

CHAMPIONS OF SWORDS
ORGANIZATIONAL HANDBOOK



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PREFACE

The longest surviving written charter of government in the world is the United States Constitution. The founders of the Champions of Swords believe this is because it can (and should) be changed and altered. This handbook is the first attempt at making a better version of the many social clubs that came before us. It will not be perfect. In fact, it will be far from perfect. We will try many new things. We will try to get it right the first time, but we will not fear our mistakes. In fact, we will encourage mistakes because mistakes are how we learn. Please keep this in mind when going through this FIRST ADDITION handbook. There is nothing written in stone and always room for improvement.

The CoS was an idea that came into being after watching other social groups fail to adapt to modern times and modern problems. It has been an idea in development for almost 10 years. The things you see within this handbook have been debated and discussed at great length. Although we plan to welcome all ideas, the primary idea of inclusion and fun is paramount to the founders of this organization. We want to promote a different culture than we have seen in many of the societies we have looked at. As an example, although this will be a society that pursues historical recreation and education, we will not segregate those who wish to play within our realm in a different way. If you wish to dress as an elf, you will not be teased or looked down upon. You will be considered our friend from a different place. If you wish to dress slightly outside our timeframe, no one is going to tell you to change or that you can't. We want to build a culture that encourages your creativity and doesn't stifle it. A culture that promotes all the splendor of history throughout the world, not just Europe. A culture where you only receive criticism or feedback when and if you ask for it.

We believe many groups are struggling. Yet the goal of the CoS is not to replace or take from any of these groups. The CoS was created in an effort to bring all groups together and allow them a common place to play—a place where the greatest things from all of these groups are showcased and the worst things removed.

So, as you go through these pages, we would ask for your kindness and understanding. This may be our first handbook, but it surely will not be our last. We have tried to include many of the things we feel will immediately need to be addressed, but also understand there will be a lot we have missed and will need to address. Please remember we already know a lot is missing from the book and we plan to address it as soon as humanly possible. This book is NOT FINISHED. Clearly, there are things we still need to put to paper.

INTRODUCTION TO THE CHAMPIONS OF SWORDS (CoS)

Mission Statement

The Champions of Swords (often referred to as “The CoS.” Pronounced “The Cause”) is a non-profit volunteer social and educational organization whose primary goal is fun through personal interactions that revolve around historical recreation and education. The CoS is dedicated to entertaining social interaction, research, education and recreation based on the time period from the invention of the sword until it was no longer considered the primary weapon for combat. (3300 BCE to loosely the 1700s CE).

The CoS will sponsor events to pursue its mission that will be committed to activities that promote social interaction and membership entertainment while attempting to recreate a pre 18th century historical environment.

Participants should attempt to dress in pre-18th-century clothing styles and recreate the culture, pastimes, and activities of that time period. Remaining sensitive to cultural appropriation, participants are encouraged to educate themselves as much as possible about the culture they are portraying to ensure it is viewed with an attempt at authenticity and not one that would somehow demean the culture. With this in mind, participants are expected to conduct themselves in accordance with CoS Core Values:

Value and respect the worth and dignity of all individuals

Empathy – We strive to recognize and understand the perspectives, feelings and lived experiences of others.

Community – We strive to build healthy long lasting relationships for our common pursuit of fun.

Accountability – We understand that mistakes happen. Being accountable for mistakes and, more importantly, being accountable when the wrong things are done.

Education – We believe that education is the enemy of ignorance, and we strive to educate ourselves to be better continually.

Equality – We understand that the greatest ideas are heard when we all have an equal voice.

Diversity – We believe all cultures, identities, and backgrounds have value and we want all perspectives.

Selflessness – We believe in something more than just ourselves.

Transparency – Light is the enemy of darkness.

Authenticity – We do what we say we will do.

MEMBERSHIP

1. General

Although membership is not required to participate, all participants must show proof that they have signed the general waiver and acknowledgment of rules.

Participants should expect to show proof of membership in order to qualify for member privileges.

2. Types of Membership

Unpaid membership and paid membership

Although certain activities, titles, and jobs are restricted to members, you do not need to be a paid member to participate in the CoS. However, all members, both unpaid and paid **MUST** sign the general waiver.

2. Privileges of Membership

All participants must be members to hold any office within the CoS.

Participants must be paid members to receive awards from the CoS. A person does not need to remain a member to retain awards once given.

Official Tournaments can only be entered by Members.

3. Punitive Action

Members, both paid and unpaid may receive punitive action should they break society rules or act in a manner disruptive to other members of the society or the harmony of the society as a whole. (Please see Disruptive Behavior/Punitive actions)

EVENTS

1. Society Events Defined

A “society event” is any event sponsored by the CoS. All society events must be sponsored by official branches and comply with society rules.

2. Requirement for Participants at Society Events

Anyone attending must have signed the general waiver.

It is requested that all attendees attempt to dress in pre-18th-century clothing.

All participants are required to comply with local laws and society Standards and must behave in a respectful manner.

3. Individuals in Charge of Events

Every society event will be run by a paid member from the sponsoring entity known as a “Magistrate”. Events that include Marshall activities must have a Judicator responsible for those activities.

The Magistrate is responsible for ensuring that the event operates according to the rules set forth in this document. Serious infractions of society policy or serious safety issues can be considered cause to end an event. If the Magistrate is the issue, any two officers from the sponsoring branch may remove the Magistrate from their position (please see Disruptive Behavior/Punitive Actions).

