

<https://society-rules.fullmesh.co.nz/index.php/Rapier:Handbook>

A) Summary of Changes (Overall):

- **Original rules** count (2023 handbook): 697
 - Majority of the changes to the original rules were updated wording, reformatting, and reorganizing (not functional changes).
 - 24 rules removed due to being redundant/unnecessary text, or left-over from prior edits/changes, or applicability issues.
 - 52 functional rule changes.
- **Several new sections were added** to provide context, capture current processes and existing expanded rules of engagement and guidance for new people.
 - e.g. Introduction to SCA martial activities, Rapier Overview, Activity guidelines, designated areas, authorization example, Accessibility, Safety resources
- **Handbook is now complete** – The prior Fencing Handbook referred to the Marshals handbook for several sections. There are now included in this handbook.
 - e.g. Sanctions, Chain of Command, Inspecting Equipment-General and Combat Archery, Marshalling on the Field, Interkingdom Events, Experiments
- **Major changes:**
 - Light rapier removed as standard category for adult rapier combat. It is still legal for Youth Rapier Combat. A process in Accessibility for adults was included.
 - Rapier and Cut & Thrust are now separate handbooks.
- **Minor changes:**
 - No marking of minors
 - No electrical tape for securing tips
 - More details on combat archery added
- **Items in the Glossary** were moved to the relevant chapter/section.

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

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

C) Equipment - 3 significant changes, 3 minor changes

- *Major change-* Removed Light Rapier from adult rapier combat. It is still a legal option for Youth Rapier Combat.

- *Major change* – Minors (under 18 years old) are no longer required to be marked. (No yellow diamond on glove).
- *Major change* - Rapier Combat Archery equipment requirements and standards were included, rather than referencing the AC handbook.
 - UHMW ammunition from AC-rattan was specifically added as ammo that meets the existing rapier combat archery rules. Note that Baldar blunts from the AC-rattan rules do not meet the existing rules, so were not included.
 - The inclusion of UHMW ammunition from AC-rattan does not preclude other ammunition from being acceptable, if it meets the requirements and the KRM approves it.
- *Minor change* - Grip length is better specified. (Measured from the bottom of the pommel to the base of the blade)
- *Minor change* - Spears – the requirement for spears to be bought from commercial manufacturers was removed. Commercial sources are not reliable for quality consistency, and the flexibility rules cover our needs.
- *Minor change* – Gap in the rigid material on the neck was clarified.

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

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

Other Changes to administrative, management, oversight. These are Global items that were approved as part of the Armored Combat – rattan update earlier this year.

- Authorizations expire with a max of 4 years (removes “infinite” authorizations)
- New authorizations have a 2-person integrity rule
- Establishes a method for authorizations of activities new to a kingdom. Allows KEMs to utilize marshals and expertise from other kingdoms (this was not allowed before).
- Waivers are stored by the kingdom (not the marshalle)
- Managing misconduct – guidelines provided to marshals with escalating levels of options. Added details to the processes and reporting required.
- Minors – expanded and clarified the list of people who are allowed to authorize minors.
- Updated the Rules of the List in the Handbook (*BoD approved Nov 2024*)

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