Oct 2023 Chapter/ Section	Fencing Marshals Handbook - January 2024 Old Text	2025 Fencing Wiki - Chapter/Section	Wording Same	Updated Wording (rule same)	Rule Change?	New text	Functional Change / Notes	Reason
	Note on changes: Updated wording= most changes include "plain english" changes, reducing "legalese" type verbiage, changing "shall" to "must", and restructing to reduce exceptions to rules. Removed footnotes and glossery items, and included information in their relevant section. BLUE text is used to denote a general description or comment, rather than copying all the text.		**254**	**253**	**74**			
1	**Introduction**							
1.1	These rules set fundamental standards for Fencing Combat in the SCA.	GLOBAL>> 1. Introduction to SCA martial activities>Handbooks		Y		GENERAL COMMENT - A Global chapter that introduces SCA martial activities and the rules has been created.		
	They are designed to allow use by the Kingdoms of the Society as basic rules.	GLOBAL>> 1. Introduction to SCA martial activities>Handbooks		Y				
1.2	In keeping with Corpora, Kingdoms retain the right to add rules which establish more restrictive standards.	GLOBAL>> 1. Introduction to SCA martial activities>Handbooks		Y				
1.3	All combatants and marshals are responsible for knowing these rules, as well as the additional rules of their Kingdom.	GLOBAL>> 1. Introduction to SCA martial activities>Handbooks		Y				
1.4	Combat in the Society poses risks to the participant.	GLOBAL>> 2. Rules of the Lists			delete	Redundant. In the Rules of the List	This is redundant with the Rules of the List.	
	This recognition, however, does not excuse fighters from exercising control of their techniques.	GLOBAL>> 5. Expected behaviour and responsibilities		Y		You are responsible for, and must have control over your behavior, actions, and techniques at all times.		
	If a fighter throws blows which force their opponent to retire from the field, from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring.	29.3 Marshaling on the field / Safety			Y	If a fighter throws blows which force their opponent to retire from the field, from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring, and report the incident.	Added reporing element.	While this is convered in general in Managing Misconduct ("if there is an issue during the activity"), it was felt that the specificity of this wording should be retained.
1.5	Rules are designed to promote safe combat in the Society.	GLOBAL>> 1. Introduction to SCA martial activities>Application of the rules		Y		1. These handbooks contain vital and required information, rules, standards, conventions, and procedures meant to promote safe and effective participation in SCA martial activities. However, they cannot cover every situation or scenario, or replace common sense, good judgment, and empathy.		
	However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants.			Y				
	Should a situation arise not explicitly covered by Corporate or Kingdom Fencing rules, the marshals should not assume that the situation is forbidden or inappropriate.			Y		2. If there is a question when applying these rules, marshals should choose the answer that promotes the greatest degree of safety for everyone while being flexible and creative to enable participation to the maximum extent possible.	Society, not corporate	
	Rules are not meant to replace common sense, good judgment, and concern for the participants.			Y				
1.6	Note: Underlined terms are defined in the glossary				delete	Moved definitions to relevant chapter/section	We don't highlight glossery terms in the new handbooks!.	
2	**General Information**							
2.1	SCA Fencing shall be conducted in accordance with the Rules of the Lists of the SCA, Inc. (see 2.8 below), these rules, and such further rules as are established by the Kingdoms.	GLOBAL>> 2. Rules of the Lists GLOBAL>> 1. Introduction to SCA martial activities>Handbooks		Y				
2.2	Competence in other SCA combat styles does not automatically mean competence in SCA Fencing.	GLOBAL>> 19.1 Authorizations/General		Y		Competence in one discipline does not automatically mean competence in another martial discipline , and you will have to authorize for each discipline. Each martial discipline can require separate authorizations for different categories, types of activities, or weapons.		
	Separate warrants and authorizations in Fencing are required.	GLOBAL>> 19.1 Authorizations/General GLOBAL>>26 Marshalate - Responsibilities and chain of command		Y	Y	19.1 Each martial discipline can require separate authorizations for different categories, types of activities, or weapons. 25.1.4 Warranted marshals - They can monitor and make decisions about their martial discipline, with designated authorities defined by their kingdom and/or society. 26.1.1 If you are not a warranted marshal for a discipline, you cannot make decisions that requires subject-matter expertise (SME).	roles, responsibility, and scope of duties for warranted and authorized marshals has been listed and clarified in several global sections.	
2.2.1	Each Kingdom can decide how they wish to control authorizations for each category of Fencing and weapons, with the following exceptions:	3.4 Overview of rapier combat / Authorization categories		Y		Kingdoms are allowed to define additional types of authorizations and requirements, such as authorizations in specific weapon forms, categories, or multiple groupings		
2.2.1.1	Use of spears requires a separate authorization.	3.4 Overview of rapier combat / Authorization categories			Y	The authorization categories which require separate authorizations are: - Rapier combat - Spears - Rapier combat archery	added combat archery as a required seperate authorization category	
2.2.2	Authorization for Fencing must, at a minimum, verify that the candidate understands the requirements for armor and weapons, and demonstrate that they can participate in Fencing activities in a manner that maintains their safety and that of their opponent, including appropriate calibration of blows and comportment on the field.	GLOBAL >> 19.4 Authorization process requirements			Y	Note - These items are included in 19.4 authorization process requirements, under the Theory test and Practical test. Additional components were added, including: documentation, theory test (Rules of the List, kingdom specific rules), and practical test (listening to and responding to the marshals.	Expanded to include - documentation, - theory test (Rules of the List, kingdom specific rules), - practical test (listening to and responding to the marshals.	
2.3	All combatants, prior to every combat or practice, shall ensure their armor and equipment are safe, in good working order and have been inspected by a member of the Kingdom Marshallate authorized to inspect Fencing gear.	4.3 Authorization and inspection requirements		Y		Before engaging in any combat at an SCA event or practice, your weapons, equipment and protective gear must be inspected and approved by a marshal warranted for this purpose and activity. This includes training and pick-ups.		
2.4	At interkingdom events, for a tourney hosted by a single Kingdom, combatants shall meet or exceed SCA standards for protective gear, and shall comply with whatever weapons standards are set by the host kingdom for that tourney.	GLOBAL>> 30.1 Interkingdom events / Overview			Y	1. Martial activities at large events that are jointly operated by two or more kingdoms (usually through a written agreement, such as a charter or treaty) must meet the minimum standards defined in the Society Marshal's Handbooks. 2. These events can define additional requirements, standards, conventions, or marshals, as they deem necessary, but cannot reduce or disregard the requirements and standards delineated in the Society Marshal's Handbooks. These can typically be found	No longer requires a Kingdom hosted activity at an interkingdom event to require adherance to their kingdom rules.	This will enable broader participation, while still allowing kingdoms the ability to restrict their tournement to their kingdom rules.
2.5	Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with Fencing is the Earl Marshal, then the Kingdom Fencing Marshal (possibly referred to as the Kingdom Rapier Marshal, Kingdom Marshal of Fence, Kingdom Fencing Marshal, or equivalent), then, by delegation, members of the Kingdom Marshallate. **NOTE - UPDATED Global to reflect this	GLOBAL>> 1. Introduction to SCA martial activities>Application of the rules			Y	3. Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with Society martial activities is the Kingdom Earl Marshal and, by delegation, warranted members of the kingdom marshalate. a. When not otherwise directed by the Crown, the Crown's representative upon the field and in all matters dealing with martial activities within a discipline is the Kingdom Earl Marshal, the Kingdom Deputy Earl marshal for the discipline, and, by delegation, warranted members of the kingdom marshalate. b. The discipline marshalate has jurisdiction over all SCA martial and related activities for that discipline.	Included the kingdom rapier deputy's role as representative and delegation. Changed Fencing to "martial activities within a discipline" to include rapier and other martial disciplines. Clarifies the jurisdiction for each martial discipline. This wording was included other handbooks.	Clarifies scope and jurisdiction of the marshalate, and each discipline, that were included in other handbooks.
2.6	The minimum age for training and authorization in Fencing is 14.	4. When you are allowed to participate		Y	Y	4.1.1 To be authorized as a combatant in adult rapier combat, you must be at least 14 years old. 4.1.2 To be a marshal in adult rapier combat, you must be at least 16 years old.	Added the requirement that a marshal must be 16 years old. This was not clarified before.	While Corpora allows officers at 15 years old, the Society marshals judged that 16 years old would be better suited for combat activities involving authorization of participants.
	When combatants under the age of 18 undertake training and authorization, the Kingdom Fencing Marshal (or their designated representatives) shall ensure that the minor's parent or legal guardian has observed Fencing in the SCA, is aware of the risk of injury inherent in this martial art, and has signed a statement explicitly acknowledging the above.	GLOBAL >> 19.3 Authorizing minors		Y		1. The minimum age, required documentation, and participation requirements for each discipline is listed in When you are allowed to participate. 2. If you are below the age of majority in your jurisdiction, your parent or legal guardian must watch the activity you want to authorize in, and discuss with a warranted marshal for that activity what your participation in the activity will mean so that they understand the risks to you.	Now is the same requirements and process as for AC-rattan, approved June 2025.	
	For youth younger than the age of 14, please refer to the Youth Combat rules at https://www.sca.org/officers/marshal/youthcombat/	GLOBAL>> 1. Introduction to SCA martial activities / Overview		Y		Youth combat - child-friendly versions of adult armored combat (rattan) and rapier combat.	All the martial activities are listed in the Intro Overview. (This wasn't a rule, but a reference, so not a functional change).	
2.7	A combatant under the age of 18 participating in SCA Fencing activities with combatants at or over the age of 18 must have a yellow diamond no smaller than 0.5 inch (12mm) on the cuff of the glove of the dominant hand.				delete		Removed requirement to mark minors.	If they are approved to fight as adults, then a visial marker delinating that they are different from adults is not needed. We don't require any extra precautions. All must follow the authorization process and safety rules. In addition, this marking created issues due to negative symbolism.
	On light colored gloves, the diamond should be outlined in black or other dark color for contrast.				delete			
2.8	**SCA Rules of the Lists**							
	[Note: These Rules of the Lists are copied from the SCA Marshal's Handbook, as they apply to Fencing, with clarifications in brackets.]	GLOBAL>> 2. Rules of the List			delete	Updated with current version of the Rules of the List, approved by the BOD, Nov 2024.	Updated with current version of the Rules of the List, approved by the BOD, Nov 2024.	
2.8.1	Each fighter, recognizing the possibility of physical injury to themselves in such combat, shall assume unto themselves all risk and liability for harm suffered by means of such combat.			Y				
	No fighter shall engage in combat unless and until they have inspected the field of combat and satisfied themselves that it is suitable for combat.			Y				
	Other participants shall likewise recognize the risks involved in their presence on or near the field of combat and shall assume unto themselves the liabilities thereof			Y				

2.8.2	No person shall participate in Official Combat-Related Activities (including armored combat, period fencing, and combat archery) outside of formal training sessions unless they have been properly authorized under Society and Kingdom procedures.								Y		
2.8.3	All combatants must be presented to, and be acceptable to, the Sovereign or [their] representative.								Y		
2.8.4	All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place.								Y		
	The Sovereign may waive the additional Kingdom standards.								Y		
2.8.5	The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat.								Y		
	Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor.								Y		
2.8.6	Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.								Y		
2.8.7	No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason.								Y		
	A fight in a tournament list is not to be considered a challenge and therefore may be declined and forfeit the bout.								Y		
2.8.8	Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event.								Y		
	This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier [fencing] combat, used in the context of mutual sport, to be real weaponry.								Y		
2.8.9	No projectile weapons shall be allowed within the Lists of a tournament, nor shall any weapons be thrown.									delete	
	The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.									delete	
3	**Conventions**										
3.1	Combatants are to be authorized by their home kingdom prior to competing in any tournament or melee, and may use only those weapons and defensive objects for which they have been authorized						4.3 When you are allowed to participate		Y		You must be properly authorized under Society and your kingdom-of-residence requirements and processes prior to participating in rapier activities at SCA events and
	Combatants may participate in practices without having been authorized by their home kingdom, provided they inform the presiding marshal of their non-authorized status.						4.3 When you are allowed to participate		Y		If you are not authorized, you are allowed to participate in formal training sessions. These include classes and practice sessions at events and SCA practices, under the
	Kingdoms may establish additional restrictions for visiting fighters.						GLOBAL>>1.2.1 Handbooks GLOBAL>>19.2.1 Out of Kingdom authorizations			delete	Covered by: - 19.2.1 Out-of-Kingdom Authoriations ("If you are visiting another kingdom, your equivalent authorizations will be recognized. You must follow the local kingdom's conventions and standards for armor, weapons, and equipment in order to participate in that kingdom's activities.") - 1.2.1 Handbooks ("Kingdoms can define additional requirements, standards, conventions, marshals, or types of authorization"...)	Not needed.	Visiting fighters already must adhere to local kingdom rules and armor. Kingdoms also have the ability to make more restrictive rules.
3.2	Upon hearing the call of "Hold" all fighting shall immediately stop.						GLOBAL>>7. Conventions - Holds		Y		When you hear "Hold!", everyone on the field should: stop what you are doing, look around to ensure you are not in danger or placing others in danger; and either stay in place or move to a safe location as appropriate repeat the call of "Hold!"; then secure your weapons safely, in a non-threatening position. Follow the instructions of the marshals.		
	The fighters shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.						GLOBAL>>7. Conventions - Holds						
	Any person may call a hold, including the combatant(s), marshal, or bystander.						GLOBAL>>7. Conventions - Holds		Y		Anyone can call a hold, including you, your opponent, the marshal or a spectator, if that person believes someone's safety has been or will imminently be at risk due to the martial activity.		
	Holds are to be called for any safety reason.						GLOBAL>>7. Conventions - Holds		Y		The call of "Hold!" is used stop the activity because of a safety issue. Safety issues might include (but are not limited to): ...		
	Holds are not to be called for the loss of a weapon unless that weapon may be a tripping hazard.						7. Conventions - Holds / Holds in rapier combat		Y		You do not need to call a hold for a dropped weapon unless it is likely to be a tripping hazard.		
4	**Categories of Fencing**									n/a			
4.1	There are three categories of Fencing in the Society for Creative Anachronism. These are:						n/a			n/a	NOTE - Rapier and Cut&Thrust will be 2 seperate handbooks.		
4.11	Light Rapier						n/a			Y		Removed light rapier as an option for regular adult rapier. It is still an option for Youth Rapier Combat.	With the evolution of available equipment for historical fencing, there is a vanishing small number of people who still use light rapier, and it has not been included as a tournament or melee at events for some years. It does not warrant the overhead required to maintain this as an option in this handbook. Note - Light rapier would still be available as an accessibility options (e.g. waiver to use approved youth rapier combat weapons, if aggreed to by their opponent.)
4.1.2	Rapier						n/a			Y		Not needed, as the Rapier and Cut & Thrust Handbooks will be seperate.	
4.1.3	Cut & Thrust Combat						n/a			Y		Not needed, as the Rapier and Cut & Thrust Handbooks will be seperate.	
4.2	The table below summarizes the key differences in the three categories.						n/a			Y			
	Refer to the remainder of the rules for further clarification and details.						n/a			Y			
4.2 Table 1	Overview of differences between the three categories of SCA Fencing. Refer to the remainder of the rules for specifics.						n/a			Y			
	Fencing Category	Blades Allowed	Other weapons and secondaries	Types of Blows allowed	Armor Requirements		n/a			n/a	NOTE - Rapier and Cut&Thrust will be 2 seperate handbooks.		
