

FAQ – New 2026 Rapier and Cut&Thrust Handbooks *(updated 06/22/2026)*

Thank you to everyone who provided feedback on the proposed Rapier and Cut & Thrust handbooks. Over 500 comments were received! These ranged from concerns about a rule change, suggestion on wording, copy/edit errors to fix, to simple questions.

While not every comment received a detailed response, each and every single comment was reviewed and adjudicated by our rules group. Some comments resulted in edits or changes, and other comments did not. Whether or not there a change took into account many factors, such as existing rules, playability, regional factors, or impact to other handbooks.

Suggestions were often based on people's experience or a specific situation, and can seem sensible. However, changing or adding a rule can lead to unintended consequences and create unnecessary limitations, which we worked hard to determine for each suggestion. Differences due to regional, kingdom, or mundane laws were considered, and even potential impact on other martial disciplines. Our rules review group was intentionally very diverse in order evaluate impact based on those differences. As such, some rules remain broad on purpose, identify the minimum standard or safety requirement, and leave it to the kingdom or marshals' discretion to apply those local differences or judgement calls.

This FAQ covers several of the comments and answers that we thought the larger community might be interested in.

This FAQ can also be found at: https://society-rules.fullmesh.co.nz/index.php/Main_Page

1) Wait, I thought electrical tape was going to be banned? What happened? Why was it changed?

Answer: Electrical tape was proposed to be banned from use in securing tips due to lost tip issues in multiple kingdoms, especially where it is hot and/or humid. However, we received great feedback from multiple kingdoms, including scientists and engineers (one was an adhesive expert). Quality of tape and adhesives, coupled with local climate and sources, creates significant variables such that improvements would also likely vary. Thus, instead of banning electrical tape, we instead encourage kingdom/regional controls and education to supplement our weapons inspections and fighter responsibility.

2) Why is the minimum age of marshals 16 years old?

Answer: Corpora allows minors to become officers at 15 years old (with some limitations). In particular, "Minors may not serve as royalty, territorial barons or baronesses, seneschals, exchequers, group marshals or marshals in charge." (See Corpora, Section II.C.2 Minors as

FAQ – New 2026 Rapier and Cut&Thrust Handbooks *(updated 06/22/2026)*

officers.) The Marshal handbooks reflect that opportunity, with the additional limit that minors cannot be an authorizing marshal and that they must be 16 years old.

- 3) I suggested “no running in Death from Behind,” and “no running on the field in general”. Why weren’t those added?**

Answer: There is no Society level rule about running, as there are too many variables with locations and scenarios. We believe marshals’ discretion on safety with respect to a combatant’s speed can address issues when necessary. As usual, Kingdoms and events may add additional restrictions.

- 4) [There were multiple comments about the introduction, in particular the dates 1300-1600 and the masters named.]**

Answer: Dates have been updated to reflect SCA mission statement, and the description on sca.org. Additional Masters were added as appropriate to each handbook.

- 5) Why change from “fencing” to “rapier” and “cut & thrust”?**

Answer: The terms “rapier” and cut & thrust” is consistent with Corpora, and specifically with the wording in the Order of Defense.

- 6) This rule [insert example here] is repeated, and it should be deleted.**

Answer: While we try not to repeat, some rules are intentionally repeated for emphasis.

- 7) Why is there a special section for Holds in Rapier? Doesn’t this apply to all combat?**

Answer: There are variations on holds in the different martial disciplines. While most variations are minor, some are significant. For example, in Rattan they take a knee while in rapier people tend to place their point on the ground or foot. However, in equestrian, they need to look first and *then* stop if it is safe - there may be a loose horse or other hazard that requires moving quickly and not stopping in place.

- 8) I see “Combat archery (for both rapier combat and cut and thrust combat)”. Does this mean there is a single combat archery authorization that allows you to participate in both rapier and C&T?**

Answer: Yes. However, kingdoms can make them separate authorizations if they want.

- 9) Holds and other conventions include instructions for combat archery, but not always mock gunnery. Is it just the same? Can that be added?**

Answer: We are considering this for future updates. There are several kingdom differences regarding mock gunners we need to work through to ensure Society rules don't inadvertently cause issues.

- 10) Reduced armor for limbs was approved last year. Why is abrasion resistant armor still defined, and rules about gaps in gloves/wrists still in the handbook?**

Answer: Not every kingdom has adopted the reduced armor for limbs. Keeping these definitions and processes in the handbook will enable the existing common standards to continue.