are encouraged to strive for a period appearance on the field.
- ii. Hands: gloves are recommended, but not required.

- iii. Participants must wear properly fitting shoes that provide safe reliable footing.

6. AUTHORIZATION PROCESS:

- A. (XXI.A.1) There are three (3) categories of Youth Rapier Combat, two of which require separate authorization. Authorizations for more advanced weapons forms will include authorization for the forms beneath them.
 - a. Plastic Rapier (YRP) requires no formal authorization process, but has requirements for participation which must be met at each individual YRC event.
 - b. Light Rapier (YRL)
 - c. Heavy Rapier (YRH) - includes a YRL authorization if it is not previously held.
- B. A parent or legal guardian must be present for their child's authorization. (XXI.B)
- C. (XXI.A.2) TO PARTICIPATE in Plastic Rapier on a given day, a child must:
 - a. Have a parent or designated guardian present and observing all combat.
 - b. Demonstrate ability to understand direction and participate at the expected level based on their Age Category
 - c. Marshals must be satisfied with participant's abilities and recognition of blows.
- D. (XXI.A.2) TO AUTHORIZE in Light or Heavy Rapier, one must:
 - a. Be of age for the appropriate Age Division of the authorization.
 - b. Read and be familiar with the rules in the Youth Rapier Handbook and corresponding Caid Rapier Combat Handbook.
 - c. Have appropriate waivers signed.
 - d. Complete and Pass an Authorization Procedure officiated by a warranted Youth Rapier Marshal and one other Field Marshal. This procedure will have four parts:
 - i. Pass oral test. The authorizing marshals will conduct an interview to determine the fighter's knowledge of: armor and weapons requirements, the conventions of combat and target areas for weapons. Must show a verbal knowledge of the rules by successfully answering a minimum of three questions asked by each of the authorizing marshals (for a total of six).
 - ii. Pass armor and weapons inspection.
 - iii. Have the fighter indicate the appropriate response to thrusts and cuts to various parts of the body as pointed out by the Marshal.
 - iv. Successfully complete directed combat with an authorized fighter(s) or approved adult to demonstrate safe use of the equipment and practical application of the rules.
- E. For qualifying new fighters, the Youth Rapier Marshal shall complete the authorization form by initialing the appropriate sections on an existing authorization card or issuing a new authorization card. The completed authorization form should be sent to the Marshallate Clerk as directed on the form. (XXI.A)
- F. Authorization Cards
 - a. Both temporary and permanent authorization cards for fighters under 18 years of age must identify the fighter as a minor. This can be accomplished by writing the word "MINOR" written in large letters on both sides of the authorization card.
 - b. Cards will expire on the fighter's birthday no later than four (4) years after the authorization is performed.

7. MARSHALS IN YOUTH COMBAT

A. General Requirements and Restrictions for Youth Marshals (XVII.A-C)

- a. Two-Deep Policy: All SCA Youth Martial activities including practices, events, demos, and wars must be under the continuous supervision of at least one background checked adult marshal, warranted in the relevant discipline, and at least one additional unrelated adult (two-deep policy).
- b. Background Checks: Youth Rapier Marshals **with a Background Checked Youth Marshal (BCYM) Warrant** must have a valid SCA background check to keep their warrant active. Marshals whose membership or background check expire will have their warrants suspended until such time as they are current.
- c. For more information about background checks and the two-deep policy, refer to the SCA Seneschal's Handbook and the Caidan Kingdom Youth Officer's Manual.
- d. All Authorized Youth Rapier Marshals are considered to be officers and must be members of the Society for Creative Anachronism Inc. and over the age of 18.
- e. Youth Rapier Marshal authorizations are separate from marshal authorizations in the adult rapier program.

B. Youth Rapier Marshalate Organization in Caid

- a. In Caid, there shall be two levels of Marshal Authorization for Youth Rapier Combat
 - i. **Youth Rapier Marshals (YRM)** are authorized to:
 1. Act as Marshal of the Field at Youth Rapier events
 2. Help fulfill the requirements of the two-deep rule
 3. Conduct armor and weapons inspections
 4. Supervise YRMiTs
 - ii. **Senior Youth Rapier Marshal (SYRM)** have all the privileges of a YRM, and additionally are authorized to conduct youth fighter authorizations in light and heavy rapier for Youth Rapier Combat.
- b. Warrant for a **Background Checked Youth Marshal (BCYM)**
 - i. Any Youth Combat Marshal Authorized in at least one Youth Combat form, and obtaining a background check, may be warranted as a Background Checked Youth Marshal (BCYM).
 - ii. Only a Background-Checked Youth Marshal with authorization in the appropriate combat form may act as Marshal in Charge of a Youth Combat Event, tournament or practice.
 - iii. BCMY warrants expire on the date that the Marshal's Background Check expires.
- c. **Youth Rapier Marshals in Training (YRMiTs)**
 - i. Youth Rapier Marshals in Training
 1. Must be over the age of 18,
 2. Are not warranted or authorized
 3. Must operate under the supervision of an authorized Marshal.
 - ii. YRMiTs may act as the second marshal on a combat field, and provide an additional adult for fulfilling the Two-Deep rule.
- d. **Junior Marshals in Training**
 - i. Minors participating in the Youth Rapier Program may develop marshaling skills as a Junior Marshal in Training (JMiT)
 - ii. Two adult marshals, at least one of whom is an authorized YRM, must observe combat on each field.
 1. A JMiT may act as an additional (third) marshal on a combat field, under