	Rapier	No foils, epees, flexidaggers, or similar blades. All blades must be made of steel, and meet the Greater Flexibility standard in table 3.	• Sword • Dagger • Defensive object • Spear	• Thrust • Tip cut • Push cut • Draw cut	Standard		13. Equipment standards - Metal bladed weapons 14. Equipment standards - Spears			Y	NOTE - included in Equipment Standards (Rapier Handbook)	No functional changes	
	Cut & Thrust	No foils, epees, or similar blades. All blades must be made of steel, and meet the Lesser Flexibility standard in table 3.	• Sword • Dagger • Defensive object • Spear	• Thrust • Tip cut • Push cut • Draw cut • Percussive cut	Standard + Abrasion Resistance on limbs, Back of Head Protection, Elbow Protection, Additional Hand Protection		n/a	n/a	n/a	n/a	NOTE - included in Equipment Standards (Cut & Thrust Handbook)	No functional changes	
	Light Rapier	Steel Foil, Epee, or similar variant (such as a double-wide epee or musketeer blades) from an established commercial Manufacturer. Must meet the Greater Flexibility standard indicated in table 3.	• Sword • Dagger • Defensive object • Spears may not be used in this category	• Thrust • Tip cut • Push cut • Draw cut	Standard + Abrasion Resistance on limbs, and puncture resistance on throat (not rigid).		n/a	n/a	n/a	n/a	NOTE - included in Equipment Standards (Youth Rapier Combat Handbook)		
4.3	Except where noted rules apply to all categories of Fencing in the SCA.						n/a	n/a	n/a	n/a	NOTE - Rapier and Cut&Thrust will be 2 seperate handbooks.		
4.4	The different categories of Fencing may not face one another in any type of combat.						GLOBAL>>1.2.1 Handbooks		Y		1.2.1 "Each martial activity has a set of rules which must comply with the Society Marshal's Handbooks..." Separate rulebooks will make this obvious, I agree-Lilias		
5	**Types of Fencing Combat**												
5.1	There are two types of Fencing Combat: single and melee.						6. Activity Guidelines		Y		Acvitivty Guidelines		
5.2	Single combat is between two individual combatants.						6. Activity Guidelines		Y		It involves two combatants within a list field or other designated area.		

5.2.1	In single combat, combatants are engaged upon the call to lay on.	8. Conventions / Rules of Engagement		Y		In single combat, you and your opponent are engaged immediately when lay on is called and remain engaged until a hold is called or the bout ends, regardless of your positions.		
5.2.2	If an opponent is disarmed of all weapons, their opponent may allow them to regain their weapon/weapons, or require them to yield.	8. Conventions / Rules of Engagement		Y		If you are disarmed of all weapons, your opponent can choose to allow you to regain your weapon/weapons, or require you to yield.		
5.3	Melee combat involves more than two combatants.	6. Activity Guidelines		Y		"Melee combat" includes all fighting with more than two combatants at the same time.		
5.3.1	In melees, combatants are engaged with all opponents immediately upon the call to lay on.	8. Conventions / Rules of Engagement		Y		In melee combat: 1. In melees, combatants are engaged with all opponents immediately upon the call to lay on. 2. If you have a handheld weapon, you are engaged with your opponent when: a. You are within a 180-degree arc of your opponent's front as defined by your opponent's shoulders, and at an angle you can be reasonably seen by your opponent, and can reach them safely with your weapon. b. You are within a 180-degree arc relative to the local line your opponent is a part of. 3. You are not allowed to deliberately ignore an attacker behind you, or repeatedly maneuver to keep your back to an attacker so that they cannot attack you.		
5.3.2	Combatants may strike any single opponent they can safely reach with any legal blow if they are within a 180 degree arc of the opponent's front as defined by the opponent's shoulders, and at an angle they can be reasonably seen by the opponent.			Y				
5.3.3.	Combatants may strike any opponent who is part of a line if the attack is delivered within a 180 degree arc relative to the local line the opponent is a part of.			Y				
5.3.4	Outside of these above stated lines, killing (without striking) from behind may be allowed.	8. Conventions / Rules of Engagement / Death from behind		Y		Death from behind is only allowed in melee scenarios where it has been announced beforehand.		
	The rules governing this are in the section Use of Weapons and Defensive Objects.	9. Conventions of combat - Use of weapons and defensive equipment			delete	Unneccesary text		Unnessary text
5.3.5	A combatant may not deliberately ignore an attacker behind them, or repeatedly maneuver to keep their back to an attacker (thereby preventing an attack on them).	8. Conventions / Rules of Engagement		Y		In melee combat: 2. You are not allowed to deliberately ignore an attacker behind you, or repeatedly maneuver to keep your back to an attacker so that they cannot attack you.		
6	**Description of Weapons and Defensive Objects**	9. Conventions of combat - Use of weapons and defensive equipment						
6.1	**Weapons**	9.1 Definition of weapons						
6.1.1	There are five standard types of weapons in SCA Fencing:	9.1 Definition of weapons		Y		There are five standard types of weapons in SCA rapier:		
6.1.1.1	Dagger	9.1 Definition of weapons		Y		Dagger: A bladed weapon with overall length up to 28 inches (710 mm).		
6.1.1.2	Single Sword	9.1 Definition of weapons		Y		Single sword: A bladed weapon held in one hand with an overall weapon length of up to 58 inches (1470 mm).		
6.1.1.3	Two-Handed Sword	9.1 Definition of weapons		Y		Two-handed sword: A bladed weapon held in two hands (or one hand, if the other hand is empty), with an overall weapon length of up to 60 inches (1520 mm).		
6.1.1.4	Spear	9.1 Definition of weapons		Y		Spear: A weapon with a rattan shaft and rubber head with a maximum length of 9 feet (2750 mm). For single tournament combat, spear is considered non-standard and you are allowed to decline to face it without forfeiting a bout.		
6.1.1.5	Projectile Weapons	9.1 Definition of weapons		Y		Ranged weapons and missiles: Weapons that are thrown or weapons that propel missiles through the air, including combat archery, throwing weapons such as foam axes or knives, and/or mock-gunnery gear (such as rubber band guns). You are only allowed to use ranged weapons in scenarios where the marshal has announced that they can be used before the scenario begins.		
6.2	**Metal Bladed Weapons**	13. Equipment standards - Metal bladed weapons	Y					
6.2.1	This section refers to metal weapons, which are used in all categories of SCA Fencing.	n/a			delete	Unneccesary text		
	Bladed weapons are daggers, single-handed swords, and two-handed swords.	13.1 Equipment standards - Metal bladed weapons / General		Y		Metal bladed weapons include daggers, single-handed swords, and two-handed swords.		
6.2.2	Bladed weapons can be used for thrusts, cuts, and percussive blows as allowed by the category of combat.	9.2 Definition of types of blows 9.3 Swords and Daggers 9.4 Spears		Y		Valid blows with a dagger, single-handed sword, or two-handed sword are: a. Thrust - Allowed in all kingdoms b. Draw cuts - Allowed in all kingdoms c. Tip cut - Optional. Kingdoms can choose to allow tip cuts. Kingdom d. Push cut - Optional. Kingdoms can choose to allow push cuts. Kingdom Percussive cuts are not allowed in rapier combat.		
	Other weapons are thrust only.							
6.2.3	The blade of metal bladed weapons must be made of steel and must be produced by a commercial entity and crafted for the purpose of competitive swordfighting.	13.2 Equipment standards - Metal bladed weapons / Blades	Y					
6.2.3.1	Hilts, handles, pommels, and other parts of a weapon not meant to strike the opponent can be made of metal, wood, leather, or reasonable facsimile.	13.3 Equipment standards - Metal bladed weapons / Hilts, handles, pommels, and other parts		Y		Hilts, handles, pommels, and other parts of your weapon not meant to strike your opponent can be made of metal, wood, leather, or reasonable facsimile.		
6.2.4	Bladed weapons will not have more than one blade	13.1 Equipment standards - Metal bladed weapons / General		Y		Bladed weapons must not have more than one blade.		
6.2.5	Weapons are to be maintained in good order, with no loose pieces, and no burrs on metal or wooden edges that can snag the opponent's body or clothing.	13.1 Equipment standards - Metal bladed weapons / General		Y		Your weapons must be maintained in good order, with no loose pieces, and no burrs on metal or wooden edges that can snag body or clothing.		
6.2.6	Any blade with kinks or cracks shall not be used.	13.2 Equipment standards - Metal bladed weapons / Blades		Y		You must not use any blade with kinks or cracks.		
	Steel blades that develop these defects cannot be repaired and must be retired.	13.2 Equipment standards - Metal bladed weapons / Blades		Y		If a blade develops these defects and cannot be repaired, it must be retired.		
	Sharp bends that can be re-curved and not redevelop for at least a day's use may be used.	13.2 Equipment standards - Metal bladed weapons / Blades		Y		If a blade develops a sharp bend that can be re-curved and not redevelop for at least a day's use, it can continue to be used.		
	Light Rapier blades with "S" curves shall not be used unless they can be re-curved safely in such a way that it maintains a single, non-"S" curve for at least a day's use.	n/a	n/a	n/a	n/a	Note - Light rapier removed from the handbook		
6.2.7	Handles are to be substantially straight, and substantially in line with the main axis of the blade	13.3 Equipment standards - Metal bladed weapons / Hilts, handles, pommels, and other parts	Y					
6.2.8	Open guards, swept hilts, multiple forward-swept quillons, or any component with an opening larger than 3/8" (10 mm) and smaller than 1" (2.5 cm) are not permitted for use with Light Rapier	n/a	n/a	n/a	n/a	Note - Light rapier removed from the handbook		
	Knuckle bows are deemed safe for use with light rapier blades.	n/a	n/a	n/a	n/a	Note - Light rapier removed from the handbook		
6.2.9	The ends of quillons must be blunt.	13.3 Equipment standards - Metal bladed weapons / Hilts, handles, pommels, and other parts		Y		The ends of quillons must be blunt (no sharp edges or points).		
6.2.10	Blades are to have a tip that includes the following components:	13.4 Equipment standards - Metal bladed weapons / Tips			Y	Created a section on Tips		
6.2.10.1	The end of the metal must be blunt with no sharp edges or corners.	13.4 Equipment standards - Metal bladed weapons / Tips	Y			1. The end of a blade must be blunt with no sharp edges or corners. 2. A blade must have a tip cover of rubber, shatter-resistant polymer, or leather with a minimum size in any direction that strikes your opponent of 3/8 inch (10 mm). - A rubber or polymer tip must have a minimum of 1/8 inch (3 mm) between the striking surface and the tip or edge of the sword. - Leather must be at least 1.6 mm / 1/16 inch / 4 oz thick 3. The tip cover must be secured to prevent it from being dislodged in typical combat. new 4. If tape is used to secure the tip cover, it must be a fiber-reinforced cloth tape. Fiber-reinforced duct tape and fabric hockey tape are examples of good tapes for this application. Electrical tape and paper based tapes are not. new 5. The tip cover must be taped in a contrasting color to the tip and blade that extends both onto the tip and onto the blade. The purpose of the contrasting tape is to provide a visual indicator if the tip cover is lost during combat. - Tape should be somewhat resistant to impact with metal, and its adhesive must adhere to rubber and metal. Duct tape, electrical tape, and colored strapping tape are examples of good tapes for this application. Painters tape, masking tape, and other paper based tapes are not. 5. Tape must not cover the face of the tip cover. 6. The tip cover must be replaced if it shows evidence of punch through, cracking or bulging or discoloration (polymer tips). 7. The tip cover should fit snugly on the end of the sword. If necessary, it is recommended that you wrap the blade at the point where the tip ends to create a shoulder for the tip to set on without wobbling. 8. For tips built in a period style, a period alternate to tape may be used, so long as it provides a contrasting color to the blade and the tip and the combination is secured on the sword so that it will not come off under reasonable fighting conditions.		
6.2.10.2	A cover of rubber, shatter-resistant polymer, or leather with a minimum size in any direction that strikes the opponent of 3/8" (10 mm)	13.4 Equipment standards - Metal bladed weapons / Tips	Y					
6.2.10.2.1	Rubber and polymer tips must have a minimum of 1/8" (3 mm) between the striking surface and the tip or edge of the sword	13.4 Equipment standards - Metal bladed weapons / Tips	Y					
6.2.10.2.2	Leather must be at a minimum 1.6 mm / 1/16" / 4 oz thickness	13.4 Equipment standards - Metal bladed weapons / Tips	Y					
6.2.10.3	Tape, or equivalent, in a contrasting color to the tip and blade that extends both onto the tip and onto the blade.	13.4 Equipment standards - Metal bladed weapons / Tips	Y					
6.2.10.3 footnote 1	The tip should fit snugly on to the sword end; if necessary, wrapping the blade at the point where the tip ends to create a shoulder for the tip to set on without wobbling is encouraged.		Y					
	Although the tape will aid in holding the tip on the blade, its primary function is as a visual cue of where the tip is; if the tip flies off during combat, the tape helps marshals and combatants notice it, and the absence of a tip, with some tape left on the sword, is similarly helpful.	13.4 Equipment standards - Metal bladed weapons / Tips			Y			
6.2.10.3 cont.	For tips built in a period style, a period alternate to tape may be used, so long as it provides a contrasting color to the blade and the tip and the combination is secured on the sword so that it will not fly off under reasonable fighting conditions.	13.1 Equipment standards - Metal bladed weapons / General	Y					
6.2.10.4	Tape must not cover the front surface of the tip	13.4 Equipment standards - Metal bladed weapons / Tips		Y				
6.2.10.5	Tape should be somewhat resistant to impact with metal, and its adhesive shall have appropriate adherence to rubber and metal.	13.4 Equipment standards - Metal bladed weapons / Tips		Y				
	Duct tape, electrical tape, and colored strapping tape are examples of good tapes for this application.	13.4 Equipment standards - Metal bladed weapons / Tips			Y		Removed electrical tape as an approved method for securing the tip	This change is to reduce risk of lost tips. There are too many vairants of electrical tape, and most come off easily in the heat and humidity.
	Painters tape, masking tape, and other paper based tapes are not.	13.4 Equipment standards - Metal bladed weapons / Tips		Y				

6.2.11	Tips are to be replaced if the tip shows evidence of punch through, cracking or bulging or, in the case of polymer tips, discoloration.				Y				Note - changed verbiage to "tip cover" vs tip, as the tip has multiple componets.
6.2.12	Steel blades will not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter their temper, flexibility or durability.	13.2 Equipment standards - Metal bladed weapons / Blades			Y		A blade must not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter the blade's temper, flexibility or durability.		
	Normal combat stresses and blade care do not violate this rule.	13.2 Equipment standards - Metal bladed weapons / Blades			Y		Normal combat stresses and blade care do not violate this rule. The following alterations are allowed: - Altering the tang of the weapon - Shortening a blade as long as it still meets the required flexibility - Welding a nut or other blunt metal object designed to spread impact to the tip of a blade, so long as care is taken to prevent damage to the temper of the blade - Filing the end of a blade to blunt the tip, or filing other parts of the blade to remove burrs		
	Exceptions are:	13.2 Equipment standards - Metal bladed weapons / Blades			Y				
6.2.12.1	The tang of the weapon may be altered.	13.2 Equipment standards - Metal bladed weapons / Blades			Y				
6.2.12.2	Rapier and Cut & Thrust Combat blades may be shortened so long as they maintain acceptable flexibility.	13.2 Equipment standards - Metal bladed weapons / Blades			Y				
6.2.12.3	A nut or other blunt metal object designed to spread impact may be welded to the tip of Rapier and Cut & Thrust blades so long as care is taken to prevent damage to the temper of the blade.	13.2 Equipment standards - Metal bladed weapons / Blades			Y				
6.2.12.4	The end of a blade may be filed so as to blunt the tip	13.2 Equipment standards - Metal bladed weapons / Blades			Y				
6.2.13	The length of the blade and grip define the type of weapon.	13.1 Equipment standards - Metal bladed weapons / General	Y						
	Blade length is to be measured from the base of the blade [i.e. the front face of the guard, or the front end of the quillons for open guard] to the end of the tip.	13.1 Equipment standards - Metal bladed weapons / General	Y						
	Grip length makes the remainder of the overall sword length.	13.1 Equipment standards - Metal bladed weapons / General				Y	Grip length (measured from the bottom of the pommel to the base of the blade) makes the remainder of the overall weapon length.	Clarified where to measure	
	Curved blade length is measured as a straight line from the tip to the base of the blade.	13.1 Equipment standards - Metal bladed weapons / General			Y		Curved blade length is measured as a straight line from the tip to the base of the blade. (Length is specified by the reach of the weapon).		Moved the footnote up to be with the rule.