4. Religion, Politics and Modern Cultural Events

The society does not recognize any religion or political stance. Attendees should refrain from discussing these topics while attending events. Although we do not wish to curb anyone’s First Amendment rights, the CoS wishes to create a culture where these things are not discussed at events.

Understanding that many religious ceremonies are part of history, the CoS will not deny these ceremonies when used for historical recreation; however, no religious ceremony will be sponsored by the CoS, and none of its members are required to attend or participate in a historical recreation ceremony.

Modern real-world political entities are forbidden at events, and as discussed above, the CoS highly discourages conversation regarding these matters.

If members choose to discuss these matters and they become disruptive, punitive actions may be taken (please see Disruptive Behavior/Punitive Actions)

5. All CoS events should make an attempt to be as diverse as reasonable with all activities desired from the populace. As an example, the focus of an event may be rattan fighting; however, if there are enough people who wish to do foam fighting, then every effort to make accommodations should be made.

BRANCHES

1. General

Branches of the society will be broken down into territorial areas. The borders of these areas should enclose a single, contiguous area. Branch borders do not necessarily need to follow modern territorial lines; however, in many cases, this may make the delineation of the borders easier.

2. Branch Designations

- A. Empire
- B. Province
- C. Colony

3. Branch Creation

Colony:

To create a “colony,” the smallest branch within the Empire, you will need four paid members to fill the roles of officers (Please see Organizational Chart under Colony). Once you have four paid members, you simply need to name your area and write the Council of Rules or CoR to petition to be an official colony of the Empire. Once approved, the CoR will send you a Colony Creation Packet with ideas and information on how to be a successful colony.

The minimum requirements to maintain a colony are four paid members and monthly branch meetings known as “Senate Meetings.”

Province:

A Province may be created when a colony reaches 50 paid members. The colony will provide the CoR with a petition for elevation. This petition will include a name and suggested geographical area. A list of paid members who will be living within the Province and agreement letters of potential officers willing to take on the duties listed in the Organizational Chart.

The minimum requirements to maintain a Province are 40 paid members total. Of which 7 are officers (as shown in the Organizational Chart), monthly “Senate Meetings”, and they must run 2 events a year.

Empires:

An Empire may be created when a Province reaches 100 paid members. The Province will provide the CoR with a petition for elevation. This petition will include a name and suggested geographical area. A list of paid members who will be living within the Empire and agreement letters of potential officers willing to take on the duties listed in the Organizational Chart.

The minimum requirements to maintain an Empire are 75 paid members in total. Of which 7 officers (as shown in the Organizational Chart), monthly branch meetings, and they must run 2 events a year.

Items of Note:

There are no current borders of the Empire. Currently, the entire world is under the blanket of the Empire. The founders believe that colonies will form where they will. Province will grow from these colonies and the Empire will be divided as population dictates.

ORGANIZATION CHART

The CoS is divided into two divisions: organizational and Social. The Organizational side covers the day-to-day running of the empire, while the Social side focuses on the role-playing aspect of society. Below is a chart showing the positions of both divisions as associated by geographical location.

COUNCIL OF RULES (The Core)

Chairman of the Board
Chief Executive Officer
Chief Financial Officer
Chief Diversity Officer
Secretary
Director of Membership
Director of Recruitment
Director of Titles and Awards
Director of Land Management
Executive Assistant
Executive Assistant

Empire

Organizational

Imperial Court

Royal Court

Social

Emperor

Prince

Duke

Count

Knight

Samaritan

Patron

Squire

Prodigy

Scholar

Citizen

Province

Organizational

Senators

Quaestor

Imperial Judicator

Notarius

Censor

Social

Senators (need two Senators)

Colony

Organizational

Senator

Quaestor

Judicator

Notarius

Censor

Social

Senator (only need one)

Basic Job descriptions:

Senator – Chief administrator. Runs monthly meetings.

Quaestor – Chief administrator of all Funds.

Judicator – Chief administrator of all marshall activities

Notarius – Chief administrator of all paperwork, including devices and meeting notes.

Censor – Handles administration of population. To include membership and recruitment

EMPERORS

The term Emperor will be used to describe the position obtained by winning a crown tournament. As any name from the approved list can be used, we are using this term as a gender-neutral placeholder for explanation purposes only.

1. Selection

Selection of Royalty will be through official tournaments of individual combat. Reigns will last 3 months (until the next Royal is crowned). Every 3 months a Crown Tournament will be held. Currently, 4 forms of combat will be recognized. For ease of explanation, these will be referred to as Foam, Steel, Rattan, and Rapier. The format of these tournaments will randomly rotate. However, no style will be chosen twice in a row, and no style will be picked twice in one year. The title of Emperor (or corresponding title as chosen from the list of approved titles.) will be given to the victor. (It should further be noted that the titles within the CoS are non-gender specific and can be used by ANYONE who earns the title). The victorious competitor may reign individually or may choose a consort to rule with them.

2. Qualifications and Duties

Crown competitors must be members to enter the tournament. Further, competitors must meet the following criteria to enter the tournament:

Must be an active participant within the society. A minimum list of activity will be posted by the C.O.R. prior to the tournament.

Must agree prior to entering the tourney to attend their Coronation and Crowning of a successor.

Must agree prior to entering the tourney that they will fulfill the duties of the position should they be victorious.

Must agree prior to entering the tourney that should they be victorious to have fealty to the Empire only.

The duties of the Emperor are to uphold the image and laws of the society as dictated by this document and announced by the C.O.R.

