

Ansteorran Cut and Thrust Melee Experiment

Phase 2

The purpose of this phase of experimentation is fourfold. First, is to continue assessment and determine if Cut and Thrust combat can be used safely on the melee field. Second, to determine if there are any issues specific to C&T melee that stand apart or aside from normal rapier combat. Third, to determine or discover any particular issues (if any) for a given weapon style. Fourth, to determine if, during sustained combat, our baseline armor standards for C&T are sufficient to protect from injury during melee combat. We are assumed to be wearing civilian attire. There will be no armor as worn scenarios.

Rules: For the purposes of Phase 2, we will be assuming the following:

- Normal rules of C&T combat apply: a leg wound is fight ending.
- Any Hold on the field will be a universal hold (no localized holds).
- Resurrection rounds will be allowed

Combatants: For Phase 2: Combatants must have been authorized in Cut & Thrust combat for a minimum of 1 year, and must be acceptable to the deputy in charge of the experiment and the KRM. Combatants are expected to report accurately their experiences with Cut and Thrust melee combat. Fighters are highly encouraged to connect to the experiment Facebook page, as that will be the primary form of communication for the experiment. Each melee must have a minimum of 4 fighters and may not exceed 10 fighters. Within reason, sides may be uneven.

Equipment: Ansteorra combatants must follow the minimum armor standards for Cut and Thrust combat in the Kingdom of Ansteorra. Combatants from other Kingdoms may participate in melees within Ansteorra with prior coordination and approval of their Kingdom C&T Melee Deputy and Ansteorra's C&T Melee Deputy. Out of Kingdom combatants must meet their home Kingdom Armour standards. During Phase 2, mixed weapon and secondary styles will be allowed and all standard one handed weapons and secondary devices will be allowed. Swords used in the experiment must be C&T legal and clearly designed for use in one hand. **Two handed weapons are not permitted.**

Fighters are encouraged to try out a variety of swords and to track their experiences with different swords (Do the larger, military blades hit too hard, or not? Are rapiers able to handle the stresses? Etc.).

Process: Fighters must be inspected before combat begins. Per Society mandate, helms and masks must be inspected on and off the head and meet both Society and Ansteorra standards, including padding. Scenarios are limited to no more than three rounds or one timed resurrection battle before combatants conduct a mandatory discussion. Discussion of the happenings should be open, frank, and geared towards seeking out potential issues and hazards. When possible, conduct a polling on specific topics of interest and record the results.

Reporting: After every experiment, one marshal involved in the experiment is required to report to the deputy in charge of the overall experiment (Gassion). This report must utilize the reporting form attached. Be as thorough as you can. All reports must be in writing. Injuries must be fully and frankly reported. All cards on the table. Injuries reported through the Melee Experiment Report Form are not considered meeting the requirement of an official injury report, as require by the Rapier Marshal Structure. The Marshal in Charge must file a separate injury report through standard cannels. Melee Reports must be completed within 5 days of the event and sent to gassion_de_beaumarchais@hotmail.com.

Ansteorra C&T Melee Experiment Reporting Form

Date: _____ Event/Practice: _____ Location: _____

Total Number of Scenarios: _____ Total number of Rounds: _____

Number of Fighters and Weapon Style used in each Scenario.

Scenario 1: _____/_____ Scenario 4: _____/_____

Scenario 2: _____/_____ Scenario 5: _____/_____

Scenario 3: _____/_____ Scenario 6: _____/_____

Fighters Participating in Melees

- | | | |
|----------|-----------|-----------|
| 1. _____ | 6. _____ | 11. _____ |
| 2. _____ | 7. _____ | 12. _____ |
| 3. _____ | 8. _____ | 13. _____ |
| 4. _____ | 9. _____ | 14. _____ |
| 5. _____ | 10. _____ | 15. _____ |

Supervising Marshals

- | | | |
|----------|----------|----------|
| 1. _____ | 2. _____ | 3. _____ |
|----------|----------|----------|

Injuries: (Include cause(s), was this a pre-existing injury, terrain at the site, and any equipment that may have contributed to the injury? Be specific.)

Names of Injured Participants: _____, _____, _____

Name of others involved: _____, _____, _____

Type of Injuries: _____, _____, _____

Description of circumstances: _____

What controls will prevent this in the future? _____

Equipment Failures: (Include cause(s). Be specific.)

Type of equipment damaged: _____

Name of fighters involved: _____, _____, _____

Description of circumstances: _____