6.2.13 footnote 2	The measurement is done in a straight line rather than along the curve because it is specified according to the reach of the weapon								
	Highly curved blades that skirt the spirit of this law pose potential issues with an exceedingly long aspect ratio, and can be kept from use at the marshal's discretion	13.1 Equipment standards - Metal bladed weapons / General			Y		Highly curved blades that skirt the spirit of the length-reach rules pose potential issues with an exceedingly long aspect ratio, and at the marshal's discretion it may not be allowed.		
6.2.13.1	Blades are to have at most one substantial curve.	13.1 Equipment standards - Metal bladed weapons / General			Y		Blades can only have at most one substantial curve		
6.2.13.1 footnote 3	Weapons with multiple small waves about a singular axis, such as flamberge weapons, are considered per their main axis; i.e. each wave is not necessarily a "substantial curve"	13.1 Equipment standards - Metal bladed weapons / General	Y						
6.2.13.1 cont.	Blades that are so curved that the tip does not contact the ground when the grip is perpendicular to the ground (i.e. pointed vertically) are not allowed in SCA Fencing (See figure 1)	13.1 Equipment standards - Metal bladed weapons / General			Y		If the blade of a weapon is so curved that the tip does not contact the ground when the grip is perpendicular to the ground (i.e. pointed vertically), it is not allowed. Although examples of blades with extreme curves can be found in period, these swords require highly different mechanics than the swords intended for use by these rules.(See Figure 1)		
6.2.13.1 footnote 4	Although examples of blades with extreme curves for which this is not the case can be found in period, the use of these swords requires a highly different mechanic than those of the combat intended by these rules, and so are not allowed as weapons in SCA combat, although non-metal versions may be used as a defensive object.								
6.2.13.1 Figure 1	With the handle vertical, the tip must touch the ground.	13.1 Equipment standards - Metal	Y						
	In this example, the sword on the left is allowed, the sword on the right is not	13.1 Equipment standards - Metal bladed weapons / General	Y						
6.2.14	No weapon shall be longer than the total weapon length specified below in Table 2 and in reference to Figure 2.	13.1 Equipment standards - Metal bladed weapons / General			Y		A weapon must not be longer than the total weapon length specified in Table 13.1 and in reference to Figure 2.		
6.2.14 Table 2	The lengths allowed for the overall Weapon (W), Blade length (B) and Grip (G).	13.1 Equipment standards - Metal bladed weapons / General			Y		Note - Included in chart		
	*Note that two-handed sword blade + grip combination must not exceed the maximum sword length of 60" (152 cm) overall.	13.1 Equipment standards - Metal bladed weapons / General			Y		See Table 13.1		
					Y				
	Dagger: W ≤ 28" (71 cm); B ≤ 18" (45 cm)G ≤ 10" (25 cm); G ≤ 10 inches (25 cm)				Y				
	Single Sword: W ≤ 58" (147 cm); 18" (45 cm)< B ≤ 48" (122 cm); G ≤ 10" (25 cm)				Y				
	Two-Handed Sword: W ≤ 60" (152 cm)*; 30" (76 cm) < B ≤ 48" (122 cm); 10" (25 cm) < G ≤ 24" (60 cm)				Y				
6.2.14 Figure 2	Parts of a weapon, and measurement of the blade and grip.	13.1 Equipment standards - Metal bladed weapons / General	Y						
6.2.14.1	Exceptions to the blade lengths and grip lengths are allowed on a case by case basis by the Kingdom Fencing Marshal.	13.1 Equipment standards - Metal bladed weapons / General			Y		The Kingdom Rapier Marshal is allowed to make exceptions to the blade length and grip length ratios on a case-by-case basis.		
	For example, a weapon with a grip of 11" may be allowed, but if the total length is greater than 28" (and no greater than 60") then that weapon is deemed a sword.	13.1 Equipment standards - Metal bladed weapons / General	Y						
6.2.15	Blades for Light Rapier and Rapier Combat are to meet or exceed the Greater Flexibility Requirement, and those for Cut & Thrust Combat are to meet or exceed the Lesser Flexibility Requirement in the table below.	13.2 Equipment standards - Metal bladed weapons / Blades					4. A blade must meet or exceed the required flexibility. a. The marshal will test flexibility by rigidly fixing the blade horizontally along its narrower axis,and placing a 6 oz (170 g) weight at the tip, then measuring how far the tip of the blade has moved downward. b. Any flexing due to the blade's weight itself is not counted in the flexibility standard. The blade must meet this standard in each of two directions (i.e. testing the flexibility of the blade along its flatter dimension, then turn the sword over, 180 degrees, and testing it again.) c. Dagger blades must flex at least 1/2 inch (12.5 mm). d. Single sword and two-handed sword blades must flex at least 1 inch (25 mm).	Increase significant digits to 2. This is one measurement where the .5 mm can be deemed significant (a difference of nearly 5%) changed "bend" to "flex". Bend is used elsewhere in these rules to denote a permanent or semi-permanent shape change.	
6.2.15 Table 3	Flexibility Requirements for Metal Bladed Weapons, when a 6 oz (170 g) weight is placed on the tip, and the blade is held horizontally.								
	Dagger: Greater Flexibility Requirement ~ for ~ Light Rapier and Rapier Combat: 0.5" (12 mm); Lesser Flexibility Requirement ~ for ~ Cut & Thrust Combat: 0.5" (12 mm)								
	Single Sword: 1" (25 mm); 0.5" (12 mm)								
	Two-Handed Sword: 1" (25 mm); 0.5" (12 mm)								
6.2.15 continued	Blades are tested by being held rigidly horizontally and a 6 oz (170 g) weight is placed at the tip.								
	Any flexure due to the blade's weight itself is not counted in the flexibility standard.								
	The blades must meet this standard in each of two directions (i.e. testing the flexibility of the blade along its flatter dimension, then turn the sword over, 180o , and test it again.								
	Epees are to be tested in both "V-up" and "V-down" configurations)	n/a	n/a	n/a	n/a		Note - Light rapier removed from the handbook		
6.3	**Spears**								
6.3.1	Only rubber headed spears are allowed in SCA Fencing.	14. Equipment standards - Spears	Y						
6.3.2	Use of spears in combat requires a separate authorization than other weapons forms.	3.4 Overview of rapier combat / Authorization categories			Y		The authorization categories which require separate authorizations are: a. Rapier combat b. Spears c. Rapier combat archery		
6.3.3	Rubber Headed Spear Construction	14. Equipment standards - Spears			Y		Note - reordered into sections on Head and Haft		
6.3.3.1	Rubber headed spears are to be made of a rattan haft and a flexible rubber head.	14. Equipment standards - Spears	Y						
6.3.3.2	The spear head must be purchased from a commercial vendor as a spear tip or spike with a minimum head length of 4" (10cm) and a maximum head length of 20" (51 cm).	14. Equipment standards - Spears				Y	The head must be at least 6 inches (150 mm) long and have maximum length of 20 inches (510 mm).	Removed "must be purchased from a commercial vendor" . Changed 4 inches to 6 inches.	Spear heads from commercial vendors have signifcantly large variations in performance and quality, so the source is not a good indicator. The physical qualities (flex, size) are defined. Prior rules required 4" past the shaft, and the shaft must be fitted 2" into the spear, equaling 6" not 4". This is not a functional change but correcting a math error.
	The rubber at the tip must be at least 1/4" (6 mm) thick.	14. Equipment standards - Spears	Y						
6.3.3.3	The flexible tip must extend at least four inches past the end of the of the rigid haft	14. Equipment standards - Spears	Y						
6.3.3.4	The spear head must flex to 90° with hand pressure, and must substantially return to its original shape within 3	14. Equipment standards - Spears	Y						
6.3.3.5	Hafts are to be made of rattan with a diameter between 1 1/8th inch (28.5 mm) to 1 3/8th inch (35 mm).	14. Equipment standards - Spears			Y		The haft must be made of rattan with a diameter between 1 1/8 inch (28 mm) to 1 3/8 inch (35 mm).	Rounded to 2 significant digits.	Consistency with measurements in manuals.
6.3.3.6	Maximum overall spear length with spear head attached is 9 feet (275 cm).	14. Equipment standards - Spears			Y		The maximum length for spears, including the spear head, is 9 feet (2750 mm).		
6.3.3.7	Spear points will be friction fit to hafts according to manufacturer's instructions and be taped to the haft with reinforced tape such as strapping tape, fiber tape, or duct tape.	14. Equipment standards - Spears				Y	The head must be friction fit to the haft and taped to the haft with reinforced tape such as strapping tape, fiber tape, or duct tape to prevent it from being dislodged during normal combat use.	Removed "according to manufacturer's instructions"	There are no instructions provided by any manufacturer. Also, removed the rule requiring commercially made spear heads.
	A bright band of colored tape or well-affixed ribbon that contrasts with the spear head and the haft is to be wrapped around the base of the spear head so that it adds visual contrast should the spear head come off the weapon.	14. Equipment standards - Spears	Y						
6.3.3.8	The haft must have a flat end at the head end of at least ½" (12 mm) diameter.	14. Equipment standards - Spears	Y						

	The haft may be rounded on the butt end.	14. Equipment standards - Spears		Y		The haft is allowed to be rounded on the butt end.		
6.3.3.9	The haft must be inserted into the rubber spear tip at least 2" (5 cm)	14. Equipment standards - Spears		Y		The haft must be inserted into the spear head at least 2 inches (50 mm).		Changed "spear tip" to "spear head", removed rubber, as redundant
6.3.3.10	Tape may be added to the haft to help prolong the life of the haft;	14. Equipment standards - Spears	Y					
	paint and other decorations may be added so long as they do not degrade the structure of the haft or pose a safety risk to the opponent.	14. Equipment standards - Spears	Y					
6.4	**Projectile Weapons**	16. Equipment standards - Ranged weapons		Y		Changed "Projectile weapons" to "Ranged Weapons"		Consistent with new peerage order verbiage
6.4.1	Projectile Weapons include combat archery, throwing weapons, and/or mockgunnery gear (such as rubber-band guns).	16. Equipment standards - Ranged weapons		Y		Ranged weapons include handbows and crossbows used for combat archery, throwing weapons, and/or mock gunnery gear (such as rubber-band guns).		
6.4.2	The projectiles must have a mass no greater than 1 lb (460 g)	16. Equipment standards - Missiles		Y		All projectiles (rubber bands, thrown weapons, arrows, or bolts) must have a mass no greater than 1 lb (460 g).		
6.4.3	The projectiles must have a minimum diameter of 1/4" (6 mm) in any direction during flight.	16. Equipment standards - Missiles	Y					
6.4.4	The striking surface of a projectile must be made of a material with at least ¼" (6 mm) yield.	16. Equipment standards - Missiles	Y					
6.4.5	No part of the projectile, including the support material underneath the padding, may be sharp.	16. Equipment standards - Missiles	Y					
6.4.6	Projectiles to be fired from bows or crossbows (arrows or bolts) shall be constructed in accordance with the SCA Marshal's Handbook section VII.G.	16. Equipment standards - Missiles			Y	Note - The rules for UHMW ammunition were added in full, based on the Armored Combat Rattan - Light Combat Archery, rather than being referenced.	Only UHMW light ammunition is allowed. Baldar blunts, which are allowed in AC-rattan, were not included as they do not meet the 1/4" yield on the striking surface.	Handbooks should include all neccessary information for that discipline, and not require rules from another handbook.
6.4.7	The maximum propulsive force is measured according to the type of apparatus primarily dependent on the means by which the propulsive force is imparted to the projectile:	16. Equipment standards - Ranged weapons		Y		The maximum propulsive force is measured using the weapon's primary means of creating propulsive force to the projectile.		
6.4.7.1	A bow or similar apparatus that is meant to fire rigid projectiles when drawn, held, and fired by the hands may not have a draw strength of greater than 20 lb (9 kg) in its configured use	16. Equipment standards - Ranged weapons			Y	Handbows must have a draw strength of 20 lb (9 kg) or less at 28 inches (71cm) of draw. - A handbow's draw strength is measured at 28 inches (71 cm) of draw. - If a handbow is not designed to be drawn to at least 28 inches (71 cm), then it cannot be used in rapier combat. - Compound bows or non-period aids (e.g. non-period sights, spring/flipper rests, plunger buttons, clickers, modern string release aids) are not allowed.	Added more specifics on bows and measuring. Consistent with the rules for Light Combat archery in Armored Combat-rattan.	
6.4.7.2	A cross bow or similar apparatus that is meant to fire rigid projectiles from a cocked position may not have a draw strength, multiplied by the cocked distance, of greater than 450 inch-pounds (50 Nm)	16. Equipment standards - Ranged weapons			Y	1. Rapier crossbows must have a draw weight of 450 inch-pounds (add kg-cm) or less. 2. A crossbow's draw weight is calculated by taking the poundage of the bow measured at the lock, multiplied by the distance (in inches) from the front of the string at rest, to the front of the string when it is in the cocked position. In the SCA we refer to this measurement as "inch-pounds", which is not to be confused with units of torque. A metric measurement of kilogram-centimeters (kg-cm) is allowed. 3. Modern pistol grips are not allowed.	Not NM - is an SCA-specific measurement Added more specifics on crossbows and measuring. Consistent with the rules for Light Combat archery in Armored Combat-rattan.	kg-cm is not an SI unit, but where used is normally referred to as kilogram-force centimeter. The SI unit for torque is newton-metre, but that's not what we're measuring here. kg-cm can be calculated as below, but also consider Newton and Joule instead/in addition, because that's how they'll be sold and how they're classified in law. Newton or Joules are units of force or torque, which is >NOT< what we're discussing here for inch-pounds.
6.4.7.3	A rubber band gun or similar apparatus that fires flexible projectiles using the elasticity of the projectiles as the sole propulsion force may not have a draw strength of greater than 30 lbs (13.6 kg) per projectile.	16. Equipment standards - Ranged weapons		Y		A rubber band gun, or similar device that fires flexible projectiles which use the elasticity of the missiles to propel the missiles, must have a draw strength of 30 lbs (13.6 kg) or less per missile at its draw length.		
6.4.7.4	An apparatus that falls outside or between these categories may be used at the discretion of the Kingdom Fencing Marshal or their designated representative.	16. Equipment standards - Ranged weapons		Y		A ranged weapon that falls outside or between these categories can only be used with the permission of the Kingdom Rapier Marshal or their designated representative.		
6.4.8	A projectile firing apparatus must be of a mechanism that can be readily checked by an marshal on the field, using equipment that is readily available in the Society, such as a bow poundage gauge.	16. Equipment standards - Ranged weapons		Y		Bows, mock gunnery gear and the like must have a mechanism where the propulsive force can be easily measured by a marshal on the field, using equipment that is readily available in the Society (e.g., a bow poundage gauge).		