The Emperor and consort must act in a chivalrous manner and try to be an example for all to follow. (This is not to say an Emperor could not play the part of a tyrant for dramatic or humorous purposes, it simply means that no real tyranny will be tolerated.)

Emperors and/or consorts will give appropriate recognition to those worthy of such honor.

Emperors and/or consorts will encourage fun and promote an environment that promotes enjoyable social interaction.

3. Privileges

The Emperor and/or his consort may receive gifts from the members of the Empire. Gifts made specifically for the use by the Emperor and/or his consort may be kept in their possession. Gifts made specifically for the Empire or the successors of the Emperor will be turned over to the Royal Court.

The Emperor may delegate authority in delivering awards to local and territorial leaders or those they see fit to bestow such an award.

The Emperor must also approve all elevations of the orders. The Emperor may deny any suggestion of elevation from the orders for any reason. The Emperor does not have the authority to elevate someone without the suggestion of the order.

4. Emperor

The Emperor's primary function is to approve and disseminate awards.

The Emperor may create any “recognitions” they wish during their reign. These recognitions are considered non-permanent and will end at the conclusion of their reign. (Permanent awards may be suggested by the Emperor but must be approved by the C.O.R.)

The Emperor may remove or replace anyone from his Royal Court.

The Emperor may remove or ban any member of the populace from his presence. (This does not remove them from the event, only from their local presence. E.g. Not allowed in court, Not allowed in the same encampments. Must remain 30 feet from their presence. See Local Royal Banishment)

The Emperor should, prior to giving awards, research and take council on awards given by the appropriate sources within the Empire. However, it is ultimately up to the Emperor for approval of all awards. (With the exception of elevations to the orders, which must be approved by the orders).

Emperors can not hold any other offices while serving as Emperors and can not enter any official tourneys with the exception of the next Crown Tourney in a different form.

IMPERIAL COURT

Imperial Court is chosen by the C.O.R. to run the day to day operations of the Empire.

The positions of the Imperial Court are as follows:

Imperial Magistrate – Chief Administrator

Imperial Quaestor – Chief administrator of all Funds.

Imperial Notarius – Chief administrator of all paperwork, including devices and meeting notes.

Imperial Judicator – Chief administrator of all marshall activities

Imperial Augur – Liaison for Royal Courts

Imperial Censor – Handles the administration of population. To include membership and recruitment

ROYAL COURT

Royal Court is chosen by the Emperor and will assist in the running of his reign. Royal Court Positions are as follows:

Domina or Dominus – The chief of the Court

Matrona – Runs the Royal Court

Praetorian Prefect – Runs the Royal Guard

SENATORS

1. The C.O.R. shall appoint Senators.
2. Senators will serve for three years.
3. Senators may hold no other offices during their tenure. (With the exception of becoming Emperor, in which case a suitable replacement must be found after their victory in the tournament.)
4. Uniquely to Senators, they are both Organizational and Social leaders of their area.
5. Upon successful completion of their three-year tenure, Senators will gain the permanent title of Senator and receive the ability to wear the accolades associated with it.

ORDERS OF THE EMPIRE

Peerages are broken into three categories. Art, Service, and Marshall Activities and confer the following titles:

Art Peerage – known as Patrons and have the honorific of Doctore.

Service Peerage – known as Samaritans and have the honorific of Maestro

Marshall Peerage – known as Knights and have the honorific of Sir

There are two types of peerages in the Empire. Standard peerages and Imperial peerages.

I. Standard Peerages – A standard peerage is obtained in one of two ways.

A. Transfers

1. Any paid member coming from a different society (that has been approved by The Core) may use their equivalent titles within the empire.

B. Points of Mastery

2. Any paid member who has met the qualification set by The Core may petition for a Points of Mastery Standard Peerage.
 - a. Must show Mastery of their art by achieving appropriate point total (See Orders: Samaritan, Patron, Knight).
 - b. Must have the appearance of a peer (Not Mastery, but above the level of a novice).
 - c. Name and device are registered at Level 2.
 - d. Appropriate time in service to the Empire must be met. (5 years)

II. Imperial Peerages –

A. Imperial peerages are obtained as follows:

1. A paid member meets all the criteria for a Points of Mastery Standard Peerage. The member's name will then be submitted to the current members of the order they are being considered for.
2. At an official order meeting, the candidate will be reviewed to make sure they meet all of the Standard Peerage point qualifications. If the member meets the qualifications, they will then be evaluated on the following items:
 - a. Service to the Empire
 - b. Appearance and Conduct within the Empire
 - c. Elite level of Art/Service

i. It will be noted here that Elite level does not mean they are the best or win every tournament. It means they are considered to have elite knowledge in their field by most.

d. Time in their area of expertise (5 years)

3. The Emperor or any paid member who is in a peerage order may ask for an exemplary candidate to be evaluated even if they do not meet the all the criteria listed above. However, the order may grant only one variance for either points or time in service. All other elements must be met, and the order can only overlook one, not both.

Approved candidate's names will then be given to the Emperor. The Emperor (and/or his consort) is the only person who can elevate a candidate. If the Emperor chooses not to elevate a candidate, their name will be given to the next Emperor for elevation consideration. If four emperors deny this candidate for elevation, the candidate will be returned to the peerage for further review.

I. Imperial Knights

A. Imperial Knights are given the Title Sir (or equivalent from approved list). They are allowed to wear the reserved item of a white belt and a cord of honor.

