

https://society-rules.fullmesh.co.nz/index.php/Cut_And_Thrust:Handbook

A) Summary of Changes (Overall):

- **Separate handbooks** - Rapier and C&T are now separate handbooks. Prior to this, these disciplines were combined under the Fencing Marshals Handbook_2024.
 - The new Rapier Handbook was approved for commentary Nov 18, 2025
 - The new Cut & Thrust Handbook was approved for commentary Jan 25, 2026
- **Changes from the Fencing Handbook:** This new C&T Handbook was built off the new 2025 Rapier Handbook (see the [Cliff Notes on Changes – Rapier Handbook](#)), with changes made to include the specific C&T rules from the prior 2024 Fencing handbook.
 - Currently, there are only 5 specific rules different from rapier. These are the same from the prior 2024 Fencing Handbook: allowed percussive, different test for blade-flex, and the 3 additional armor requirements.
 - There were no functional changes to these 5 specific rules for C&T.
 - For easy reference, they are listed in “3 - Overview of C&T / Table 1”
- **C&T Handbook is now complete** – The prior Fencing Handbook relied on and referred to the Marshals handbook for several policies and rules. These are now included in this handbook, so only one handbook is needed for this discipline. These topics include: Sanctions, Chain of Command, Inspecting Equipment (both general and combat archery), Marshalling on the Field, Interkingdom Events, Experiments.
- **Summary of functional changes (new for C&T):**
 - Abrasion resistant material is no longer required for limbs. This is the same requirement that was approved for rapier in 2024.
- **Summary of functional changes (new for both Rapier and C&T):**
 - No marking of minors
 - No electrical tape for securing tips
 - More details on combat archery added
- **Items in the Glossary** were moved to the relevant chapter/section.
- **Several new sections were added** to provide context, capture current processes and existing expanded rules of engagement and guidance for new people.
 - e.g. Introduction to SCA martial activities, Rapier Overview, Activity guidelines, designated areas, authorization example, Accessibility, Safety resources

B) No major changes to game play (fighting conventions, target areas, use of weapons)

- Current and established rules of engagement were added. Some of these were not included in prior handbooks. This should make it easier for new people to understand SCA combat rules.
- Addition details to common conventions were added. These include: death from behind, what to do during a hold, and ranged weapons.

C) Equipment changes

- a. **Reduced armor** - Abrasion resistant material is no longer required for limbs. This is the same requirement that was approved for rapier in 2024.
- **Minors** (under 18 years old) are no longer required to be marked. (No yellow diamond on glove).
- **Combat Archery** – general equipment requirements and standards were included.
 - UHMW ammunition from AC-rattan was specifically added as ammo that meets the existing rapier combat archery rules. Note that Baldar blunts from the AC-rattan rules do not meet the existing rules, so were not included.
- **Grip length** is better specified. (Measured from the bottom of the pommel to the base of the blade)
- **Spears** – the requirement for spears to be bought from commercial manufacturers was removed. Commercial sources are not reliable for quality consistency, and the flexibility rules cover our needs.
- **Neck** – the gap in the rigid material on the neck was clarified.

D) Most of the functional changes were to administration, management, oversite functions

- Combat Archery now requires a separate authorization
- Marshals must be at least 16 years old (was not specified before)
- Authorizing marshals must be the age of majority (was not specified before)
- A sample authorization process is included as a default, if a kingdom does not want to create one of their own. (Creating this process was required in prior handbook.)

E) Other Changes to administrative, management, oversite. These are Global items that were approved as part of the new Armored Combat – rattan Handbook approved last year.

- Authorizations expire with a max of 4 years (removes “infinite” authorizations)
- New authorizations have a 2-person integrity rule
- Establishes a method for authorizations of activities new to a kingdom. Allows KEMs to utilize marshals and expertise from other kingdoms (this was not allowed before).
- Waivers are stored by the kingdom (not the marshallate)

- Managing misconduct – guidelines provided to marshals with escalating levels of options. Added details to the processes and reporting required.
- Minors – expanded and clarified the list of people who are allowed to authorize minors.
- Updated the Rules of the List in the Handbook (*BoD approved Nov 2024*)
- Marshals – Codified roles and responsibilities, reporting, and updated the chain of command.
- Added recommendations on marshal-to-fighter ratios and other best practices.
- “Designated Areas” was added. (Note - this section is much more needed and involved for TA, TW, EQ. It’s included for consistency between handbooks).
- Accessibility was split off into a separate section, with examples of approaches for ideas, education and reference.
- A section on Safety Resources was added (concussions, heat, air quality).
- Injury procedures – created one common process for all martial activities, and added a standard report
- Created 3 categories of experimental programs, to provide more flexibility in developing new weapons and activities.
- Updates to Handbooks are now done automatically for the kingdoms, thanks to the online format and wiki-format engine. The old method had significant delays in updates (sometimes more than a decade). This policy includes timelines and processes to accommodate international affiliates.
- Change log for current and past handbooks included.