6.4.9	Certain types of projectiles may be disallowed from specific scenarios at the marshals' discretion.	16. Equipment standards - Missiles	Y					
	For example, ball type projectiles, such as small rubber balls thrown by hand or from a sling, may be unsafe on rigid flooring as they may pose a slip hazard to combatants, but may be safe for use on grass and soft dirt.	16. Equipment standards - Missiles	Y					
6.4.10	No material may be used on any striking surface that may flake off when hitting an opponent.	16. Equipment standards - Missiles	Y					
6.4.11	The use of projectile weapons is forbidden in any situation where spectators and non-involved combatants cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used	9. Conventions of combat - Use of weapons and defensive equipment	Y					
6.5	**Defensive Objects**							
6.5.1	Defensive objects include bucklers, cloaks, sticks, and other objects that, when wielded against an opponent's weapon, can parry, deflect, or immobilize the weapon with safety for both the opponent and the combatant.	15. Equipment standards - Defensive Equipment	Y					
6.5.2	There are two main categories of defensive objects: Rigid and Non-Rigid	15. Equipment standards - Defensive Equipment	Y					
6.5.2.1	Rigid parrying devices must be made of sturdy materials, resistant to breakage and splintering.	15. Equipment standards - Defensive Equipment	Y					
6.5.2.2	Soft, non-rigid devices may be made of cloth, leather and similar yielding materials.	15. Equipment standards - Defensive Equipment	Y					
	They may be weighted with soft material such as rope or rolled cloth;	15. Equipment standards - Defensive Equipment		Y		They are allowed to be weighted with soft material such as rope or rolled cloth		
	they shall not be weighted with any rigid material nor with materials which are heavy enough to turn the device into a flail or impact weapon.	15. Equipment standards - Defensive Equipment		Y		They must not be weighted with any rigid material nor with materials which are heavy enough to turn the device into a flail or impact weapon.		
6.5.3	Defensive objects which combine both rigid and non-rigid components must meet the above criteria for each part and be wielded by a combatant authorized to use both rigid and nonrigid defensive objects.	15. Equipment standards - Defensive Equipment			Y	Defensive objects which combine both rigid and non-rigid components must meet the requirements for both types.	Removed the extra verbiage about authorizations. There is no society requirement for a seperate authorization. This can be added by kingdoms, if needed.	
6.5.4	Cloaks and similar objects may be thrown onto opponents' weapons, body, hands and arms, but may not be thrown deliberately to cover the opponent's face or to cause the opponent to trip	9. Conventions of combat - Use of weapons and defensive equipment						
6.5.5	Objects which even temporarily bind the opponent's weapon to their person, or other weapon, or defensive object, whether by design or repeated mishap, are not allowed.	15. Equipment standards - Defensive Equipment	Y					
	This may include ropes or whips used in this manner.	15. Equipment standards - Defensive Equipment	Y					
	Ropes or whips used in such a way as to deflect and not bind are allowed.	15. Equipment standards - Defensive Equipment	Y					
7	**Use of Weapons and Defensive Objects**							
7.1	All blows are to be delivered with control, with the aim of delivering the lightest blow that meets the standard for SCA Fencing (refer to section 8.1).	11.2 Conventions - Ackowledgement of blows / Calibration		Y		You must deliver all blows in rapier combat with control, with the aim of delivering the lightest blow that your opponent can feel and judge to have penetrated thin clothing (a "valid blow").		
7.1.1	While combatants are encouraged to recreate the technique and style of period fencing, they should not recreate the force required for an actual wounding or killing blow.	11.2 Conventions - Ackowledgement of blows / Calibration		Y		While you are encouraged to recreate the technique and style of period fencing, you must not recreate the force required for an actual wounding or killing blow.		
	SCA Fencing does not aim to recreate the force with which a given blow would have been delivered if harm were intended.	11.2 Conventions - Ackowledgement of blows / Calibration		Y		SCA rapier combat does not aim to recreate the force intended to deliver harm.		
	Such force is beyond that which our protective standards are intended.	11.2 Conventions - Ackowledgement of blows / Calibration	Y					
7.1.2	Blows intended to deliver force (beyond that which is necessary for acknowledgement) are not allowed – continued infractions of this rule will lead to disciplinary action by the marshallate.	11.2 Conventions - Ackowledgement of blows / Calibration		Y		Blows intended to deliver force more than is necessary for acknowledgement are not allowed. Continued infractions of this rule will lead to disciplinary actions by the marshallate.		
7.1.3	The above requirements are difficult to achieve under all circumstances and training levels.	11.2 Conventions - Ackowledgement of blows / Calibration		Y		a. Rapier combat is an active sport and the difference between a blow that is hard enough and too hard might be less than an inch between two rapidly moving fighters, and hard hits will occasionally happen through no fault of the combatants. b. Fighters and marshals are required to resolve such incidents on a case-by-case basis and recommend corrective actions as necessary. No pre-judgment or rule shall be made which defines who was at fault.		
	The difference between a blow that is hard enough and too hard may be less than an inch of linear distance between two rapidly moving fighters who may not have a perfect perception of the other's intent.							
7.1.4	Deviations from the ideal will occur frequently, through no fault of the combatants, as no scenario and no fighter is perfect.			Y				
7.1.5	Fighters and marshals are required to resolve such incidents;							
	no pre-judgment or rule shall be made which defines who was necessarily at fault.							
7.2	Valid blows with a dagger, single-handed sword, or two-handed sword in Light Rapier or Rapier combat are	9 Conventions of combat - Use of Weapons and defensive equipment		Y		Valid blows with a dagger, single-handed sword, or two-handed sword are		
7.2.1	Thrust - required for all kingdoms	9 Conventions of combat - Use of Weapons and defensive equipment		Y		Thrust - Allowed in all kingdoms		
7.2.1 footnote 5	Underlined items are defined in the glossary in Appendix 1.				delete	Unneccesary text.		
7.2.2	Tip Cut - optional for all kingdoms	9 Conventions of combat - Use of Weapons and defensive equipment		Y		Tip cut - Optional. Kingdoms can choose to allow.		
7.2.3	Push Cut - optional for all kingdoms	9 Conventions of combat - Use of Weapons and defensive equipment		Y		Push cut - Optional. Kingdoms can choose to allow.		
7.2.2-3 footnote 6	Per section 1.2, any kingdom may limit their rules to be more restrictive than these rules.				delete	Unneccesary text. Already covered in 1. Introductions to SCA Martial Activities		
7.2.4	Draw Cut – required for all kingdoms	9 Conventions of combat - Use of Weapons and defensive equipment		Y				

7.3	Valid blows with a dagger, single-handed sword, or two-handed sword in Cut & Thrust Combat include the above and also	9 Conventions of combat - Use of Weapons and defensive equipment	n/a	n/a	n/a	NOTE - Rapier and Cut&Thrust will be 2 seperate handbooks. This is for C&T only		
7.3.1	Percussive Blow – required for all kingdoms	9 Conventions of combat - Use of Weapons and defensive equipment	n/a	n/a	n/a	NOTE - Rapier and Cut&Thrust will be 2 seperate handbooks. This is for C&T only		
7.4	Valid blows with a spear	9 Conventions of combat - Use of Weapons and defensive equipment	n/a	n/a	n/a	NOTE - now is a section on Spears, with all related rules in one spot		
7.4.1	The only valid blow with a spear is a Thrust	9 Conventions of combat - Use of Weapons and defensive equipment	Y					
7.4.2	For single tournament combat, this type of weapon is considered a non-standard device.	9 Conventions of combat - Use of Weapons and defensive equipment		Y		For single tournament combat, spear is considered non-standard and you are allowed to decline to face it without forfeiting a bout.		
	An opponent may decline to face a non-standard device without forfeiting a bout.	9 Conventions of combat - Use of Weapons and defensive equipment						
7.4.3	A fighter may not "set" this weapon by bracing the base in the ground or against the foot or body, or locking the back arm.	9 Conventions of combat - Use of Weapons and defensive equipment		Y		You must not "set" this weapon by bracing the base in the ground or against your foot or body, or locking your back arm.		
7.5	Projectile weapons designed to be thrown must be thrown in such a way as to not injure the opponent.	9 Conventions of combat - Use of Weapons and defensive equipment		Y		Ranged weapons designed to be thrown must be thrown in such a way as to not injure the opponent.		
	Baseball or cricket style throws are not allowed.	9 Conventions of combat - Use of Weapons and defensive equipment			delete		removed.	Deemed redundant and confusing. Above rule says not to throw then in a way that could injure. Limits on ranged weapons also provide significant safegaurds. Baseball and cricket throws not known to many people.
7.6	A strike from a projectile weapon will be taken as a thrust from a bladed weapon	11.4 Conventions - Acknowledgement of Blows 9.2 Definitions of types of blows		Y		A strike from a ranged weapon or missile is taken the same as a thrust from a bladed weapon.		
7.7	Killing from behind is defined as killing an opponent where the shoulder of the fencer's sword arm (i.e. the one that would wield the blow) is behind the line defined by the opponent's shoulders.	8.3 Rules of Engagement / Death from behind		Y		"Death from behind" is defined as killing an opponent when you are behind the area of engagement (the 180-degree arc of your opponent's front as defined by your opponent's shoulders).		
7.7.1	Killing from behind is allowed in melee scenarios if it has been announced beforehand.	8.3 Rules of Engagement / Death from behind		Y		Death from behind is only allowed in melee scenarios where it has been announced beforehand.		
7.7.2	Killing from behind is achieved by laying the weapon over the opponent's shoulder, so that the tip is visible to the opponent, while calling out clearly "You have been killed from behind" or other short clear phrase.	8.3 Rules of Engagement / Death from behind	Y					
	The combatant must take care not to strike their opponent with the quillons, guard, or other part of the weapon.	8.3 Rules of Engagement / Death from behind	Y					
7.8	The sword, defensive objects, and any body part may make contact with the opponent's weapon or defensive object to parry and deflect.	9 Conventions of combat - Use of Weapons and defensive equipment			Y	You are allowed to use your sword, dagger, spear, defensive objects, and any body part to parry and deflect. If your movement causes your opponent's weapon to make contact with you that is equivalent to a valid blow, you must take the blow the same as if you had been struck.	Added dagger and spears as things you can parry with.	This was likely an oversite in the original rules.
	If a combatant's movement results in any part of the combatant's body making contact with the opponent's weapon that is equivalent to a valid blow, the blow is to be taken as having been struck.							
7.9	In Rapier Combat and Cut & Thrust Combat, grasping of the opponent's blade is allowed.	9.5 Conventions of combat - Use of Weapons and defensive equipment						
	No pressure may be exerted to bend the blade.			Y		You are allowed to grasp your opponent's blade with an empty hand, so long as you do not exert pressure to bend the blade. If the blade moves or twists in your hand, your hand has been cut and disabled.		
	If the blade that is grasped moves or twists in the grasping hand, that hand is deemed disabled							
7.10	If an effective blow is thrown before, or on, the same moment as an event that would stop a fight (a "HOLD" being called, the fighter being "killed" themselves, etc.), the blow shall count.	11.3 Conventions - Acknowledgement of blows/Calling blows	Y			If an effective blow is thrown before or at the same moment as an event that would stop a fight (e.g. a "HOLD" being called, the fighter being "killed" themselves, etc.), the blow will count. If the blow is thrown after the hold, killing blow, or other event, it does not count.		
	If the blow is thrown after the hold, killing blow, or other event, it shall not count.							
7.11	Though the gloved hand may be used to parry an opponent's weapon or wrist, it shall not be used to grasp or strike an opponent.	5.1 Expected behavior and responsibilities/Rapier-specific		Y		4. Grappling, tripping, throwing, punching, kicking, and wrestling is not allowed. 5. You must not strike your opponent with any part of your body. Fleeting contact (accidental, brief contact between opponents' bodies) is allowed.		
	Fleeting contact outside these confines is allowed.	5.1 Expected behavior and responsibilities/Rapier-specific		Y		5. You must not strike your opponent with any part of your body. Fleeting contact (accidental, brief contact between opponents' bodies) is allowed.		
8	**Acknowledgement of Blows**	11. Conventions - Acknowledgement of blows						
8.1	In judging blows, all combatants are presumed to be wearing thin clothing, such as unpadded linen, not armor, and that the opponent's weapon is extremely sharp on point and edge.	11.1 Conventions - Acknowledgement of blows/What is a valid blow?		Y		In judging blows, you are presumed to be wearing thin clothing, such as unpadded linen, and your opponent's weapon is extremely sharp on point and edge. Any blow that would have penetrated the skin, in your judgment, is valid. Kingdoms are not allowed to alter this standard.		
	Any blow that would have penetrated the skin in the judgement of the person receiving the blow shall be counted a good blow.			Y				
	Kingdoms shall not alter this standard.			Y				
8.1.1	The exception of "armor as worn tournaments" is allowed, in which certain types of armor may be considered to be resistant to specific types of blows for the purposes of scoring.	11.1 Conventions - Acknowledgement of blows / What is a valid blow?		Y		2. Tournaments that change the effects of a valid blow are allowed, such as: a. "Armor as worn" tournaments, in which certain types of armor can be considered to be resistant to specific types of blows for the purposes of scoring. b. Tournaments with differing victory conditions (for example, "only head shots count").		
8.1.2	Likewise tournaments with differing victory conditions (for example, "only head shots count") are explicitly allowed.			Y				
8.2	The person struck has the responsibility of acknowledging a blow.	11.3 Conventions - Acknowledgement of blows/Calling blows		Y		1. Responsibility for acknolwedging a blow "good" is with the person receiving the blow, not the person delivering the blow.		
	The receipt of a valid blow shall be acknowledged clearly with words and/or motions, such as "good arm" or "dead".			Y		2. If you are hit with a valid blow, you must indicate it clearly with words and/or motions. Examples: saying "Good arm!" and putting your arm behind your back to show it is disabled, or saying "Dead!" and falling to the ground or otherwise indicating that you have been defeated.		
8.2.1	No accessories shall be worn that prevent a combatant from acknowledging blows	11.3 Conventions - Acknowledgement of blows/Calling blows			Y	3. You should not wear accessories that make it difficult to feel a valid blow.	Changed from "shall not" to "should not". The responsibility to call blows even when wearing armor or accessories is the same.	"Shall" technically prohibited people from wearing rigid armor anywhere other than where required. This will allow more flexibility, but the fighter is still responsible for calling blow as noted below.
	It is up to the combatant to know whether any necessary equipment (such as mask, helm and other safety equipment) renders the acknowledgement of blows in certain areas difficult, and will make every effort to account for this deficit.	11.3 Conventions - Acknowledgement of blows/Calling blows		Y		c. You must know whether any necessary equipment (such as mask, helm and other safety equipment) renders the acknowledgement of blows in certain areas difficult, and make every effort to account for this deficit.		
	This includes, but is not limited to, loose clothing designed to hang out from the fencer, such as bulbous sleeves or hoop skirts, or rigid cuffs on gauntlets.	11.3 Conventions - Acknowledgement of blows/Calling blows		Y		a. This includes, but is not limited to, loose clothing designed to hang out from your body, such as bulbous sleeves or hoop skirts, or rigid cuffs on gauntlets.		
	Care must be exercised to acknowledge blows that strike these articles of clothing if a sharp blade would have penetrated those articles and struck the body part underneath.	11.3 Conventions - Acknowledgement of blows/Calling blows		Y		You must take care to acknowledge blows that strike these accessories if a sharp blade would have penetrated those articles and struck the body part underneath.		
8.3	A valid blow disables the struck part.	11.4 Conventions - Acknowledgement of blows/What happens when I'm hit?			delete	Not neccessary. Each part defined below.		
8.3.1	A blow to the body is taken as a kill.	11.4 Conventions - Acknowledgement of blows/What happens when I'm hit?		Y		A blow to your body is taken as a kill.		
8.3.1 footnote 7	Underlined items are defined in the glossary in Appendix 1	n/a			delete	Unneccesary text.		