B. To become an Imperial Knight the candidate must be voted upon by the current members of the order and be approved by a 2/3 majority.

C. The following items shall be considered for elevation to Imperial Knighthood:

1. Should be considered elite with their knowledge at their martial skill
2. Should be a good example both ON AND OFF the field.
3. Should display loyalty to the Empire and uphold the laws of the Empire.
4. Should make efforts to teach and share knowledge of their martial skill.
5. Should be involved in the local area
6. Should provide service to the Empire
7. Should have insignia and name registered at level 2
8. Should be an example in appearance in both garb and armor
9. Should be considered a good ambassador for the Empire.
10. Must agree to act as a judicator in official tournaments.

D. Once Knighted

1. Must be a paid member (unpaid members may continue to use the title of Knight but lose the ability to vote and attend meetings).

2. Should continue to do all things listed above
3. Should set the example for all future Knights
4. As you will automatically become a Judicator in your martial form, you must agree to correct dangerous or volatile situations when they are done in your presence.

II. Knights

A. If you are a Knight (or Knight level) in a different society (on the approved list), the CoS will recognize your title and you will be allowed to wear the reserved item for this rank of a white belt.

1. Submit a request to have your title recognized by the CoR, and upon approval from the Emperor, your elevation will be read in court.

B. You may also obtain Knighthood by meeting the point standard for our society. Meeting the point total will demonstrate mastery of your art and you will be elevated.

1. Submit a request to have your title recognized by the CoR, and upon approval from the Emperor, your elevation will be read in court.

III. Imperial Samaritans

A. Imperial Samaritans are given the Title Maestro (or equivalent from approved list). They are allowed to wear the reserved item of a white hat and a cord of honor.

B. To become an Imperial Samaritan the candidate must be voted upon by the current members of the order and be approved by a 2/3 majority.

C. The following items shall be considered for elevation to Imperial Samaritan:

1. Should be considered elite with volume and performance of volunteer work for the Empire
2. Should be a good example for all members of the Empire.
3. Should display loyalty to the Empire and uphold the laws of the Empire.
4. Should make efforts to teach and share knowledge of their skills.
5. Should be involved in the local area.
6. Should provide service to the Empire.
7. Should have Insignia and name registered at level 2.
8. Should be an example in appearance.
9. Should be considered a good ambassador for the Empire.

10. Must agree to continue to volunteer at at least one event a year

D. Once Elevated

1. Must be a paid member (unpaid members may continue to use the title of Samaritan but lose the ability to vote and attend meetings).
2. Should continue to do all things listed above
3. Should set the example for all future Samaritans

IV. Samaritans

A. If you are a Samaritan (or Samaritan level) in a different society (on the approved list), the CoS will recognize your title and you will be allowed to wear the reserved item for this rank of a white hat.

1. Submit a request to have your title recognized by the CoR, and upon approval from the Emperor, your elevation will be read in court.

B. You may also obtain the status of Samaritan by meeting the point standard for our society. Meeting the point total will demonstrate your elite level of service and you will be elevated.

1. Submit a request to have your title recognized by the CoR, and upon approval from the Emperor, your elevation will be read in court.

V. Imperial Patrons

A. Imperial Patrons are given the Title Doctore (or equivalent from approved list). They are allowed to wear the reserved item of a white collar or cloak and a cord of honor.

B. To become an Imperial Patron the candidate must be voted upon by the current members of the order and be approved by a 2/3 majority.

C. The following items shall be considered for elevation to Imperial Patron:

1. Should be considered elite in their art form.
2. Should be a good example for all members of the Empire.
3. Should display loyalty to the Empire and uphold the laws of the Empire.
4. Should make efforts to teach and share knowledge of their art.
5. Should be involved in the local area.
6. Should provide service to the Empire.

7. Should have Insignia and name registered at level 2.
8. Should be an example in appearance.
9. Should be considered a good ambassador for the Empire.
10. Must agree to teach about their art at least once per year

D. Once Elevated

1. Must be a paid member (unpaid members may continue to use the title of Patron but lose the ability to vote and attend meetings).
2. Should continue to do all things listed above
3. Should set the example for all future Patrons

VI. Patrons

A. If you are a Patron (or Patron level) in a different society (on the approved list), the CoS will recognize your title and you will be allowed to wear the reserved item for this rank of a white collar or cloak.

1. Submit a request to have your title recognized by the CoR, and upon approval from the Emperor, your elevation will be read in court.

B. You may also obtain the status of Patron by meeting the point standard for our society. Meeting the point total will demonstrate your mastery of your art and you will be elevated.

1. Submit a request to have your title recognized by the CoR, and upon approval from the Emperor, your elevation will be read in court.

INSIGNIA

BANNED INSIGNIA

The CoS wishes to allow as much freedom as possible when using any form of Insignia. However, as any historian will tell you, true history will make you uncomfortable. If we were to remove all cultures that ever did harm to other humans, we would have no history to recreate.

There is a significant difference between someone who has an interest in a historical era versus someone who supports an ideology from a specific era. As an example, Civil War reenactors have people who play Southern soldiers. It is understood that these reenactors do not actually support slavery or racist ideology. The Cos believes our members can understand this distinction.

Still, care must be taken, and common sense must be used. Some discomfort will be tolerated as this is unavoidable. Insignia that goes beyond discomfort will be decided on a case-by-case basis as complaints are received. We hope all our members will take consideration for others into account when creating their Insignia, and should they receive complaints, change it before it becomes an issue.

