

The following shall be used as authorization procedures for Cut and Thrust combat

1. Knowledge of Rules

- Fighter knows Rules as shown in *SCA Rapier Handbook, Section, Conventions 1-4*, and *Conventions and Rules of Rapier in Meridies* found on <http://www.meridianrapier.org/rules/adult/>
- Fighter must know Meridian specific rules

2. Testing Procedure

Authorization are performed by Authorizing Marshal and Usher, who will be opponent of authorizing fighter.

Authorization testing is to show that Fighter can be **safe** on the field, not skilled

A Basic Cut and Thrust Authorization includes use of all *Single Handed Weapons*

A separate authorization is required for *Longsword*

Testing for *Single Sword* and *Longsword* both follow the same procedure:

- Passes will be done with 1-3 as ½ speed and the remainder at full speed until Authorizing marshal is satisfied
- Fighter must show proper calibration of blows when striking Usher
 - Look specifically for circular cuts, or cuts that travel a long arc, and make sure they do not land with unnecessary force.
- Fighter must show acknowledgement of blows
- Usher will strike Fighter to test for proper calibration in receiving cuts
 - Important areas include, torso, arms/hands, head/neck, and legs
- Fighter must show proper acknowledgment of blows
- Fighter should demonstrate control and proper calibration when delivering cuts
- Fighter should be aware of edge alignment in his or her attacks and indicate to the Usher if a cut lands with the flat
- Fighter should avoid parrying cuts with the off-hand or turning their head to avoid a hit in a way that exposes the back of the head.
- Fighter should demonstrate that they understand and can use “check” system used in Meridies:
 - When a fencer calls “check” the fight is stopped immediately
 - If a “check” is made through positioning (such as a throw), the defender should never be pushed or thrown in such a way that they purposely lose footing
 - If the “check” is made with a pommel strike, or buckler strike, the blow should either not land at all, or be pulled so that its force is minimized.
- Usher will close measure with the fighter and initiate a “check” situation. The fighter should respond immediately and not attempt to continue the bout.
- Usher will close measure and set up an opportunity for the fighter to initiate a “check” several times. The fighter should demonstrate safety and control.