8.3.1.1	The body includes the head and entire mask or helmet, the neck, chest, abdomen, back, and the regions on the inner part of the upper arm and the inner thigh extending 4" down from the armpit and the groin, respectively.	10.1 Conventions - Legal target areas	Y					
8.3.2	A blow to the arm renders the arm (including the hand on that side) incapacitated	11.4 Conventions - Acknowledgement of blows/What happens when I'm hit?	Y			A blow to your arm renders your arm (including the hand on that side) incapacitated.		
8.3.3	A blow to the hand renders the hand unable to hold a weapon or defensive object.	11.4 Conventions - Acknowledgement of blows/What		Y		3. A blow to your hand renders your hand unable to hold a weapon or defensive object. a. Your hand can be balled into a fist and used to parry with, as a rigid extension of your forearm. b. If both hands are incapacitated and you haven't been killed, you must yield in a single combat tournament.		
	The hand may be balled into a fist and used to parry with, as a rigid extension of the forearm.							
8.3.4	If both hands are incapacitated and the combatant has not been dealt a killing blow, the combatant must yield in a single combat tournament.	11.4 Conventions - Acknowledgement of blows/What						
8.3.5	A valid blow to the foot or leg renders the leg as non-weight-bearing.	11.4 Conventions - Acknowledgement of blows/What		Y		4. A valid blow to the foot or leg renders your leg as non-weight-bearing. a. You must then fight kneeling, sitting, or standing with your feet together. b. If your lower leg is struck, you can fight from the ground and are allowed to move about on your knees. c. If your upper leg (including buttock) was struck, you can move about but are not allowed to rise up during combat.		
	The combatant must then fight kneeling, sitting, or standing with their feet together.	11.4 Conventions - Acknowledgement of blows/What						
	A combatant having received a blow to the lower leg who fights from the ground may fight from and move about on their knees.	11.4 Conventions - Acknowledgement of blows/What						
	A combatant having received a blow to the upper leg may move about, but may not rise up during combat.	11.4 Conventions - Acknowledgement of blows/What			Y		added "including buttock"	Clartification
9	Armor Requirements							

9.1	Four type of armor are defined.				Y	There are three types of armor providing different levels of protection:	Padding is only required for C&T	
	These are Rigid, Penetration Resistant, Padded, and Abrasion Resistant.			Y		Rigid Penetration resistant Abrasion resistant		
	Figure 3 provides a summary of the types of armor and which body parts they cover.	12.2 Equipment Standards-Armor / Summary of areas to be armored		Y		Schematic of the minimum required protection for each area of the body.		
9.1 Figure 3	Schematic of the body and minimum required protection. Note that some areas may require rigid protection, depending on the combatant's physiology.	12.2 Equipment Standards-Armor / Summary of areas to be armored						
	Note that some areas may require rigid protection, depending on the combatant's physiology.	12.2 Equipment Standards-Armor / Summary of areas to be armored		Y		Areas of your body which must be armored are: - Rigid material: Your head and neck, including your face, throat, and your cervical and first thoracic vertebrae. Your cervical vertebrae are the vertebrae in your neck. The first thoracic vertebra is the first major lump which can be felt in the spine at the base of your neck. - Puncture resistant: Your torso, including the inner arm down to 4 inches (10 cm) below the armpit, and your groin area. - If you have testicles, rigid material.		
9.2	**Limbs**							
9.2.1	Limbs may be covered by abrasion resistant material if the fighter prefers but is not required.	12 Equipment Standards-Armor		Y		The inner arm down to 4 inches (10 cm) below the armpit must be covered by penetration resistant material. The rest of the arm is not required to be covered. n		
9.2.2	Exceptions	12 Equipment Standards-Armor		Y				
9.2.2.1	The inner arm down to 4" (10 cm) below the armpit, are to be covered by penetration resistant material.	12 Equipment Standards-Armor		Y		The inner arm down to 4 inches (10 cm) below the armpit must be covered by penetration resistant material. The rest of the arm is not required to be covered. n		
9.2.2.2	The groin must be covered with penetration resistant armor.	12 Equipment Standards-Armor		Y		Your groin must be covered with penetration resistant material.		
9.2.2.3	The armor as worn must cover these areas regardless of the fighter's position (standing, prone or on the ground).	12 Equipment Standards-Armor		Y		The areas required to be armored must stay protected during typical movements that you will make during combat.		
9.2.2.4	Light rapier - limbs must be covered by abrasion resistant material.	n/a	n/a	n/a	n/a	Light Rapier removed.		
9.2.3	Additional limb requirements for Cut and Thrust Combat	n/a	n/a	n/a	n/a	Light Rapier removed.		
9.2.3.1	Limbs must be covered by abrasion resistant material	n/a	n/a	n/a	n/a	Light Rapier removed.		
9.2.3.2	Elbows must be protected by a minimum of a resilient padding at least 1/8" (12 mm) thick.	n/a	n/a	n/a	n/a	1/8" is 3.175mm. 1/4 inch (6mm) is standard for armoured combat)		
9.2.3.3	The backs of the hands, including fingers and 1" (2.5cm) above the bend of the wrist must be covered by 1/4" (6 mm) open cell foam or equivalent resilient padding.	n/a	n/a	n/a	n/a	Light Rapier removed.		
9.2.3.4	If at least one combatant is using a two-handed metal weapon in Cut & Thrust Combat, then the backs of the hands, including fingers, and 1" (2.5cm) above the bend of the wrist on the back half of the forearm must be covered by rigid protection with sufficient coverage to prevent a reasonable percussive blow from contacting the bones of the hand and wrist.	n/a	n/a	n/a	n/a	Light Rapier removed.		
9.2.3.5	The rigid protection does not require padding underneath.	n/a	n/a	n/a	n/a	Light Rapier removed.		
9.2.3.6	The coverage for rigid protection may be achieved by any combination of gauntlet, sword guard, or defensive object.	n/a	n/a	n/a	n/a	Light Rapier removed.		
	A shield alone may be considered an equivalent to full hand and wrist protection only if no part of the gloved hand or wrist is within 4" (10 cm) of the edge of the shield while the shield is in use.	n/a	n/a	n/a	n/a	Light Rapier removed.		
9.3	The torso, including the abdomen down to and including the groin in front, and the inner arm down to 4" (10 cm) below the armpit, are to be covered by penetration resistant material.	12 Equipment Standards-Armor	Y					
9.4	The neck, including the front, sides, and back of the neck, is to be covered by penetration resistant material for Light Rapier Combat.	n/a	n/a	n/a	n/a	Light Rapier removed.		
	The entire front 180 degrees of the neck, as well as at least 5" (12.5cm) centered on the cervical vertebrae, must be covered by rigid material for all other categories of Fencing (figure 4).	12 Equipment Standards-Armor			Y	The entire front 180 degrees of your neck, and at least 5 inches (125 mm) centered on your cervical vertebrae, must be covered by rigid material. Gaps at the sides beyond the front 180 degrees are allowed.	No functional change. Clarification that gaps are ok.	Makes it clear that gaps are ok, as long as the other protection requirements are met
9.4 figure 4	Image of head and neck shown from the left, front, and back. The parts of the neck shown here shaded must be covered by rigid protection for all categories of Fencing except for Light Rapier Combat	12 Equipment Standards-Armor		Y		The parts of the neck shown here shaded must be covered by rigid protection. The double headed arrow indicates that the back of the neck to a total minimum width of 5		
	The double headed arrow indicates that the neck, to a total width of 5" (12.5cm) centered on the vertebrae, must be covered.	12 Equipment Standards-Armor						
9.5	The face and sides of the head up to and including a vertical line drawn at the back of the external ear are to be covered by a 12kg fencing mask or equivalent head protection (Figure 5).	12 Equipment Standards-Armor	Y					
9.5. Figure 5	The head and face, indicated here, must be protected by a 12 kg mask or equivalent.	12 Equipment Standards-Armor	Y					
9.5 cont	The mask must extend down past the chin such that the mask and gorget together do not present a significant section not covered by rigid protection from most reasonable thrusts coming from the front.	12 Equipment Standards-Armor		Y		Your mask or helm must extend down past your chin so that your mask or helm and neck armor together do not leave a significant gap in the rigid protection that protects		
9.5.1	The metals listed in the glossary under rigid armor are considered equivalent to a 12 kg fencing mask mesh.	12 Equipment Standards-Armor	Y					
9.5.2	Masks and helms must be secured to the fighter, so that they cannot be easily removed or dislodged during combat.	12 Equipment Standards-Armor		Y		Your mask or helm must be secured, so that it cannot be easily removed or dislodged during combat.		
9.5.3	All parts of a fencing mask or helm that might cause injurious contact with the wearer's head shall be padded or shall be suspended in such a way as to prevent contact with the wearer during combat.	12 Equipment Standards-Armor	Y					
	There shall be no major internal projections; minor projections of necessary structural components shall be padded.	12 Equipment Standards-Armor	Y					
	All metal shall be free of sharp edges.	12 Equipment Standards-Armor	Y					
9.5.4	The interior of fencing masks must have a minimum of ¼" (6.4 mm) open-cell foam or equivalent resilient padding to create separation between the mask and the wearer.	12 Equipment Standards-Armor			Y	6mm	Changed from 6.4mm to 6mm.	Rounding to integer measurements for metric countries, as these materials typically do not come in thicknesses matching the fractions that are exact conversion of units.
	Modern fencing masks (e.g. FIE and USFA type masks) in good working order meet this requirement without additional padding, but may require additional padding as it ages.	12 Equipment Standards-Armor			Y	The interior of your fencing mask must have at least 1/4 inch (6 mm) open-cell foam or equivalent resilient padding to create separation between the mask and your face. Modern fencing masks (e.g. FIE and USFA type masks) in good working order meet this requirement without additional padding.	Added"the face" to clarify where the separation was needed. Also removed "but may require additional padding as it ages."	Aging padding is already covered by above requirements, and is part of inspection and not a standard.
9.5.5	For helms that utilize a suspension system which does not, on its own, prevent contact between the wearer and any rigid part of the helm, additional padding must be present.	12 Equipment Standards-Armor		Y		If your helm does not have a suspension system and relies on foam, it must have at least 1/4 inch (6.4 mm) of closed-cell foam or equivalent resilient padding which provides progressive resistance to create separation between you and the hard outer shell of the helm.		
	This padding must consist of at least ¼" (6.4 mm) open-cell foam or equivalent resilient material.	12 Equipment Standards-Armor						
9.5.6	Helms without a suspension system and which rely on foam must use a minimum of ¼" (6.4 mm) closed-cell foam or equivalent resilient padding which provides progressive resistance to create separation between the hard outer shell of the helm and the wearer.	12 Equipment Standards-Armor						
9.5.7	Similarly, parts of the inside of the helm that might come in contact with the wearer's neck or body must be padded.	12 Equipment Standards-Armor			delete	Redundant and/or not needed	Removed need to add padding to parts of the helm that may contact other body parts not covered by other rules (head, neck).	Not neccessary. The neck and head are protected by other rules. Sharp points or edges must be padded per other rules. Other body contact with rigid material is not a significant safety issue.
9.6	The rest of the head must be covered by abrasion resistant material for Rapier and puncture resistance for Light Rapier.	12 Equipment Standards-Armor		Y		The rest of your head, aside from your face as defined above, must be covered by abrasion resistant material.		
	The rigid protection of a mask must be extended to the entire head for Cut & Thrust Combat to protect against percussive blows.	n/a	n/a	n/a	n/a	C&T is in a seperate handbook		
9.7	The neck must be covered by rigid protection and Rapier Combat and Cut & Thrust Combat.	n/a			delete	Repeated rule.		
	The neck must be covered by at least penetration resistant material for Light Rapier	n/a	n/a	n/a	n/a	Light Rapier removed.		
9.8	In addition, any part of the person vulnerable to significant serious injury or disproportionate bleeding, such as external reproductive organs, or hemangioma, must be covered by rigid protection .	12 Equipment Standards-Armor			Y	Removed		This is covered under other requirements, and we cannot be making medical assessments or decisions
9.8 footnote 8	This list includes the face, however that is already required to be covered by rigid protection	12 Equipment Standards-Armor			delete	Not neccessary		
9.8.1	Any body-worn medical equipment must also be covered in such a way that they are protected against blows or the possibility of the wearer falling on them	12 Equipment Standards-Armor		Y		If you have any body-worn medical equipment, you must cover it in such a way that it is protected against blows or the possibility of you falling on it if such an impact could damage it or cause injury.		
9.9	Armor is to be designed and worn so that no gaps form over vital body areas when the combatant assumes any reasonable position.	12 Equipment Standards-Armor		Y		The areas required to be armored must stay protected during typical movements that you will make during combat.		
9.10	Armor is to be inspected before each day's combat to check for any tears or signs of wearing.	12 Equipment Standards-Armor			Y	Before rapier combat at each and every SCA event, including practices, training and pick-ups, a warranted rapier combat marshal must inspect and approve any armor you will use. For multi-day events, you must have your armor inspected before each day's combat to check for any tears or signs of wearing.	There were two rules: (a) "prior to every combat or practice" and "9.10 Armor is to be inspected before each day's combat to check for any tears or signs of wearing." Standardized to daily.	
	Penetration resistant armor is to be tested no less frequently than every two years using a drop tester,	12 Equipment Standards-Armor		Y		Penetration resistant armor (except chain mail) must be drop-tested at least every two years (see Inspecting equipment)		
9.10 footnote 9	The drop test was created to help ensure that a broken blade, with the typical types of breaks seen, or an untipped blade, is less likely to pierce the opponent	12 Equipment Standards-Drop tester	Y					
	No amount of armor will ever be perfect protection and is not meant as a replacement for comportment, training, and control	12 Equipment Standards-Drop tester	Y					
9.10 cont	and may be tested at any time within that time frame at the marshal's discretion using the drop tester (see appendix for description of test)	12 Equipment Standards-Armor		Y		Penetration resistant armor may be tested at any time at the marshal's discretion using the drop tester. (see Inspecting equipment)		

9.10 footnote 10	Sweating and washing can wear out fabric, thinning it out and making it susceptible to penetration	12 Equipment Standards-Drop tester	Y					
9.10 cont	The exception to this testing is chain mail armor which meets the definition of Penetration Resistant. This type of armor must be inspected visually for any missing links. More than one adjacent missing link must be replaced before the armor is worn. Split rings with at least two full turns are acceptable replacement links.	12 Equipment Standards-Armor		Y		Chain mail armor meeting the definition of penetration resistant must not have more than one adjacent missing link. Missing links must be replaced before the armor is worn. Split rings with at least two full turns are acceptable replacement links.		
10	**. Marshalling**							
10.1	For any clarification on these rules, please refer to the Marshal's Handbook at XI PROCEDURES FOR THE AUTHORIZATION OF MARSHALS, and Corpora at VII. KINGDOM, PRINCIPALITY, AND LOCAL OFFICERS	n/a			delete	Not neccessary. The handbook will contain all the relevant marshal information (global and discipline specific).		
10.2	Marshals are to be warranted or rostered by their kingdoms for authorizing combatants, running practices, tournaments, melees, and other Fencing activities, or subsets thereof.	25. Marshallate - Overview		Y		Only warranted marshals that have passed a marshal's authorization are allowed to - perform the following duties: - authorize people - perform armor and weapons inspections - give final approval of the suitability of weapons, armor, or equipment - serve as the marshal-in-charge of an event - serve as a marshal-at-large - serve as a local group marshal (e.g. "Knight Marshals") - serve as Kingdom Greater or Lesser Officers (Earl Marshal, Principality Earl Marshal, or a Deputy Marshal for a specific discipline).		
10.2.1	Marshals may be warranted for only specific activities or categories of Fencing and act accordingly for the activities or categories for which they are warranted.	25. Marshallate - Overview		Y		Marshals can be warranted or designated with particular authorities as defined by the Kingdom Earl Marshal, the Society Marshal, and the Society Marshal's Handbooks. This can be by discipline (e.g., armored combat vs. rapier combat), by role (e.g., field marshal or authorizing marshal), or other defined roles in the chain of command (e.g., Deputy Earl Marshal).		