Although we understand history may make some people uncomfortable, there are some symbols with unmistakable meanings of hate. Insignia, when used to represent the Ku Klux Klan, the Nazi Party, white supremacists, or any other organizations that embody hate, is not allowed. It must be noted here that these symbols can and do change. We would ask all our members that if a complaint is made against your Insignia, you respect the complaint, remove your Insignia from view, and elevate the issue to a higher level until it can be resolved.

RESTRICTED INSIGNIA

Insignia should not be used if it gives the user a representation of royalty or rank when such honors have not been bestowed. As an example, the Tudor Rose, Chinese Imperial Dragon, or Crowned Thistle.

RESERVED INSIGNIA

White belts, collars, cloaks, baldrics and hats

Cords of honor

Leaves

RESERVED ITEMS/CHARGES

Crowns or coronets

White belts are reserved for Knights

White hats are reserved for Samaritans

White collars are reserved for Patrons

Cords of honor are reserved for Imperial peerages

Laurel crown is reserved for the Emperor

All head wreaths of leaves are reserved in order to cause no conflict with below listed:

Laural leaves are reserved for anyone above the level of Citizen

Strawberry leaves reserved for Dukes

Oak leaves reserved for Counts

Ivy leaves reserved for Senators

Circlets are reserved for Citizens

Olive Wreaths are reserved for winners of the Corona Muralis

Any symbol that would incorrectly represent royalty or peerages is also reserved.

Award items listed below may still be used but every effort should be made to differentiate from the award.

LEVELS OF INSIGNIA

We ask all of our members to attempt to make Insignia that is within our time period for their design. Insignia that is not offensive and has made some attempt to be historically accurate is acceptable to be displayed.

Level 1 Insignia

Any Insignia that is not offensive or blatantly modern and has made an effort to appear period is considered a level 1 Insignia. No submission is necessary.

Level 2 Insignia

To hold office and receive awards (with the exception of those noted in the awards section), you must have level 2 Insignia.

Level 2 Insignia must meet the following minimum standards:

Must be arranged in a period style

Should not be overly complex

Should be unique

Must not be offensive

Must not imply rank or title that has not been awarded

Level 3 Insignia

TBD

AWARDS

Unadorned Chains – Although not technically an award, unadorned chains represent fidelity to the Emperor. Anyone may present or wear an unadorned chain. People may remove or wear these as they see fit, depending on who the emperor is.

Imperial Awards – Honor cords to show imperial status

Imperial Senator – coronet with ivy leaves

Recognition of Civis (ROC) – The mark of citizenship may wear a circlet

Cor Imperium – The “Heart of the Empire” given out once per reign the Emperor's Consort for service to the Empire

Corona Muralis – For outstanding performance on a battlefield given out once per reign by the Emperor. (Olive Wreath)

The below listed are awards that distinguish members of the society who have obtained status toward peerages.

Marshall Awards:

1st level – Award of Inscription for Fighting

2nd level – Award of Dedication for Fighting

3rd level – Entrance to the Great Hall of Fighter

Service Awards:

1st level – Award of Inscription for Service

2nd level – Award of Dedication for Service

3rd level – Entrance to the Great Hall of Service

Art Awards:

1st level - Award of Inscription for Art

2nd level – Award of Dedication for Art

3rd level – Entrance to the Great Hall of Artists

MARTIAL ACTIVITIES

The waiver MUST be signed before participating in any Martial Activities. Martial Activities are currently broken down into 4 categories: Steel, Rattan, Rapier, and foam.

Judicators must be authorized for their activity. Knights are considered authorized in their Marshall form or forms. The chief judicator has the final say at any event. The Imperial judicator has the final say on all Martial Activities and can only be overruled by the C.O.R

All tournaments will fall into one of two categories: Official and unofficial. Unofficial tournaments make up the majority of tournament styles.

UNOFFICIAL TOURNAMENTS

The majority of tournaments will fall under this category. All blows are acknowledged by the receiver. Deaths and wounds will conform to the weapon style they are fighting.

If both opponents agree, matches do not need an adjudicator to begin a match. They do however need at least ONE person not currently fighting to watch for safety purposes.

In the case of a dispute, if a judicator is present, the judicator may be asked what they believe transpired. The judicator will give his opinion but the blow must still be acknowledged by the receiver. The only exception to this is if an opponent takes an egregious number of blows and will not accept them. If this occurs, the judicator should intervene in a match. If this happens, the judicator's word will be final. If this occurs, a report must be made regarding the fight.

If there is no judicator and both combatants agree to fight, and a dispute arises that is not resolved by the combatants, both opponents will take a loss in that round.

Official tournaments will have 2 judicators for early rounds and 4 judicators for semi-finals to finals.

The Judicators will hold two flags of different colors (flags, card, or anything to designate the opponents). Upon seeing a good blow landed the judicator will hold up the flag of the person who struck the blow.

In early rounds, If BOTH judicators raise their flag a hold will be called (if the opponent has not already acknowledged the blow). The will confirm with each other and if agree they both saw a good blow land the fight will called for the winner.

In Semi-final round the same rules above will apply except it must be 3 of the 4 judicators.

It should be noted that an opponent always has the option to call a blow good even if the judicators do not see it.

RAPIER RULES

I. Conduct in Tourney

- A. Everyone will maintain a level head, calm demeanor, and talk out their issues.
- B. Upon the call of “Hold” all fighting in the vicinity of the call is to cease. Fencers will lower their weapons and step away from each other.
- C. Commands of the judicators in charge of the field are to be followed at all times.