- the direct supervision of an authorized marshal.
 - 2. Supervising adult marshals must have awareness of the JMiT's location on the field and ensure their safety relative to the active combat.
 - iii. Under the close supervision of adult marshals, JMiTs should be taught and encouraged to:
 - 1. Verbally verify the readiness of combatants and call 'Lay On' to begin the fight.
 - 2. Observe the combat, watch for safety concerns, and call hold or 'ware edge' at appropriate times.
 - 3. Verify that both combatants are satisfied with the outcome of an engagement.
- C. **Authorization of Youth Rapier Marshals (XVI.D)**
 - a. A Youth Marshal's authorization shall assess the candidate's knowledge of the Society Rules of the list, Conventions of Combat, and any additional kingdom rules or conventions.
 - b. For authorization as a Youth Rapier Marshal, the candidate shall demonstrate
 - i. Promoting safe practices and a willingness to enforce the rules of the list.
 - ii. A good working knowledge of the Youth Rapier Combat Rules and any associated rules from the Caid Rapier Combat Handbook
 - iii. The ability to inspect weapons and armor for Youth Rapier Combat.
 - iv. The ability to supervise youth combatants in the lists, during training, tournaments, and in melee combat.
 - v. A thorough understanding of the two-deep policy for Protection of Youths.
 - vi. An interest in working with children.
 - c. To become a Senior Youth Rapier Marshal, the assessment will include:
 - i. All requirements listed above for a Youth Rapier Marshal
 - ii. Understanding of the two-deep, waiver, medical release, and parent/guardian supervision requirements per the Kingdom Youth Officer's Manual.
 - iii. The ability to authorize youth combatants according to the Caid Youth Rapier Combat Rules.
- D. **Marshal-in-Charge (MiC) Responsibilities (XVII.D)**
 - a. Only an authorized and Background-Checked Youth Rapier Marshal may act as marshal-in-charge (MiC) of any Youth Rapier event or activity. No Youth Rapier Event may occur without the presence of an appropriately warranted Marshal.
 - b. The MiC at any official event, including practices, is responsible for ensuring that all waiver and background check policies are complied with.
 - c. The MiC is responsible for preparing (or having prepared) all required reports and forms. The MiC should ensure that there are enough marshals and constables to control the activity.
 - d. Check that the field can be safely fought upon and an appropriate buffer zone is provided between the list or battlefield and spectators as necessary.
- E. Prior to any combat (practice or tournament) all equipment must be inspected and shall meet all safety and armor requirements pertaining to the appropriate division. (XVII.E)
- F. Marshals shall monitor activities and behavior on the field and immediately stop all potentially hazardous or un-chivalrous activities.(XVII.F)
- G. Marshals on the field are expected to take an active role in safety, sportsmanship and assistance in calibration. Youth Marshals have a greater responsibility to intervene than their counterparts in adult martial activities. The younger the combatants, the more active the marshaling

becomes.(XVII.G)

- H. Marshals shall remove from the field any combatant who refuses to obey the commands of the marshals or other officials.(XVII.H)
- I. Marshaling Concerns In Rapier Combat(XVIII.A)
 - a. Marshaling concerns, specific to rapier combat, as addressed in the Society Rapier Marshal's Handbook and Caid Rapier Combat Handbook will also apply to Youth Rapier.