10.3	Marshals must demonstrate a knowledge of these rules and kingdom rules (both practical and in execution), and must be willing and able to enforce the rules for safety and fairness, and to mediate disputes between combatants.	27. Authorization of Marshals		Y	Y	See section. Included this and requirements formally referred to in the Marshals Handbook.		
10.4	Marshals should be trained in and demonstrate an ability to maintain reasonable awareness in observing Fencing and in understanding the combat.	27. Authorization of Marshals		Y	Y	See section. Included this and requirements formally referred to in the Marshals Handbook.		
10.5	Marshal responsibilities include	25. Marshallate - Overview		Y		Only warranted marshals that have passed a marshal's authorization are allowed to perform the following duties:		
10.5.1	Inspection of arms and armor prior to combatants taking the field (see Appendix 2)	25. Marshallate - Overview		Y		perform armor and weapons inspections		
10.5.2	Watching for safety of combatants and spectators (See Appendix 4)	28. Authorization of marshals		Y		The candidate must demonstrate the ability to safely control rapier combat, whether this is single combat, team combat, general melee, or battle environment.		
10.5.3	Being watchful of obstructive behavior in tournaments and melees and reminding combatants of the rules and conventions where necessary	28. Authorization of marshals		Y		The candidate must be willing to enforce the Rules of the Lists, the conventions of rapier combat, and any additional kingdom rules or conventions.		
10.5.4	Using impartial evaluation as to level of sanction where necessary, including but not limited to:	24. Managing Misconduct 27. Marshallate Responsibilies & Chain of command			Y	See section. Included this and requirements formally referred to in the Marshals Handbook.		
10.5.4.1	Speaking directly to a combatant				Y			
10.5.4.2	Elevating any concerns to the marshal in charge of the event, to a marshals' court, and/or to the Kingdom Marshal				Y			
10.5.4.3	Relieving a combatant of their authorization for any period of time, effective immediately and allowing the option for appeal up the marshalate chain to the Kingdom Fencing Marshal				Y			
10.6	Marshals are encouraged to be flexible and creative in finding ways to enable combatants of diverse abilities to learn and participate in Fencing with utmost regard to the safety of the combatant and to their opponents.	21. Accessibility		Y		Marshals are encouraged to be flexible and creative in finding ways to enable participants of diverse abilities to learn and participate in SCA martial activities with utmost regard to		
	Where possible, the Kingdom Marshalate shall serve as a resource to local marshals and Fencing teachers to ensure the inclusion of diversity.				Y	Upon request, marshals should make reasonable accommodations, within limits of safety, for adaptive equipment or conventions. Only a warranted marshal can make this determination.		
10.7	A list of warranted marshals is to be maintained by each Kingdom Fencing Marshal				Y	They are responsible for oversight and management of authorizations for participants and warranting marshals within their principality.	Oversight and management would include a listing of all marshals.	Wording consistent with Corpora.
11	**Adverse events**							
11.1	Adverse events which occur at an official practice or event, including injuries, broken blades, and tips that a sword has blown through, are to be reported to the kingdom marshallate within 2 weeks and to the Society Marshal within 3 months of the incident.	31.1 Reporting Requirements / Injuries, incidents and adverse events			Y	Global section. Includes requirements and timelines for all martial activities. Includes these requirements (may be generalized).		
	Documentation including the marshal's account, and images, are highly encouraged to provide the greatest detail for these records.	31.1 Reporting Requirements / Injuries, incidents and adverse events			Y	Global section. Includes requirements and timelines for all martial activities. Includes these requirements (may be generalized).		
	Refer to Appendix 7 for suggested report details.	31.1 Reporting Requirements / Injuries, incidents and adverse events			Y	Global section. Specific report requirements are now included.		
11.1.1	An injury is reportable if, at a minimum, it resulted in bleeding, and/or required a combatant to retire from the field, even briefly.	31.1 Reporting Requirements / Injuries, incidents and adverse events			Y	Global section. Includes requirements and timelines for all martial activities. Includes these requirements (may be generalized).		
11.1.2	The exception to this timeframe is reports of more serious injuries, which includes all injuries that require hospitalization or similar care, include a period of unconsciousness, or may require complex medical care.	31.1 Reporting Requirements / Injuries, incidents and adverse events			Y	Global section. Includes requirements and timelines for all martial activities. Includes these requirements (may be generalized).		
	These injuries need to be reported to the Kingdom Fencing Marshal within 24 hours of the incident.	31.1 Reporting Requirements / Injuries, incidents and adverse events		Y		Global section. Includes requirements and timelines for all martial activities. Includes these requirements (may be generalized).		
	Include all available details in the report.	31.1 Reporting Requirements / Injuries, incidents and adverse events			Y	Global section. Specific report requirements are now included.		
	In turn, the report must be forwarded to the Society Fencing Marshal within 48 hours.	31.1 Reporting Requirements / Injuries, incidents and adverse events			Y	Global section. Includes requirements and timelines for all martial activities. Includes these requirements (may be generalized).		
12	**Use of weapons, styles, and armor requirements outside of these rules**							
12.1	Any weapons, armor, or other techniques outside of this ruleset must be proposed as an experiment to the Society Fencing Marshal, Deputy to the Society Marshal and cannot commence without authorization from the Society Marshal.	32. Experimentation			Y	Global section. Includes requirements and timelines for all experimental martial activities. Includes these requirements (may be generalized).		
12.2	The procedure for proposing an experiment to the Society is outlined in Appendix 6.	32. Experimentation			Y	Global section. Includes requirements and timelines for all experimental martial activities. Includes these requirements (may be generalized).		
12.3	The separate Kingdoms retain the right to maintain a ruleset which establishes more restrictive standards than those defined here.	1.2 Introduction / Handbooks		Y		Kingdoms can define additional requirements, standards, conventions, marshals, or types of authorization (such as weapons forms) if they decide those are necessary. However, they cannot reduce or disregard the requirements and standards delineated in the Society handbooks without a variance from the Society Marshal and approved by the Board of SCA Inc.		
12.4	Any weapons, armor, or other techniques outside a Kingdom's ruleset but within those of the Society as described here, must be run as an experiment under the approval of the Kingdom Fencing Marshal and the Kingdom Earl Marshal.	32. Experimentation			Y	Global section. Includes requirements and timelines for all experimental martial activities. Includes these requirements (may be generalized).		
Appendix 1	**Glossary**							
	Terms related to Types of Fencing					These were moved out of the glossary and into the appropriate section.		
Line	In melee combat, a minimum of two combatants, on the same side, in contiguous mutual weapons support range	6.2 Activities / Melee combat			Y	"Melee combat" includes all fighting with more than two combatants at the same time.		
	Terms related to Types of Blows	9.2 Conventions - Use of Weapons.../ Definition of types of blows		Y		Definition of types of blows		
Thrust	The front (i.e. head-on cross section) of the point of a blade makes contact with the opponent.	9.2 Conventions - Use of Weapons.../ Definition of types of blows		Y		The tip of the point of your blade makes contact with your opponent.		
Tip Cut	The point of the blade is placed upon the opponent and moves across the opponent by dragging along the line of the edge of the sword.	9.2 Conventions - Use of Weapons.../ Definition of types of blows		Y		The point of your blade is placed upon your opponent and moves across their body.		
Draw Cut	The edge of the blade is placed upon the opponent and slides in the line of the sword by drawing (i.e. contact starts closer to the hilt and ends closer to the tip)	9.2 Conventions - Use of Weapons.../ Definition of types of blows		Y		The edge of your blade is placed upon your opponent and you draw the blade back toward you while maintaining contact.		
Push Cut	The edge of the blade is placed upon the opponent and slides in line of the sword by pushing (i.e. contact starts closer to the tip and ends closer to the hilt)	9.2 Conventions - Use of Weapons.../ Definition of types of blows		Y		The edge of your blade is placed upon your opponent and you push the blade away from you while maintaining contact.		
Percussive Blow	The edge of the blade makes contact with the opponent with controlled force such that the opponent can reasonably feel the contact.	9.2 Conventions - Use of Weapons.../ Definition of types of blows		Y		The edge of your blade makes contact with your opponent with controlled force such that the opponent can reasonably feel the contact (e.g. in a controlled "chopping" motion).		
	Terms related to Acknowledging Blows					These were moved out of the glossary and into the appropriate section.		
Body	The body includes the head and entire helmet, the neck, chest, abdomen, back, and the regions on the inner part of the upper arm and the inner thigh extending 4" down from the armpit and the groin, respectively	10 Target areas		Y		The body includes the head and entire helmet or mask , the neck, chest, abdomen, back, groin, and the regions on the inner part of the upper arm and the inner thigh extending 4 inches (100 mm) down from the armpit and the groin, respectively.		

Hand	The hand, including all fingers, up to and including the wrist	10 Target areas	Y					
Arm	The arm not including the hand or the part included with the body	10 Target areas	Y					
Upper Leg	The upper leg, not including the part included with the body, down to and including the top of the kneecap and the crease at the back of the knee	10 Target areas		Y		The upper leg, down to and including the top of the kneecap and the crease at the back of the knee, and including the buttocks. It does not include the part included with the body.		
Lower Leg	The foot, lower leg, and knee below the upper leg	10 Target areas	Y					
Torso	The torso includes includes the chest, abdomen, back, and the regions on the inner part of the upper arm extending 4" down from the armpit.	10 Target areas	Y					
	Terms related to Arms and Armor					These were moved out of the glossary and into the appropriate section.		
Abrasion Resistant Armor	Material that will withstand normal combat stresses (such as being snagged by burr on a metal blade) without tearing.	12. Equipment Standards - Armor	Y					
	Examples include, but are not limited to:	12. Equipment Standards - Armor	Y					
	broadcloth	12. Equipment Standards - Armor	Y					
	a single layer of heavy poplin cloth (35% cotton, 65% polyester; "trigger" cloth)	12. Equipment Standards - Armor	Y					
	sweat pants	12. Equipment Standards - Armor	Y					
	opaque cotton, poly-cotton or lycra/spandex mix tights	12. Equipment Standards - Armor	Y					
	Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.	12. Equipment Standards - Armor	Y					
Blunt	(In this use, an adjective)				delete			
	Possessing no sharp edges or point that could reasonably penetrate or scrape bare skin with hand pressure (approximately 5 lb / 2.25 kg)	Glossary	Y					
External Reproductive Organs	In this context, external reproductive organs refers testicles	n/a			delete	Not needed. Wording in the groin protection rule was replaced with testicles.		
	A collection of blood vessels at the surface of the skin, characterized as a raised red growth.	n/a			delete	Removed the related rule this word appeared in. It is covered by a more general rule, and we do not make medical assessements.		
	Hemangiomas which bleed more easily than regular skin must be covered by rigid material.	n/a			delete	Removed the related rule this word appeared in. It is covered by a more general rule, and we do not make medical assessements.		
Penetration Resistant Armor	Material that will predictably withstand puncture as demonstrated by passing a penetration test	12. Equipment Standards - Armor	Y					
	The following materials are known to pass these tests when new:	12. Equipment Standards - Armor		Y		The following materials are known to pass these tests when new, but may be tested at the marshal's discretion;		
	four-ounce (1.60 mm) leather	12. Equipment Standards - Armor	Y					
	four layers of heavy poplin cloth	12. Equipment Standards - Armor	Y					
	ballistic nylon rated to at least 550 Newtons	12. Equipment Standards - Armor	Y					
	commercial fencing clothing rated to at least 550 Newtons	12. Equipment Standards - Armor	Y					
	chain mail made of welded or riveted steel rings that will not admit a 5/32" (4 mm) diameter probe.	12. Equipment Standards - Armor	Y					
	Rings no greater than 0.155" (4 mm) in internal diameter made of wire no less than 0.020" (0.5 mm) thick meets this requirement	12. Equipment Standards - Armor	Y					
	The above materials need only be tested at the marshal's discretion;	12. Equipment Standards - Armor		Y		The following materials are known to pass these tests when new, but may be tested at the marshal's discretion;		
	all other materials must be tested the first time new gear is used, or if no marshal on the field knows a given piece of gear to have been tested.	12. Equipment Standards - Armor	Y					
	UnderArmour, Spandex, and other similar stretchy materials are not suitable as puncture resistant materials and must not be included in testing.	12. Equipment Standards - Armor		Y		UnderArmour, Spandex, and other similar stretchy materials are not suitable as puncture resistant materials and must not be included in the armor being testing.		
	Kevlar is not an acceptable material as it degrades rapidly.	12. Equipment Standards - Armor		Y		Kevlar is not an acceptable material for penetration resistant armor.		
Resilient Padding	Material which compresses under pressure from a thumb but returns to its shape within three seconds once pressure is removed.	n/a - C&T only	n/a	n/a	n/a	C&T only		
Rigid Armor	Material that will not significantly flex, spread apart, or deform under pressure of 12 Kg applied by a standard mask tester, repeatedly to any single point.	12. Equipment Standards - Armor	Y					
	Examples of rigid material are:	12. Equipment Standards - Armor	Y					
	22 gauge stainless steel (0.8 mm)	12. Equipment Standards - Armor	Y					
	20 gauge mild steel (1.0 mm)	12. Equipment Standards - Armor	Y					
	16 gauge aluminum, copper, or brass (1.6 mm)	12. Equipment Standards - Armor	Y					
	one layer of hardened heavy leather (8 ounce, 3.2 mm)	12. Equipment Standards - Armor	Y					
	Perforated material that meets this requirement must have holes no larger than 1/8" (3 mm) in any direction, and a spacing of at least 3/16" (5 mm) center-to-center.	12. Equipment Standards - Armor	Y					
	In using these measurements, the perforated material must meet all the requirements of either the imperial or the metric units (or both).	12. Equipment Standards - Armor	Y					
Vital Body Areas	The areas of the body that are required to be covered by penetration resistant armor or rigid armor				delete	unneccessary verbiage. Not used in handbook.		
Appendix 2:	**Inspecting a combatant's arms and armor**							
	This outlines a basic overview of the key points of an inspection.	n/a	n/a	n/a	n/a	Sample inspections included in this chapter.		