II. Proper Use of Offensive and Defensive Weapons/Parrying Devices

A. Valid strikes are delivered by thrust or draw cut

- 1. Thrusts must be delivered with positive pressure, meaning a slight bend in the blade
- 2. Push cuts are considered invalid, as they are deemed unrealistic in a martial context
- 3. Draw cuts are allowed, provided they are delivered with 6” of draw.
 - a. By themselves, draw cuts are equally unrealistic as a push cut in a martial context but the draw cut allows the closest simulation of an actual cut delivered with intent by the elbow and wrist without breaking our friends or requiring additional armor.
 - b. Rapid circular motions can still be utilized but the resultant cut must adhere to the 6” of draw rule and not land as a percussive chop.

B. Parrying devices can be utilized to both move an opposing weapon and also as an offensive weapons to the opponent.

- 1. Devices such as bucklers and batons can be utilized in strikes to the head as blunt strike, touch contacts only. This means no full force contact. A fencer may reach out and if they make a clean, touch contact (no interference from the opponent) to any part of the mask of the opponent the strike shall be deemed as good.
- 2. A gloved, open hand may be used as a parrying device.
 - a. An open hand may also be used to “parry” against another fencer’s appendage such as the hand or arm, or push an opponent away via the torso, but may not grapple.
 - b. An open hand or closed fist may not be used to strike another fencer.

III. Acknowledging Strikes

A. The CoS is a positive pressure organization, which means all thrusts must be delivered such that had the weapon been real the tip of the rapier would have penetrated the body 1-3 inches.

B. All thrusts and cuts are upon the honor of the fencer who received the blow.

1. In the case of dispute, and if both fencers agree, the judicator be asked what they believe transpired. In this case the judgement of the judicator is final.

2. In the case of dispute, and no resolution can be reached by the fencers involved, or if the judicator had insufficient vantage point (didn't see it) then the fencers will reset and begin again.

C. A double strike/kill occurs when two fencers deliver a valid blow within one tempo of each other (note this is not the same as simultaneous).

1. Thrusts delivered to the head of the adversary before an attack from that adversary is delivered in return negates the attack of that adversary (i.e. nullifies double kill).

a. This rule does not apply to cuts

2. Thrusts delivered to the weapon arm of the adversary before an attack from that adversary is delivered negates the attack of that adversary.

a. This rule does not apply to cuts

D. Any blow received to the head, neck, torso, or upper inner thigh shall be considered debilitating and end the fight.

E. Valid blows to the arm:

1. Thrust/cuts delivered to the forearm/hand shall render the arm incapable of holding anything in the hand, but the empty hand may still be used to parry. A second blow delivered to the forearm/hand renders the arm incapacitated.

1. Thrust/cuts delivered at or above the elbow shall render the whole of the arm incapacitated (unable to hold an item or be used to defend).

F. Targetable areas of the arm:

1. Begins at the knuckles across the back of the hand (this excludes the fingers) and continues up to where the shoulder connects to the torso.

2. If the wounded arm is the fencer's weapon arm they may opt to switch their rapier to the opposite hand and continue the duel.

G. Valid blows delivered at or above the ankle shall render the whole of the leg incapacitated. Two blows delivered to the foot shall render the whole of the leg incapacitated.

1. Targetable areas of the leg begin at the joints across the top of the foot (this excludes the toes) and end where the leg connects to the torso.

2. Once a leg has been wounded the fencer has three options:

- a. Yield

- b. Sit down and continue the duel

- c. Remain standing and post the leg without putting weight upon it

- d. Point the toes of the wounded leg straight down into the ground and continue to move as best they are able to finish the duel.

3. Note: this means if the footwear was removed from the injured leg you would see the tips of the toes touching earth and nothing else.

IV. Rapiers and Daggers

A. Olympic foil/saber/epee weapon blades are not allowed.

B. The only legal blades are from the list of approved vendors.

C. Any new vendor (not previously established or known by the C.O.R.) who wishes to be placed on that list must submit a blade of their own make for testing (i.e. destruction) by the board or delegated member.

D. Blades must be made of steel and capable of 2" flex upon application of moderate pressure from the hand when pressed against a solid object (i.e. hold sword point against a target and demonstrate observable 2" flex in the blade with one hand).

E. Rapiers must be no longer than 56" from the end of the pommel to the tip of the blade.

1. Rapiers can be wielded one or two-handed.

2. Blade tips must be rounded and capped with a rubber/leather/plastic blunt.

F. Daggers must be made of steel and capable of 2" flex upon application of moderate pressure from the hand when pressed against a solid object.

1. The only legal blades are from the list of approved vendors.

2. Blade tips must be rounded and capped with a rubber/leather/plastic blunt.

3. Dagger blades must be 20" or less.

G. Any weapon blade that develops an S-curve must be capable of re-bending by hand (no tools) into proper shape or set aside.

H. Any weapon blade with nicks, burrs or gouges in the edge must be filed smooth before use on the tournament field.

I. Any rapier guard with quillions must be blunt at the tips of the quillions

V. Bucklers

A. Bucklers must be made of materials resistant to splintering and cracking and possess no sharpened edges or points.

B. Metal bucklers must have rolled edges or leather edge covering.

C. Bucklers must be smaller than 24" in diameter for tournament use.

1. Can be any size for melee.

VI. Armor Standards

A. Mandatory items include mask, gorget, and groin protection.

B. Beyond the minimum requirements, it is the responsibility of the rapier combatants to armor up to the level they are comfortable and see to their protection.

