

**Experiment Name:** Ansteorra Rubber Spear Head Experiment

**Original Submission Date:**

**Returned by SRM Date:**

**Posted to the KRMs list Date:**

**Revision Submission Date:**

**Final Decision Date:**

**Decision:** Approved or Rejected

**Submitting Kingdom(s):** Ansteorra

**Submitting KRM(s):** Donovan Fitzpatrick, KRM Ansteorra

## **What & Why**

### **Commercially produced rubber spearhead.**

The Kingdom of Ansteorra would like to propose an alternative to the Society rule governing the type, manufacture, and use of rapier spears in rapier combat and melee. This is referencing rule #5 Spears/Pikes/Polearms in the Society Rapier Marshals Handbook.

There is an interest with in our rapier community to use these weapons but a level of concern about safety and feasible use of the weapon in a historic manner exists within our kingdoms marshalate. Based on observation and communication with other historical marshalate groups our goal is to test this weapon that utilizes commercially available spear heads for a more consistent base line of safety as well as a more historic and accurate use of the weapon.

If successful, the previously sighted rule could be amended or changed for their allowance throughout the Society.

## **How**

### **Phase 1: Start Date 1-1-2018, End Date 1-1-2020.**

The Kingdom of Ansteorra will for a minimum period of 24 months have an experiment of the commercially available molded spear heads on the Heavy rapier field. The experiment will be overseen by the Deputy Kingdom Rapier Marshal for Experimental Weapons (DKRMEW) under the direction of the Kingdom Rapier Marshal (KRM). For the experiment to be validated there will have to be no less than 24 documented scenarios of it use with at least 2 different participants on the report not including the supervising spear marshal.

All fighters and marshals in this experiment must be at least 18 years of age and hold an Ansteorran authorization for both rapier and or C&T combat and marshaling for a minimum of 2 years and have had no official marshal-related issues.

As this is an experimental weapon proposal it is to be used only with in the borders of the Kingdom of Ansteorra and by authorized participants within the program. These weapons cannot be used in melee/war scenarios that are for "war points".

During this experiment with in the Kingdom of Ansteorra the "Rubber Headed" spears cannot be used against or in conjunction with the currently approved Society steel spears.

### Marshaling SE combat

There will be 1 dedicated spear marshal (or more) to 2 spear fighter ratio at all times throughout this experiment.

During single combat an authorized spear marshal must be actively watching a set of fighters. During Melee periods, there must be at least 1 dedicated spear marshal for every two spear fighters on the field in the area where the SE fighters are in addition to any other required marshals. Rapier Spears shall not be used in official melee during the experiment phase unless announced prior to lay-on and inspected by any fighter that wishes to.

Anyone may refuse to face this weapon in tournament.

In melee, the MiC will make final decision. All requests for or against the use of this weapon in the melee should be brought to the MiC prior to the start of the melee. An announcement will be made by the MiC prior to "lay-on" that this weapon is on the field.

After each practice or event that SE is done those participating in the SE should contact the RMSE and advise them of the number of fighters that used the weapon, which spear head was used, who they were, any positives, or problems, etc. within 48 hours. Web link to form for fighters and marshal's.

<https://goo.gl/forms/mnHI79kejmwltXY02>

If an injury happened or weapon failure or breakage the present marshal has 24 hours to contact the RMSE. The RMSE has 24 hours from FMSE contact to advise the DKRMEW of that injury or weapon failure in addition to any regularly required reporting. Regular reporting by the RMSE will be no later than the last day of the month. The DKRMEW will report all injuries and weapons failures to the KRM within 48 hours of the report. Regular informal reporting will be done to the KRM by the DKRMEW and a written period end report will be submitted. Marshals that do not follow these reporting rules can be removed from the program entirely by the DKRMEW.

#### Armor:

Standard Ansteorran Rapier armor will be worn by all fighters involved with contact by the experimental spear weapon.

#### Calibration:

Kills with this experimental spear will be at standard calibration and are point only, **Thrust are the only allowed blow with these weapons**

#### Use of the experimental spear:

1. Haft strikes are prohibited against any body part of an opponent.
2. Fleeting, non-percussive, contact of the haft on any body part of a combatant is not grounds for calling a hold.
3. Combatants are not permitted to wrestle for control of a spear. Combatants may not grab an opponent's spear to immobilize or move it.
4. If killed in melee the fighter will hold the spear vertical with one hand and the other hand on the top of their head indicating they are dead and remove the weapon from the field.

#### Holding the weapon:

The weapon shall be allowed to be gripped at any part of the shaft except the butt end or blade. At no point, will the back-hand grip or cup the butt end of the shaft (AKA Harpooning).

No "T"handles or shovel handles will be allowed. A fighter may not "set" this weapon by bracing the base in the ground or against the foot or body, or by locking the back arm.

#### Marking the weapon:

The weapon will be marked with contrasting colors stripes of red and green at the point on the shaft at the top where the blade connects to the shaft

### Materials for making the Spear:

Hafts may be made of rattan only with a diameter of 1 1/8<sup>th</sup> inch to 1 1/4<sup>th</sup> inch. Hafts must be a minimum length of 5 1/2 feet and no longer than a maximum of 7 1/2 feet without the spear head attached. Maximum over-all spear length with spear head attached is 8 feet. The haft must have a flat cross section where the spear head is attached. The edges may be beveled slightly to aid in the attachment of the spear head. Strapping tape or duct tape may be added to the haft to help prolong the life of the haft.

- No butt Spikes or caps covering the end of the spear shaft.
- The butt end of the spear must remain uncovered so that the inspecting marshal can confirm that the shaft is made of rattan.
- No sliders.
- No cross guard's or additional guards are allowed on the spear for safety reasons.