	The items to check, listed below, are not meant to be comprehensive for every item in the rules.	28.2 Inspection equipment / Inpection requirements	Y					
	Marshals are encouraged to use their best judgement to conduct any aspect of an inspection more thoroughly.	28.2 Inspection equipment / Inpection requirements	Y					
A2.1.	A2.1. Inspecting Arms	n/a	n/a	n/a	n/a	Split out into sections for each type of weapon		
A2.1.1	Inspecting Bladed Weapons	28.6 Inspection equipment / Sample inspection for bladed weapons	Y					
	Inspect the overall weapon		Y					
	Check that the overall length is within the acceptable range		Y					
	Check that the weapon is in good repair; i.e. doesn't seem like it will fall apart with a parry.		Y					
	Inspect the blade		Y					
	Check for nicks that can cut an opponent.		Y					
	You can do this visually or by running a gloved hand along the edges of the blade.		Y					
	Run your hand in both directions but do so lightly – by its very nature a potentially harmful nick can injure you.		Y					
	If the blade has substantial nicks, they will need to be filed or sanded before the weapon can be used.		Y					
	Look down the length of the blade to look for kinks.		Y					
	Weapons with kinks consistent with fatigue cannot be used.		Y					
	Check the flexibility of the blade.		Y					
	If in doubt, check the weapon for flexibility using a 6 oz (170 g) weight and a ruler.		Y					
	You can create a 6oz weight of a variety of materials.		Y					
	One of the easiest is a collection of thick washers, pre-weighed to 6 oz.		Y					
	Tie the washers together with a piece of wire or string, and create a loop from that wire or string so that you can use it to hang the washers on a sword tip		Y					
	To test a sword, clamp or hold the sword on a rigid surface, such as a table, so that it doesn't move at the handle end.		Y					
	Place a ruler vertically behind the tip, and note where the tip is.		Y					
	Then hang the weight and note how far the tip deflected down.		Y					
	Turn the sword over and repeat.		Y					
	Inspect the tip		Y					
	Check the tip visually for cracks, bulging, or discoloration, or any other signs that the sword is starting to punch through the tip.		Y					
	Frequently, it isn't possible to ascertain the internal components of the tip.		Y					
	For example, if the tip is made of leather, it may not be possible to tell that the leather is thick enough.		Y					
	Ask the combatant about the construction of the tip to check that they are familiar with the rules and that their tip construction is in compliance.		Y					
	If the tip appears not to meet the requirements, it needs to be replaced before the weapon can be used.		Y					
	Check that the tip is unlikely to come off during combat, by pulling on it.		Y					
	Inspect quillons, pommel		Y					
	Check that the quillons and pommels do not have sharp or pointed ends.		Y					
A2.1.2	Inspecting Defensive Objects	28.8 Inspection equipment / Sample inspection for defensive equipment	Y					
	Check for any major splinters, nicks, or features that can injure an opponent.		Y					
A.2.1.3	Inspecting Projectile Weapons	28.8 Inspection equipment / Sample inspection for ranged weapons	Y					
	Check the striking surface for size and yield		Y					
	The draw of a bow and a rubber band weapon can be checked with a scale such as a fish scale or an archer's tool.	28.8 Inspection equipment / Sample inspection for combat archery			Y	Added details, adapted from Armored Combat-Rattan Combat archery inspections		
	A ruler will also be needed for a cross bow							
A2.1.4	Inspecting a Spear	28.8 Inspection equipment / Sample	Y					

	Inspect the head:	inspection for spears	Y						
	For rubber spears, check that the tip is flexible, and returns substantially to its original shape within three seconds		Y						
	For metal spears, follow the inspection methods for a metal bladed weapon				delete	Metal spears are not allowed			
	Check that the head is well affixed to the haft		Y						
	Inspect the haft:		Y						
	Check that the haft is the appropriate diameter and material		Y						
	Check that the haft is free from dangerous burrs or protrusions		Y						
A2.2	Inspecting Armor			Y		- Check that the combatant has the appropriate level of protection on the appropriate parts of the body. - When inspecting a combatant's armor, you may not be able to see every part of armor. In these cases, ask the combatant about their armor and to determine if they know the rules and are, per their assertion, armored accordingly. - It may be necessary to ask the combatant what their penetration resistant armor is – for example, it may be a combination of a doublet and underarm gussets sewn into their undershirt. If you cannot see the undershirt in this scenario, ask them if they're wearing it. - It may be necessary to ask the combatant to adopt a pose or move in a manner common to combat, for example a lunge or going into an "en garde" position, in order to ascertain that there is sufficient coverage in their armor. - If a part of the inspection requires you to touch the combatant, for example to check for proper mask fit, ask for and receive their permission before you do so. If the combatant does not permit inspection, they may not pass inspection. - You may ask the combatant if they are wearing groin protection appropriate for them. It is up to the combatant to know what they need to wear.		
	When inspecting a combatant's armor, you may not be able to see every part of armor			Y					
	In these cases, ask the combatant about their armor and to determine if they know the rules and are, per their assertion, armored accordingly.			Y					
	You may ask a combatant to move themselves or a body part, for example going into an "en garde" position so that you can ascertain that there is sufficient coverage in their armor.			Y					
	If a part of the inspection requires you to touch the combatant, for example to check for proper mask fit, ask for and receive their permission before you do so			Y					
	If the combatant does not permit inspection, they may not pass inspection.			Y					
A2.2.1	Overall	28.8 Inspection equipment / Sample inspection for defensive equipment		Y					
	Verify what type of combat the combatant is planning to participate in.			Y					
	Check that the combatant has the appropriate level of protection on the appropriate parts of the body for that category of combat.			Y					
	It may be necessary to ask the combatant what their penetration resistant armor is – for example, it may be a combination of a doublet and underarm gussets sewn into their undershirt.			Y					
	If you cannot see the undershirt in this scenario, ask them if they're wearing it.			Y					
	It may be necessary to ask the combatant to adopt a pose common to combat, for example a lunge, in order to ensure that their penetration resistant armor does not gap			Y					
	Ask the combatant if they are wearing the appropriate groin protection and rigid protection on any vulnerable body part.			Y					
	It is up to the combatant to know what they need to wear.			Y					
A2.2.2	Inspecting Masks	28.3 Inspecting Equipment / Sample Mask inspection	Y			- Check that the materials of the mask meet the rigid material standard, and are without excessive rust or dents that weaken the material. - If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard commercial 12kg mask punch. - Marshals doing the testing shall be trained in the use of the punch. The Kingdom Rapier Marshals may elect to designate certain deputies to administer such testing. - Check for a snug fit that is unlikely to result in the mask or a part of the mask contacting the combatant's head or face. Check the mask off the head. Look inside for any substantial (i.e. > 1/8") protrusion and check that there is sufficient padding or an adequate suspension system to keep the combatant's head from contacting any rigid surface. - Check the mask on the combatant. It is frequently necessary to push or pull on the mask to ensure it doesn't contact the combatant. Tell the combatant what you are going to do as you work through the inspection.		
	Check that the materials of the mask meet the rigid material standard, and are without excessive rust or dents that weaken the material.		Y						
	If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard commercial 12kg mask punch.		Y						
	Marshals doing the testing shall be trained in the use of the punch.		Y						
	The Kingdom Fencing Marshals may elect to designate certain deputies to administer such testing.		Y						
	Check for a snug fit that is unlikely to result in the mask or a part of the mask contacting the combatant's head or face.		Y						
	Check the mask off the head.		Y						
	Look inside for any substantial (i.e. > 1/8") protrusion and check that there is sufficient padding or an adequate suspension system to keep the combatant's head from contacting any rigid surface.		Y						
	Check the mask on the combatant.		Y						
	It is frequently necessary to push or pull on the mask to ensure it doesn't contact the combatant		Y						
	Tell the combatant what you are going to do as you work through the inspection.		Y						
A2.2.3	Inspecting Gloves	28.5 Inspecting Armor / Sample gloves inspection (if required by your kingdom)			Y	Not required anymore. Made optional			
	Gloves are to be made of abrasion resistant material.		Y						
	Most gloves in practice are made of leather.		Y						
	Check for any significant openings, breaks, cuts, etc that could permit a blade or abrasive cut.		Y						
	Note that when sewing leather together, small gaps may appear at the seams which are structurally sound.		Y						
	Check that there is sufficient overlap between the gloves and the shirt that there are no gaps in reasonable arm/hand positions		Y						
	For Cut & Thrust Combat, check that the hand protection (combination of glove and/or sword or defensive object) is sufficiently padded or has adequate rigid protection.	n/a	n/a	n/a	n/a	For Cut&Thrust only			
	If their gloves only have padded protection, remind them that they may not fight with or against a two-handed weapon.	n/a	n/a	n/a	n/a	For Cut&Thrust only			
	Ask the combatant to hold their weapon or defensive object as they would in combat.	n/a	n/a	n/a	n/a	For Cut&Thrust only			
	Identify the location of one inch past points of the wrist of the combatant.	n/a	n/a	n/a	n/a	For Cut&Thrust only			
	Verify the combined protection covers the back of the hands, fingers, and area on the wrist identified above from percussive cuts from normal and reasonable angles that will occur in a fight are protected.	n/a	n/a	n/a	n/a	For Cut&Thrust only			
	i.e. is there a straight line, approximately 4" long, into which a sword may make edgewise impact on any part of the back of their hands, fingers, or wrist?	n/a	n/a	n/a	n/a	For Cut&Thrust only			
	A shield alone may be considered an equivalent to full hand and wrist protection only if no part of the gloved hand or wrist is within 4" (10 cm) of the edge of the shield while the shield is in use.	n/a	n/a	n/a	n/a	For Cut&Thrust only			
Appendix 3:	**Testing methods for penetration resistant armor**	18. Equipment standards - Drop tester	Y			Added metric measurements, updated significant digits			
	A drop tester is used to ascertain that materials meet the penetration resistance standard of the Society, and is required every two years for penetration resistant armor, with the exceptions noted above in Appendix 1 under the definition of Penetration Resistant Armor.		Y						
	The only acceptable alternate to the use of the test described here is a commercial 550N garment punch test devices, manufactured by sources acceptable to the Society Fencing Marshal, Deputy to the Society Marshal.		Y						
	Such a device shall be used in accordance with its instructions.		Y						
A3.1.	**Procedures for creating a drop tester**		Y						
	It is important not to deviate from the construction specifications given below without approval, as seemingly minor changes can affect the test results.		Y						
	There are three major parts to the tester, the drop probe (the weighted piece), the guide tube, and the round frame (3" flange, below) over which the fabric to be tested is clamped.		Y						
	The actual test method is detailed below.		Y						
	A brief overview is:		Y						
	Clamp the fabric over the 3" flange, balance the guide tube over the center of the fabric, and drop the weighted drop probe down the middle of the guide tube, as shown in Figure A3.1.		Y						
Figure A3.1	Drop tester (pipe end sticking out of white guide tube) ready to use on some fabric clamped onto the 3" flange.		Y						
	If the rod on the end of the falling drop probe punches through, the fabric fails, if it doesn't punch through the fabric passes.		Y						
	These instructions describe how to build a drop tester for carrying out these tests. I		Y						
	It won't take very long to build, and will not be very expensive, but does need one special part.		Y						
	Parts list:		Y						
	1" nominal diameter 18" long Black Pipe stub from any do-it-yourself/hardware store, plumbing supply house, etc, this is heavy, iron pipe used for natural gas			Y		1 inch (25mm) nominal diameter and 18 inches (450mm) long Black Pipe stub from any do-it-yourself/hardware store, plumbing supply house, etc.. Black Pipe is heavy, iron pipe used for natural gas.			
	1" nominal plastic cap for pipe above (screws onto end of pipe)			Y		1 inch (25 mm) nominal plastic cap for the Black Pipe (screws onto end of pipe)			
	0.156" (5/32") "plus tolerance" diameter gage pin, minimum 2 inch length, class Z or ZZ			Y		0.156 inch (5/32 inch (4 mm) "plus tolerance" diameter gage pin, 2-inch length, Class Z (0.0001 inch or 0.003 mm tolerance) or ZZ (0.0002 inch or 0.005 mm tolerance).			
Footnote 11	A gage pin was found to have a more consistent edge, or shoulder, than other types of bar stock. If the edge is too sharp or too rounded, the results of the drop test will be affected.		Y						
	Drill bit stop or collar (piece that goes on to a drill bit to set the depth of a hole)		Y						
	Epoxy (the solid grey type such as JB Weld works well, clear epoxies do not hold up as well)		Y						
	2" nominal diameter PVC or equivalent (material doesn't matter for this), at least 30"			Y		2-inch (50 mm) nominal diameter PVC or equivalent (material doesn't matter for this), at least 30 inches (760 mm)			
	3" PVC 3" Male Adp. DWV (short section of PVC, has "external" threads on one end)		Y						
	2 hose clamps, 2.5" to 4" range (large enough to fit over 3" adapter above)			Y		3-inch (76 mm) PVC 3-inch Male Adp. DWV (short section of PVC, has "external" threads on one end)			
	Screwdriver or nut driver (to operate test)		Y						
Figure A3.2	3" PVC 3" Male Adp DWV (left); Hose clamps and nut driver (right)		Y						
	Construction Tools		Y						
	Power drill with 5/32" drill bit		Y						
	Scale capable of measuring to about ½ oz or 10 g (can go to post office and use theirs)		Y						

	(optional) saw (some way to cut the PVC pipe above, or can have it done at hardware store)		Y					
	(optional) file, sandpaper, to smooth PVC		Y					
	Construction		Y					
A3.1 Step 1:	**Make the Guide Tube**		Y					
A3.1 Step 1:1	Cut the 2" nominal diameter PVC tube to 23.6" (60 cm) in length.		Y					
	Try to make the ends square (so when it is placed on a flat surface on either end, it stands up straight).		Y					
	A wood saw is fastest for this, a hack saw will work as well, or get it cut at the store you buy it at.		Y					
A3.1 Step 1:2	Drill three holes with the 5/32" drill bit near the bottom end of it for air release when the probe drops, the location doesn't matter as long as they are within a couple of inches of the bottom.		Y					
A3.1 Step 2	**Make the Drop probe**		Y					
A3.1 Step 2:1	First get a gage pin, at the supplier above		Y					
	Do not modify the end, these pins are used because they are consistently manufactured.		Y					
	Make sure that the pin is clean of any oil or other chemicals that would keep the glue from sticking properly.		Y					
A3.1 Step 2:2	Drill a hole in the center of the 1" plastic cap with the 5/32" drill bit		Y					
3A3.1 Step 2:3	Now put the drill collar on the gage pin with about half of the gage pin sticking out of one side, and apply epoxy		Y					
	Before it dries, put more epoxy on the gage pin, and shove it into the hole in the cap, with the drill collar on the outside, curved side of the cap.		Y					
	The exact type of drill collar isn't important, it is just to provide some extra grip to keep the gage pin from breaking loose and sliding up into the drop probe with repeated impacts, since the PVC hole alone isn't a great glue surface.		Y					
4A3.1 Step 2:4	When you have it put together and the epoxy is still wet, put it on a flat surface and slide the gage pin down until it bottoms out where the plastic cap sits on the flat surface.		Y					
	It will look something like Figure A3.3, below, when done.		Y					
Figure A3.3	Plastic cap with gage pin and drill collar sticking out, all epoxied together		Y					
A3.1 Step 2:4 cont	Make sure the gage pin doesn't dry at an angle (it should be coaxial (parallel) to the iron pipe, keep checking visually as it dries).		Y					
	If the pin isn't sticking straight out of the cap, your drop tester will not work properly.		Y					
A3.1 Step 2:5	After the epoxy dries, screw the cap on to one end of the pipe (make sure not to get epoxy on the threads, you may want to remove it later!).		Y					
A3.1 Step 2:6	Weigh the drop probe assembly, using a good scale.		Y					
	It should be able to measure to half an ounce or 10 grams, a postal scale at the post office could work for example.		Y					
	If possible, try to use metric units - it will make calculations easier later on.		Y					
A3.1 Step 2:7	The height from which the probe will be dropped is directly dependent on the weight of the probe.		Y					
	Since not all cast iron pipe will weight the exact same amount, and the length of the pipe may be off by a small portion, calculate the exact drop height for the probe being constructed.		Y					
	Use the formula below for a 1.5 Joule drop energy to calculate the drop height for your tester.		Y					
	In Metric units 15306 / (the probe weight in grams) = drop distance (in cm)		Y					
	or, in American units,		Y					
	212.6 / (the probe weight in ounces) = drop distance (in inches)		Y					
	Plug the measured drop probe weight into one of the formulas and calculate the drop distance		Y					
	It should be between 10 and 20 cm (4 and 8 inches), if not, you found a really unusual pipe stub and should not proceed further.		Y					
A3.1 Step 2:8	Lay the probe next to the PVC tube from the first step, slide it "up" next to the PVC guide tube until you have that calculated drop distance from the bottom of the PVC tube to the gage pin sticking out of the drop probe, and mark the top end of the drop probe where it lies next to the top of the PVC guide tube (tape, etc.)		Y					
	That is the mark you will want to line up with the top of the PVC tube when you drop the probe		Y					
	Some of the probe will stick out of the top end of the tube when you have it all together vertically and give you a place to grab it.		Y					
	(The reason metric units are easier is that it's easier to measure fractions of a centimeter than it is fractions of an inch.)		Y					
Figure A3.4	Lay drop probe assembly (pipe and cap) next to PVC guide tube, and measure your calculated distance from the probe tip to the bottom of the PVC guide tube.		Y					
A3.1 Step 3	**The Clamps and Frame**		Y					
	No modifications needed here, you just need the two hose clamps and the threaded flange, along with a screwdriver or nut driver to tighten the hose clamps.		Y					
	Do not substitute other parts for the flange with outside threads, as the grip on this surface has a big impact on fabric slippage, which has a big impact on whether the test passes or fails armor.		Y					
	It is suggested that you get a nut driver (like a screw driver, but with a socket head) for tightening and loosening these hose clamps, it is much easier to use than a screw driver as well as being safer.		Y					
A3.2	Procedures for use of a Drop Tester		Y					
	The basic idea behind this test is to drop a known weight a known distance to give a known impact, giving a pass/fail verdict to "unknown" fencing armor		Y					
	This document will tell you how to use the tester to test armor		Y					
	See Appendix 3/Building a Drop tester for how to choose and build these items.		Y					
	You should have all six pieces shown in Figure A3.5, below, including a guide tube, drop probe (unique to your tester), 3" threaded PVC flange, two hose clamps and a screw driver or nut clamp to tighten the hose clamps.		Y					
Figure A3.5	Parts needed for SCA Standard Drop Tester for fencing armor.		Y					
A3.2.1	You need a hard surface to work on.		Y					
	Surfaces such as pavement, an extremely sturdy table, concrete, etc are good choices.		Y					
	Carpet or grass are bad choices, they absorb impact and make the test too easy for armor to pass.		Y					
A3.2.2	"Start by setting the threaded PVC flange threaded side up and laying the test fabric over it, and loosen the first hose clamp so that it will fit easily over the fabric and flange but pull the fabric somewhat taut as it is pushed down.		Y					
	Tighten that hose clamp, put a second one on and slide it down to touch the first then tighten the second one.		Y					
	It should look something like Figure A3.6.		Y					
Figure A3.6	Fabric clamped onto flange with two hose clamps.		Y					
	Notice that the second one will protrude a bit above the level of the fabric with thicker fabrics, but it should still be tight if you push everything down enough.		Y					
A3.2.2 cont	You may want to invest in a 5/16" nut driver (like a screwdriver with a socket head).		Y					
	It will prevent gashes on your hand from slipped screwdrivers.		Y					
	Note that if you didn't push the first hose clamp far enough down (you may want to lean on it a bit with the screwdriver or nut driver), the second hose clamp won't stay on when you tighten it; it will just barely fit if you do everything right.		Y					
A3.2.3	Then, place the guide tube on the center of the clamped fabric.		Y					
	Steady it with one hand, trying not to push downward on the fabric.		Y					
A3.2.4	Put the drop probe into the guide tube, lowering it to roughly the mark that shows where to drop it from, and slowly tilt the guide tube back and forth until the drop probe seems to hang freely, not lying against a side.		Y					
	(You are using the drop probe like a plumb bob to get everything vertical.)		Y					
	Line up the mark exactly with the top of the guide tube, and drop the probe.		Y					
	It should look like Figure A3.7 below just before you drop it.		Y					
Figure A3.7	Drop Tester just before making a test drop		Y					
	Note that the guide tube is centered on the clamped fabric, and the drop probe is being used as a plumb bob to make the guide tube vertical.		Y					
A3.2.5	Let go of the probe		Y					
	Now examine the fabric		Y					
	If the pin punched through anything beyond the top layer of fabric, the material fails.		Y					
	If the pin did not punch through, recheck the top hose clamp with a gentle tug to be sure it is still tight.		Y					
	If there was slippage it will often get loose, so this is a good check to be sure the fabric didn't slip		Y					
	If it's loose, you need to redo the test.		Y					
	If it's not loose, the fabric passes.		Y					
	Always be sure to check the tightness of the fabric after the drop.		Y					
Appendix 4	**Marshalling Fencing in the SCA**							
A4.1	Marshals may be warranted by their Kingdom for different subsets and categories of combat, and/or for different scenarios.	25. Marshallate - Overview			Y	See section. Included this and requirements formally referred to in the Marshals Handbook.		