1. Armor worn as protection is not proof against shots; valid blows to armored areas will still be counted as if the body part struck were unarmored.

C. Masks must fit snugly and not allow the face beyond the tip of the nose to touch the mesh when pressed from the front.

2. Back of the head protection is required for masks. This may be something as simple as a cloth.

3. The front and sides of the mask must be covered in mesh and have no holes large enough to allow a rapier tip to pass through.

D. Genitalia must be covered by groin protection in the form of a cup, period cod piece or other rigid protection. The final say on what protection you wear on your genitalia will be yours! A simple acknowledgment that you have it will be sufficient.

FOAM FIGHTING RULES

I. Conduct in Tourney

- A. Everyone will maintain a level head, calm demeanor, and talk out their issues.
- B. Upon the call of “Hold” all fighting in the vicinity of the call is to cease. Fencers will lower their weapons and step away from each other.
- C. Commands of the judicators in charge of the field are to be followed at all times.

II. Tourney Combat

A. Legal Target Areas

1. Body

- a. Base of the neck, shoulders to the shoulder/arm joint, above the hip/leg socket, groin
- b. although the groin is a legal target area it should never be targeted.

2. Arms

- a. 2” above the wrists to the shoulder/arm joint

3. Legs

- a. From the hip/leg socket down to 2” above the foot

4. Head

- a. From the base of the neck to the top of the head.
- b. Although this is a legal area, it should never be targeted.

B. Death and wounds

- 1. A strike to the body or head is considered a kill.
- 2. Any two wounds, is considered a kill.
- 3. Armor adds one point of protection (Armor must cover at least 50% of the area)
- 3. A blow from a one handed weapon is worth one point.
- 5. A blow from a two handed weapon is worth two point (rendering armor ineffective)
- 6. When you are dead, announce it immediately and clearly. A player who does not indicate their death promptly will likely be struck again.

7. Wounds are inflicted when striking a legal target that is not the head or body.
 - a. If an arm is struck you lose the use of that arm
 - b. If a leg is struck you lose the use of that leg
8. There are two types of strikes from a bladed weapon that count as inflicting a blow
 - a. A slash that must be percussive enough to hear an audible pop and stop or deflect off the target.
 - b. A stab that must strike the opponent with the tip and stop or deflect off the opponent.

III. Combat Contact

A. Types of contact allowed.

1. Weapon to Weapon contact is allowed
2. Weapon to body contact is allowed on striking areas.
3. Body to Weapon contact: Weapons may be pushed, swept and otherwise manipulated with your body so long as the Weapon is not trapped or grabbed.
4. Weapon to Shield contact is allowed.
5. Shield to Weapon contact: Shields may be used to deflect, move or pin an opponent's Weapon
6. Shield to Shield contact: Shields may be used to deflect, turn, or pin an opponent's Shield. Bashing a shield is prohibited.

B. Types of contact not allowed.

1. Intentional body to body contact.
2. Active Shield to body contact is prohibited; passively using a Shield to prevent an opponent's forward movement is acceptable and does not count as body to Shield contact on the part of the recipient.
3. Forcing a player's Weapons against them with your body or Shield is prohibited.

IV. General Combat Notes

- A. Items that block a shot that would have struck a legal area should still be counted.

B. If a person is wounded in an arm throwing a shot, or killed, shots they threw into motion before being struck still count as a hit, if they land within a half second of being struck.

C. A player may hold more than one weapon in a single hand, but may not wield more than one weapon in a single hand at the same time.

1. It must be visually clear at all times which weapons are wielded and which weapons are only held. If this is not the case, all of the player's weapons are considered unwielded.

D. Communicate early and often with your opponents. If you made a close block or feel your opponent's shot was invalid, communicate it immediately.

1. Any shot that you feel is questionable is good. Only shots which are clearly invalid should be treated as such. If you have to think about it, take it.

V. Weapons

A. The only legal weapons are from the list of approved vendors.

1. Any new vendor (not previously established or known by the C.O.R.) who wishes to be placed on that list must submit a blade of their own make for testing (i.e. destruction) by the board or delegated member.

B. Definitions

1. Striking surface: Padded surface of a weapon designed to make contact with a combatant during combat. Only the striking surface of a weapon may score a hit.

2. Non-striking surface: Any padded surface of the weapon that is not a striking surface.

3. Handle: Non-padded portion of the weapon designed as a handhold.

4. Pommel: Non-striking surface that covers the end of the handle.

5. Crossguard: Non-striking surface that separates the striking surface from the handle and is perpendicular to the striking section of the weapon.

6. Hilt: The combination of the handle, pommel, and crossguard.

7. Core: The center of the weapon used to provide rigidity and flexibility to the striking and non-striking surfaces attached to it.

B. Prohibited Weapons

1. Entangling weapons

2. To include flail, nunchaku and weapons with linking chain, rope or other linking type material that could bind on an appendage.

3. Double ended weapons

- a. This will include weapons of a fantasy nature, such as double ended daggers
- b. This will include pommel spiked weapons
- c. It will be noted here that weapons with a historical background that have double ends may be used with approval from the Chief Judicator.

4. Punch Weapons

5. No projectile weapons on a tourney field

6. Any weapons that may appear to be dangerous can be questioned by anyone and checked by the Chief Judicator. The Chief Judicator's decision will be final.