8. YOUTH-ADULT SPARRING AND TRAINING

- A. All training of youth combatants must adhere to Kingdom regulations. Parents may actively train their own children.(XIX.A)
- B. All training of youth combatants at official SCA activities, whether or not it includes sparring, must be done under the supervision of a Youth Marshal warranted in the relevant discipline.(XIX.B)
- C. The supervising Youth Rapier Marshal shall notify the parents of the intention of allowing their youth to spar with any particular adult. The YRM should be ready to answer any questions asked and to address any concerns of the parents.
- D. Sparring is performed as training with the intent of teaching defensive and/or offensive skills to youth combatants. Sparring may also be part of a demonstration, educational, or morale building exercise.(XIX.C)
 - a. Sparring with youth is normally conducted as one-on-one combat (one authorized adult sparring partner vs. one youth).
 - b. Group training activities and exhibitions, involving multiple youth and one or more adults, may be allowed at the discretion of the Youth Marshal in charge. Precautions will be taken to minimize risk to all participants.
- E. Other than parents, any authorized adult fighter may provide training, which does not include sparring, as long as a Youth Marshal is present.(XIX.E)
- F. Adults in a training situation with youth combatants shall use weapons appropriate to the division of the youth being trained whether or not sparring occurs. (XIX.F)
- G. Adults in a training situation with youth rapier combatants are required to wear the appropriate protective gear for the weapon used.(XIX.G.2)

9. INJURY PROCEDURES (XX.A-D)

- A. In the event of any suspected injury on the field, the 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 list if not already there.
- B. 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 no less important, is the safety of persons entering the field to help and the well-being of anyone already on the field. (For example, fighters standing around in armor in the sun could be subject to heat problems.)
- C. 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.
- D. All injuries that require hospitalization or similar care, include a period of unconsciousness, or may require future medical care shall be reported in accordance with the requirements of the kingdom within 24 hours of the incident and also reported to the Society Marshal and the Deputies for Rapier and Youth Combat as appropriate. Include all available details in the report.

10. EXPERIMENTATION (XXIII.A-C)

- A. Before any alternate or unapproved materials or weapons may be used at Society activities, a test proposal must be submitted to and approved by the Society Deputy for Youth Combat and will follow the "Experimental Weapons and Materials Procedures" of the Society Marshal's Handbook.
- B. Experiments in Youth Rapier will be coordinated with the Society Deputy for Rapier and will follow the "Procedures For Experimentation In Rapier Combat" as detailed in the appendix of the Caid Rapier Combat Handbook.
- C. In addition to the requirements and procedures for experimentation in the Marshal's Handbook or the Rapier Combat Handbook, all parents, or responsible adults, must consent to the use of the weapon or material before combat begins. If any of the parents, responsible adult, combatants, or marshals object, the material or weapon may not be used in that fight or battle.

11. DISCIPLINARY ACTIONS(XXIV.A)

- A. All grievances and disputes will follow the procedures delineated in the Caid Rapier Combat Handbook Appendix 7 "Grievance Procedures".

APPENDIX A: Procedure to be Followed for Warranting and/or Authorizing as a Youth Rapier Marshal

- A. **For ALL Marshallate Types** - Notify Kingdom Youth Rapier Marshal of your Intent to become a Youth Rapier Marshal or to modify your YRM status
- a. To Start the process:
 - i. Send email to youthrapier@sca-caid.org with the following info:
 - 1. Legal Name, SCA Name
 - 2. Membership Number and Expiration Date
 - 3. Territories you are active in
 - 4. Email address and other electronic contact preferences
 - 5. Address
 - 6. Phone Number
 - 7. What type of Auth you are seeking: YRM, SYRM, WYRM, or WSYRM
 - 8. Whether you HAVE OBTAINED or ARE SEEKING a Background check
 - a. If you have a background check already, please send the date it was issued/will expire.
 - b. If you will be seeking one now, indicate whether you have sent the Background Check Authorization Form to SCA, Inc.
 - 9. Are you seeking a Warranted Territorial position?
 - ii. If you are seeking a warranted position as a WYRM, please CC your local seneschal and local Youth Officer on the above email.
 - b. Once all Tasks are Complete:
 - i. Fill out the Combat Authorization form
 - ii. Have it signed off by the KYRM
 - iii. Send it in per the instructions on the form.
- B. **Background Checked Youth Marshal (BCYM) Process**
- a. Follow above procedure for becoming a YRM
 - b. Successfully Complete Background Check
 - i. Send in Background Check Authorization Form
 - 1. Currently at:
<http://socsen.scaserver.com/wp-content/uploads/2019/01/BackgroundCheckAuthorization-081915.pdf>
 - 2. Send directly to Society, via physical address or fax number on form, OR to membership@sca.org
 - 3. Form is confidential, do not send to Kingdom Officers, only to SCA, Inc.
 - ii. Inform KYRM that this form has been submitted. youthrapier@sca-caid.org
 - 1. KYRM will inform the Kingdom Youth Minister and Kingdom Seneschal of the background check process.
 - 2. Kingdom Seneschal will tell to Society to run the Background Check.
 - iii. When you hear back that your Background Check is complete, send in your Agreement to Serve and/or Kingdom Warrant as appropriate
 - 1. For ALL WYRMs:
 - a. Currently at:
<https://wp.sca-caid.org/wp-content/uploads/2017/04/Kingdom-Warrant.pdf>
 - 2. For territorial positions only: Agreement to Serve
 - a. Currently at:
<https://wp.sca-caid.org/wp-content/uploads/2017/04/Agreement-to-Serve.pdf>