### Spear Head:

Spear points must be made of mold injected rubber and commercially fabricated for combat. Please see these links:

[http://www.woodenswords.com/product\\_p/spear-tip.htm](http://www.woodenswords.com/product_p/spear-tip.htm)

<http://revival.us/polearmrubbertopandbottomspike.aspx>

We are using the "Hard" style.

<http://www.plasticarmor.com/Spear%20Head>

### Making the spear:

Spear points will be friction fit to hafts according to manufacturer's instruction and be taped to the haft with Red and Green colored duct tape.

### Reporting on the experiment:

At the end of each test scenario the following information must be reported within 48 hours.

1. Total number of participants and number of participants using the weapon.
2. Information as to which type of spear heads were being tested. As there are essentially 2 different types in use for the experiment a solid and a hollow center we need reporting on the differences.
3. Information as to what the haft material is the different spear heads are attached to and how they are holding up through combat.
4. The above information needs to include feedback from both the person throwing the shot and the person receiving it. The purpose being if certain items or configurations are showing to be unsafe we can take measures to either change the proposed items or end the experiment.
5. The results of the scenarios are to be gathered and sent to the SRM each quarterly report.
6. Report web page: <https://goo.gl/forms/OgUftzeTpoLHI7cJ3>

### Authorizations

The authorization process for a Rapier Spear is a multiple-step process that allows the marshals to assess the candidate's abilities in both a one-on-one setting, and in large-scale melees before signing off on the authorization.

All authorizations from the experimental period are valid. Those in process may continue rather than starting over.

## **Authorization Process and Form**

Each step in this process has a sign-off on the form following this outline.

- 1) A fighter who wishes to authorize in Spear must pass a skills test administered by an Authorizing Spear Marshal (see Marshals below). That skills test will demonstrate the fighter's knowledge of the rules, and safe use of the spear in a controlled environment facing single opponents armed with both sword and spear.
- 2) After passing the skills test, a fighter may fight in spear melees at events and published practices under a provisional authorization within the Kingdom of Ansteorra. When engaging in combat with a spear on the melee field, the fighter must report to a Spear Marshal (see Marshals below) before combat starts. This marshal will monitor the fighter's conduct on the field and shall pull the fighter off the field for any violations of the rules and conventions of the program.

A fighter needs at least two different marshal's signatures during the process.

The Spear Marshal's primary responsibility is to watch the authorize, but not to the exclusion of all other marshaling duties. (like watching out-of-bounds, looking for field hazards, etc.) This marshal should not be the marshal in charge of the scenario. If the Spear Marshal approves of the fighter's performance, they will sign off on the form.

- 3) Once all signatures are acquired, the form is submitted to an Authorizing Spear Marshal to look over the paperwork, and confirm that it is correct and complete. This is one last opportunity to address any issues from the authorizing process by asking questions and/or a skill demonstration. Once satisfied, the fighter is authorized and is free to participate in spear melees.



## **PHASE 2:**

### **Duration**

**Six Months. Begins immediately after completion of Phase 1 and approval by the SRM.**

**Scheduled to begin 2-1-2020 and End 8-1-2020**

### **Addition and or change to the proposed rules:**

**The allowance for** Combatants to grab an opponent's spear to immobilize or move it. If during combat, a combatant attempts to dislodge a grasped spear, the grasping Combatant must cede control to avoid wrestling.

## **PHASE 3:**

### **Duration.**

**12 months. Begins immediately after completion of Phase 2 and approval by the SRM.**

**Scheduled to begin 9-1-2020 and End 9-1-2021.**

### **Addition and or change to the proposed rules:**

All fighters and marshals in this experiment must be at least 18 years of age and hold an Ansteorran authorization for both rapier combat and rapier marshaling for a minimum of 1 year and have had no official marshal-related issues.

## **PHASE 4:**

### **Duration**

**6 months. Begins immediately after completion of Phase 3 and approval by the SRM.**

**Scheduled to begin 10-1-2021 and End 10-1-2022**

### **Addition and or change to the proposed rules:**

**Remove the need for 2 spear marshals to authorize a fighter to use spear, but instead reduce it 1 just spear marshal.**

## **Who**

Contact information for Experiment

Don Pieter DKRMEW er-rapier@marshal.ansteorra.org

Master Donovan Fitzpatrick KRM [rapier@marshal.ansteorra.org](mailto:rapier@marshal.ansteorra.org)

## **Risks**

*As with any form of combat with in the Society there is a risk of injury. Participants need to be mindful of this and maintain a level of control in the force of the blow they are delivering as well. Participants should deliver and call blows as is written in the Society Rapier Marshals Handbook. Failure to follow those standards during the experiment will warrant the removal of that individual from involvement in the experiment.*

## **Where and When**

*The experiment will take place at any SCA calendar event or published fighter practice with adequate combatants and approved marshals with in the Kingdom of Ansteorra for at least 12 months.*

## **Who**

*List the following:*

Person in charge of the experiment:

Master Donovan Fitzpatrick

[rapier@marshal.ansteorra.org](mailto:rapier@marshal.ansteorra.org)

405-446-6149

Back-up person:

Don Pieter

[er-rapier@marshal.ansteorra.org](mailto:er-rapier@marshal.ansteorra.org)

Person who will send reports to the SRM:

Master Donovan Fitzpatrick

[rapier@marshal.ansteorra.org](mailto:rapier@marshal.ansteorra.org)

405-446-6149

Other people managing the experiment and their role: TBD

**In the event of a successful outcome to the experiment, the following change to the Society fencing rules is proposed:**