A4.2	Marshals shall only officiate practices, tournaments, and scenarios for which they are warranted.	25. Marshallate - Overview			Y	See section. Included this and requirements formally referred to in the Marshals Handbook.		
A4.3	Marshals shall have a thorough understanding of their kingdom rules, and at interkingdom events they must have a thorough understanding of the conventions for that event.	27. Authorization of marshals 31. Interkingdom events		Y		The candidate must have a good working knowledge of the Rules of the Lists, the conventions of rapier combat, and any additional kingdom rules or conventions.		
A4.4	Marshals must be prepared to use their discretion and best judgement when faced with questions that these rules have been unable to cover explicitly.	27. Authorization of marshals		Y		Should a situation arise not explicitly covered by Society or kingdom rules, the marshals should be prepared to use their discretion and best judgement and not assume that the situation is forbidden or inappropriate.		

	Marshals may also ask other marshals for assistance, especially their local, regional, or Kingdom marshals, and may also decline to marshal bouts if they do not feel qualified to do so.	25. Mangaging misconduct		Y		Any marshal can resign from a position at any time, without dishonor or penalty. (As per the Rule of the Lists - "No one may be required to participate in martial activities.") You are not required to marshal if you are not comfortable with the responsibilities, even if that means an activity cannot happen because there is no marshal.		
A4.5	The following is not an exhaustive list of combat marshalling activities. It is a framework for basic marshalling of SCA Fencing.	29. Marshaling on the field		Y		The guidelines outlined in this section are not rigid requirements, but are intended to help clarify and to provide examples of acceptable methods and procedures.		
	Conventions for single combat	29. Marshaling on the field		Y		Marshaling Single Combat		
	In some kingdoms, and/or specific tournaments, the marshal may be asked to guide combatants through salutes, if the marshal is comfortable doing so.	29. Marshaling on the field	Y			In some kingdoms, and/or specific tournaments, the marshal may be asked to guide combatants through salutes. This is commonly done in an early round in a tournament.		
	These are usually	29. Marshaling on the field	Y			This is also good opportunity to ask whether the combatants are satisfied with their		
	Salute to the Crown	29. Marshaling on the field	Y			opponent's arms and armor. The salutes are usually:		
	Salute to their inspiration	29. Marshaling on the field	Y			- Salute to the Crown		
	Salute to the crowd	29. Marshaling on the field	Y			- Salute to their inspiration		
	Salute to the opponent	29. Marshaling on the field	Y			- Salute to the crowd		
	This is commonly done in an early round in a tournament	29. Marshaling on the field	Y			- Salute to their opponent		
	You may ask whether the combatants are satisfied with their opponent's arms and armor.	29. Marshaling on the field		Y		- When the combatants are ready, call "lay on" (or its equivalent) loudly and clearly.		
	This is a good opportunity for a combatant to point out, for example, that there is a gap in their opponent's armor that had been missed.	29. Marshaling on the field		Y				
	Marshaling combat	29. Marshaling on the field		Y		Marshaling on the field		
	When combatants are ready, call "lay on" (or its equivalent) loudly and clearly	29. Marshaling on the field		Y		When the combatants are ready, call "lay on" (or its equivalent) loudly and clearly.		
	If there are any safety issues at any point, call "hold" loudly and clearly	7. Holds		Y		If there is a problem, shout "Hold!", several times if necessary. Most fighters will hear and respond to a cry of "Hold!" even when they won't notice their own names being called.		
	Hold should not be called for incidental gapping in abrasion resistant armor	7. Holds / Holds in rapier combat		Y		You do not need to call a hold for incidental gapping in abrasion resistant armor.		
	It is beneficial to carry a writing implement and paper when marshaling larger melees so that in the case of an incident, you can quickly write down the names of those involved and any witnesses, or notes to remember which combatants to speak with, for further follow up as necessary after the melee.	29. Marshaling on the field			delete			
	Should a situation arise not explicitly covered by Corporate or Kingdom Fencing rules, the marshals should not assume that the situation is forbidden or inappropriate.	29. Marshaling on the field		Y		Should a situation arise not explicitly covered by Society or kingdom rules, the marshals should be prepared to use their discretion and best judgement and not assume that the situation is forbidden or inappropriate.		
	Again: No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants and observers.	29. Marshaling on the field	Y					
Appendix 5	**Authorization**	19. Authorizations 20. Authorization process example	Y			See section. Global and rapier specific elements included.		
	These guidelines outline the basic items to check for in an authorization.			Y		See section. (Global)		
	Please refer to your kingdom's rules for any additional specific instructions.			Y		See section (global). Also, the Kingdom handbook will have either the global process example, or their specific kingdom process		
A5.1	Authorization is an assessment of a combatant; if they pass and become authorized, they are allowed to participate in tournaments and melees.			Y		See section. (Global)		
A5.2	Each kingdom sets their own rules regarding what authorizations are necessary.			Y		See section. (Global)		
	Some kingdoms, for example, have a single authorization for many weapons forms (not including spear, which requires a separate authorization), while others have separate authorizations for each weapons form.				delete	Redundance (stated in Introduction/Handbooks). Also, each kingdom specifics will be included in their handbook version.		
	The number and level of marshals performing the authorizations differs between kingdoms.				delete	Redundance (stated in Introduction/Handbooks). Also, each kingdom specifics will be included in their handbook version.		
	Refer to your kingdom's rules for these details.				delete	Redundance (stated in Introduction/Handbooks). Also, each kingdom specifics will be included in their handbook version.		
A5.3	Authorizing a candidate revolves around safety – can the combatant comport themselves in such a manner that they are unlikely to injure themselves or others.			Y		This martial discipline requires you to officially demonstrate competence and the required level of safety before allowing you to participate in competitions or other activities outside of formal training. This process is called authorizing. You do not have to be good, but you do have to be safe - i.e. not be a danger to yourself or others.		
	Additional requirements may be placed by each kingdom.				delete	Redundant (stated in Introduction/Handbooks). Also, each kingdom specifics will be included in their handbook version.		
	Assessing a candidate for safety includes the following:			Y		See section.		
A5.3.a	Does the candidate know and understand the rules for what armor they should wear, and what makes it allowed / disallowed under our rules?			Y		See section.		
A5.3.b	Does the candidate understand what weapon(s) they may wield, and what weapons they may face in combat?			Y		See section.		
A5.3.c	Can the candidate move without tripping on uneven ground, or slipping on a smooth surface?			Y		See section.		
	While it is not usually possible or practical to test the candidate on multiple ground types, the marshals should rely on their experience to assess the candidate based on what they see during the authorization.			Y		See section.		
A5.3.d	Can the candidate execute the allowed blows (thrusts, cuts, percussive blows, as appropriate for the weapon and category they are authorizing for) without harming themselves, their opponents, or others?			Y		See section.		
A5.3.e	Does the candidate remain safe (both their own safety and in terms of not posing a hazard to their opponent or others) in various combat conditions, including an opponent who is retreating, rapidly advancing, or who stops during a retreat?			Y		See section.		
A5.3.f	Does the candidate know where to ask their questions if they should run into any questions regarding an aspect of SCA combat?			Y		See section.		
A5.4	Please note that special considerations may be made for candidates with unique needs.		Y			Please note that special considerations may be made for candidates with unique needs. All candidates must be safe to themselves and others, but this can take different forms for different candidates. For example, a candidate in a wheelchair might not be able to move laterally but could demonstrate the ability to curl defensively rather than stepping out of the way when necessary.		
	All candidates must be able to comport themselves with safety for themselves and others, but this may take a different form for different candidates.		Y					
	For example, a candidate in a wheelchair may not be able to move laterally but may demonstrate the ability to curl defensively rather than stepping out of the way when necessary.		Y					
Appendix 6	Procedure for experimental programs	32. Experimentation			Y	See Global section, applies to all martial activities. This elements, and others, are included.		
	Weapons or techniques that may be appropriate for pre-17th century combat but are not permitted by the Society ruleset may be allowed to proceed under an experimental program.				Y			
	Experimental programs are run by the Kingdoms and are run under the purview of, and reported to, the Society Marshal.				Y			
	The process of preparing and running an experimental program is an important pathway to establishing the safety and value of a new activity or method and thus the expansion of the Society Fencing ruleset.				Y			
	Each kingdom interested in participating in an experimental program must prepare and submit an experimental program plan, including				Y			
	A description of the proposed new weapon or technique				Y			
	The anticipated reporting schedule				Y			
	A minimum time frame				Y			
	Contact information for the person(s) who will oversee the experiment in the kingdom and the person(s) responsible for reporting on the experiment				Y			
	It is the prerogative of the Kingdom Fencing Marshals, subject to the above, and to approval of their Earl Marshal and the Society Marshal, to allow testing of new weapons or techniques within a kingdom.				Y			
	The experimental program must be formally signed by these officers before any activities may commence.				Y			
	Conducting an experiment means the weapon or technique may be used at fighter practice, tourneys, and in small melees after all combatants and marshals have been informed the weapon or technique is being tested and that it is not approved for general SCA use.				Y			
	All combatants and marshals must consent to the use of the weapon or technique before combat begins.				Y			
	If any of the marshals or combatants object to the use of the weapon or technique, it may not be used.				Y			
	At regular intervals, at least quarterly, the Kingdom Fencing Marshal shall report to their Earl Marshal, and the Society Fencing Marshal, Deputy to the Society Marshal, on the progress and results of the experiment, including a list of any injuries that resulted from the use of the weapon or technique, and any concerns from fighters and marshals arising from the testing.				Y			
	The Society Fencing Marshal, after consultation with the Kingdom Fencing Marshals, shall determine if the weapon or technique should be recommended to the Society Marshal as a potentially suitable and valuable addition to SCA Fencing.				Y			
	The Society Fencing Marshal shall then report to the Society Marshal for final adjudication.				Y			
	The experimental program begins after the Kingdom Fencing Marshal, Kingdom Earl Marshal, Society Fencing Marshal, and the Society Marshal have all signed the plan.				Y			

	After successful completion of the experiment, the Society Marshal may, at their discretion, recommend changes to the Society Handbooks relevant to the experimental results to the SCA Board of Directors for their approval.				Y			
Appendix 7	**Adverse Events Reports**	31. Reporting Requirements		Y		See section. (Global)		
	The following are suggested components of reports for certain adverse events.			Y				
	The list of adverse reports noted here is not to be considered comprehensive.			Y				
	Moreover, greater information is welcomed for any of these reports.			Y				
	For all reports:			Y				
	Date of incident			Y				
	Type of scenario (practice / tournament / melee / woods battle, etc)			Y				
	Names and contact information of those involved, and relevant marshal(s)			Y				
	Injury			Y				
	An injury is notable if it resulted in bleeding, and/or required a combatant to retire from the field, even briefly.			Y				
	In an injury report, include			Y				
	a description of incident			Y				
	the category of combat			Y				
	the events leading to the injury			Y				
	the weapons used			Y				
	a description of the injury, including whether any professional opinion was sought and rendered			Y				
	No formal medical records shall be requested, gathered, stored or transmitted as a part of this process.			Y				
	Broken or Retired Blade			Y				
	Age and approximate use history of blade			Y				
	Any modifications performed on the blade			Y				
	Description of incident			Y				
	Images of both broken sides			Y				
	Tip Blown Through			Y				
	Age and approximate use history of tip			Y				
	Type of tip			Y				
	Description of underlying metal			Y				
	Images of tip and underlying metal			Y				
	Equipment Failure			Y				
	This includes failure of mask/helmet, armor, defensive objects, etc			Y				
	Manufacturer, age, and approximate use history of item			Y				
	Any modifications made from the original			Y				
	Description of failure			Y				