APPENDIX B: Reference - Summary of Requirements which must be met for minor participation at a Youth Rapier Practice or Event:

- A. Required Forms for Participation
 - a. MINOR'S CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT
 - i. Required at Each Official Practice or SCA Event in which Youth Rapier Activities are to be participated in.
 - 1. Typically at a larger SCA event, this will be signed at Gate.
 - 2. At an Official Practice, the Youth Rapier Marshal should have these available for signature.
 - ii. If the child has a Blue Membership Card in their name, this constitutes such a waiver and an additional per-event form is not required in that case.
 - iii. Currently at: <https://www.sca.org/docs/pdf/chldwaiv.pdf>
 - b. MEDICAL AUTHORIZATION FOR MINORS
 - i. Currently at: <https://www.sca.org/docs/pdf/treatminor-notary.pdf>
 - c. Minor's Combat Waiver
 - i. Required for Authorization (YRL and YRH) and Renewal of Authorization
 - ii. Currently at: <https://www.sca.org/officers/marshal/docs/minorcombatwaiver.pdf>
- B. Summary of Marshal and Parental/Guardian Supervision Requirements
 - a. This section is intended to provide a general summary of rules from various documents. *When in doubt or for more specific information*, refer to the main ruleset above, as well as the Society Youth Combat Manual and the Kingdom Youth Officer's Manual and other relevant Kingdom documents.
 - b. Marshallate Requirements
 - i. There MUST be a Youth Marshal in Charge (MiC) who is a warranted, background-checked Youth Rapier Marshal authorized by the Kingdom Deputy Marshal for Youth Rapier Combat
 - ii. A YRM or a YFM may act as marshal-of-the-field in an eric, as long as the MiC is present and overseeing the YRC activity as a whole.
 - iii. Anyone (of any age) who is not authorized as a YRM or YFM may act as a Youth Rapier Marshal in Training with the permission of the MiC and under the supervision of an authorized YRM or YFM.
 - c. Two-Deep and other Safety of Minors Requirements
 - i. A background-checked YRM must be present and supervising YRC activities as MiC.
 - ii. At least two separate adults, not related by blood, marriage, or relationship, must be present and engaged in supervising any official youth activity. Minors may not be left alone with a single adult who is not their parent or designated guardian.
 - iii. YRC Activities should occur near the center and in plain sight of other activities of the event.
 - d. Parental/Guardian Supervision Guidelines
 - i. Neither the parent nor the child are required to be members of the SCA, Inc. to participate in Youth Martial activities. The parent's permission to participate is required.

- ii. Parents or guardians of minors shall have ultimate responsibility for the welfare and behavior of their children at all times. It is the responsibility of the adult who brings a minor to an event to ensure that the minor is safe and not in danger. At events and activities in which youth participate in any way, participating minors must either have a parent or legal guardian present at the event/activity, or a temporary guardian present in possession of a properly executed "Medical Authorization Form for Minors." This Medical Authorization Form must designate an adult present at the event or activity as able to authorize medical treatment in the case of emergency. "Present" is defined as the parent or guardian being in direct sight and sound of the minor youth. SCA youth activities are not babysitting services and parents are not allowed to simply drop off their children and leave the area of the activity to take part in other activities. (Society Seneschal's Handbook, Jan 2018)

APPENDIX C: Example List Form for all Youth Rapier Events (see following page)

KINGDOM OF CAID - PARTICIPATION LIST FOR YOUTH RAPIER ACTIVITIES

EVENT NAME: _____

DATE: _____

MARSHAL IN

CHARGE: _____

Please note that the MiC MUST be a Warranted Youth Rapier Marshal with Background Check on File

| Participant's Name | Age | Waiver Signed? | If Medical Release, name of temp. guardian | Authorized Rapier Combat Forms | Notes or Requests |
|--------------------|-----|----------------|--|--------------------------------|-------------------|
| | | | | YRP YRL YRH | |
| | | | | YRP YRL YRH | |
| | | | | YRP YRL YRH | |
| | | | | YRP YRL YRH | |
| | | | | YRP YRL YRH | |
| | | | | YRP YRL YRH | |
| | | | | YRP YRL YRH | |
| | | | | YRP YRL YRH | |
| | | | | YRP YRL YRH | |
| | | | | YRP YRL YRH | |
| | | | | YRP YRL YRH | |

| Adult Participant's Name | Marshallate Type |
|--------------------------|------------------|
| | YRM YFM YRMiT |
| | YRM YFM YRMiT |
| | YRM YFM YRMiT |

| | |
|--|---------------|
| | YRM YFM YRMiT |
|--|---------------|