



Estonian Historical Fencing Association

MEDIEVAL DUEL WITH SWORD AND SHIELD

TOURNAMENT RULES

Characteristics of the weapons:

- The total length of the single handed sword is from 75 to 110 cm. The weight of the single handed sword is from 1100 to 1900 g. The minimum diameter of the rounding peak of the blade is 20 mm (10 euro cent coin). The cutting edge of a blade is not less than 2 mm thick and rounded.
- The maximum shield length must not exceed 75 cm. The maximum shield width must not exceed 60 cm. Round shields may not exceed 65 cm in diameter. Edges of the shield are to be trimmed with leather (minimum 2 mm thick) or fabric put in three or more layers, joined with glue.

Characteristics of the protective arms:

- The fighter's head and face shall be protected with a steel helmet (minimum 2 mm thick) and sufficient padding underneath (not less than 10 mm thick when compressed between fingers). The helmet must have a chin strap which prevents the loss of the helmet during the fight.
- The fighter's hands shall be protected with gauntlets made of steel plates (recommended) or riveted chainmail, and have sufficient padding underneath (10 mm thick when compressed between fingers in the case of chainmail gauntlets).
- The fighter's torso, limbs, joints and neck shall be covered with steel plates (minimum 1mm mild steel or 0,6 mm hardened), and have sufficient padding underneath. The fighter's elbows, knees and neck (also the back of the neck) must have a padded protection not less than 10 mm thick in a condensed form. The fighter's groin is to be protected with armor elements or hidden protection.

The points, rounds and the victory:

- For each clear and stout blow delivered with the combat part of the weapon to the opponent's target area the fighter who has delivered it is awarded with 1 point. The target area excludes the eyes, the neck, the groin, feet, ankles, the back of the knees, wrists and hands. A stroke is counted when it was deliberate and was not blocked by the opponent's defensive action with a shield or sword.
- The fighter is awarded with 1 additional point if the opponent falls as a result of an legal attack or if the opponent loses his weapon or shield during the fight.
- Each round is won by the fighter having the highest number of points in the round. The match lasts until one of the fighters wins two rounds. The round lasts for 60 seconds, 60 seconds rest between each round.
- "Technical victory" is awarded to one of the fighters if: the opponent refuses to fight before the beginning of a duel; the opponent appear on the lists more than 3 minutes after he's been invited or come unprepared; the opponent gets two warnings within the fights; armor or weapon of the opponent is broken and it cannot be fixed or replaced in 1 minute; the opponent is suspended from further participation in the fights due to injury or disqualification; the opponent cannot continue fighting

because of “an accidental injury”. If the fighter cannot continue due to an injury, resulting from violations of the rules by his opponent, the “technical victory” is awarded to the fighter who was injured.

Authorized fighting techniques:

- Authorized fighting techniques are: strikes at the opponents target area delivered with the cutting edge of the weapon (the target area excludes the eyes, the neck, the groin, feet, ankles, the back of the knees, wrists and hands); pushing or pressing the opponent with a shield or shoulder; hitting with the plane of a shield; hitting with the shield edge to opponents hands or body (above the waist and below the neck); blocking the enemy’s strikes with a shield, blade or arms; repulsion of the opponent’s shield or arms with your arms; hooking the opponent’s shield with the shield.

Prohibited fighting techniques:

- Prohibited fighting techniques are: any thrusts with a weapon; strikes at the opponent’s eyes, neck, groin, feet, ankles and the back of the knees; strikes at the fallen opponent or the one who is rising; strikes at the opponent who has lost his weapons; hitting with the edge of the shield below the belt and in the opponent’s head and neck; strikes with head, fist, elbow, leg, foot or knee; strikes with a hilt or pommel of a weapon; back heels, wrestling throws and clinches; grabbing the opponent’s body, head and limbs; grabbing the opponent’s equipment (including a sword and a shield) with hands; any actions with the intention to cause an actual injury; any actions which are not listed in chapter of „Authorized fighting techniques“.

Warnings and disqualification:

- Warning is a sanction imposed on the fighter for rules violation or not coming to the fight. In the case of an injury, resulting from violations of the rules, the offender receives a double warning. The fighter can get maximum two warnings within the event and will be disqualified after this.

03.07.2015

www.turm.ee/sodalased