C. Padding requirements

1. Weapons should be smooth and have no hanging or rough edges.
2. Padding on the striking surface must have sufficient cushioning to prevent the core from being felt during a full-force hit
2. Padding on the striking surface must have sufficient cushioning to prevent excessive stinging or bruising during a full-force swing.

VI. Shields

A. Shields must be padded in such a way as to not cause injury to combatants or their weapons.

B. Shields must be reasonably rigid

RATTAN FIGHTING RULES

Safety

All fighters are responsible for their own and their opponent's safety. Prior to combat each fighter will inspect their own armor and weapons as well as their opponent's armor and weapons.

It is the responsibility of the fighter to insure his equipment is in satisfactory condition and that his or her equipment meets all Society requirements.

For safety, the word "hold" is used to stop all fighters.

If anyone yells "hold" all fighters should stop moving. If at any point an issue of safety arises anyone may call "hold" and stop a fight.

Although the responsibility for safety is with each fighter, ALL FIGHTS must have at least one person watching who can call hold if needed.

Fighters will not deliberately strike the groin, neck or joints.

Deliberately striking an opponent's head, limbs, or body with a shield is forbidden

Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited.

Contact between combatants' bodies, shields, and weapons is allowed but it must be controlled contact. There should be minimal impact.

Intentionally striking an opponent outside the legal target areas is forbidden.

It is the responsibility of all Judicators in rattan combat to step in and correct any potentially dangerous or loss of control situations when witnessed.

Striking a downed opponent is forbidden

A fighter shall not deliberately strike a helpless opponent.

Behavior on the Field

All fighters must obey the commands of Judicators on the field or shall be removed from the field and subject to disciplinary action.

Disagreements with the Judicators on the field shall be resolved by taking the matter to the next highest ranking person on site.

Each fighter shall maintain control over his or her temper at all times.

Target Areas

1. Torso: All of the body above the points of the hips, excluding the head and arms and including the groin, shoulder blades, and the area between the neck and

shoulders.

2. Face: the area between the chin and the middle of the forehead and between the ear openings.

3. Head: The whole head and neck except the face as defined above.

4. Thighs: The leg from 5cm above the top of the knee to a line even with the bottom of the hip socket.

5. Hips

6. Shoulder: From the point of the shoulder down to a line, even with the top of the underarm.

7. Arms: From the shoulder to one inch 5cm above the wrist.

8. Blows that land outside the legal target areas shall not be counted unless an illegal target area has been intentionally placed in the path of an impending blow

The Use of Weapons and Shields

Weapons shall be used in accordance with their design. For example, spears may only be used for thrusting, axes for striking along the edge of the blade, etc.

Only weapons approved for thrusting may be used for that purpose.

Before any bout, weapons should be declared and explained.

The blade of an opponent's weapon may not be trapped in contact with the fighter's body as a means of preventing the opponent's use of the weapon. An avenue of release must be allowed.

The striking surface of a weapon in motion may not be grasped or blocked by the hands or limbs as a means of impeding a blow.

1. If a combatant intentionally places an illegal target area (e.g., an empty hand and or lower leg, including the knee and foot) in the path of a blow, the combatant forfeits that attached limb as if it had been struck in a legal target area.

A shield or weapon may be used to displace, deflect, or immobilize an opponent's shield or weapon, so long as such use does not endanger the safety of the combatants. A shield or haft may be safely placed against the opponent's body to restrict his ability to strike or defend.

Acknowledgment of Blows

Effects of blows should be acknowledged by combatants.

In the case of Official Tournaments, Judicators may intervene if a solid, unimpeded blow was struck and not called by a combatant.

When judging the effect of blows, all fighters are presumed to be fully armored.

An effective blow will be defined as a blow that was delivered with effective technique for the particular type of weapon used, properly oriented, and struck with sufficient force.

A blow should have enough force to believe an actual weapon would have caused damage.

Under this standard, an acceptable cutting blow to the face would be lighter than to other portions of the head or body.

Areas deemed illegal to strike shall be considered safe from all attack.

An effective blow to the head, neck, or torso shall be judged fatal or completely disabling, rendering the fighter incapable of further combat.

An effective blow from a mass weapon, which lands on the hip above the hip socket or strikes the shoulder inside the shoulder socket, shall be judged fatal or completely disabling.

An effective blow to the arm above the wrist will disable the arm. The arm shall then be considered useless to the fighter and may not be used for either offense or defense.

An effective blow to the leg above the knee will disable the leg. The fighter must then fight kneeling, sitting, or standing with the injured leg now immobile.

1. If standing, the leg that was hit now becomes the pivot foot. The fighter can not lift that foot. A second blow to either leg when standing is considered a death.
2. If sitting the fighter may rise up, however a second blow to the legs will prevent the fighter from rising up.

If a wounded limb blocks an otherwise acceptable blow, the blow shall be counted as though the limb were not there.

When judging the outcome of a delivered blow, all fighters are expected to take into account the nature of the weapon being used by their opponent and the location of the point of impact of that weapon. A blow that strikes with sufficient force and proper orientation shall be considered effective, regardless of what it hits prior to striking the combatant.

Sometimes a blow that would normally be accepted occurs at almost the same moment as an event that would cause the fight to be stopped (a “HOLD” being called, the killing of the fighter throwing the blow, etc.). If the blow was begun before the occurrence of the event that would cause the bout to be halted, and if of sufficient force, it shall be deemed a legal blow and acceptable. If the blow was begun after the occurrence of the event that would cause the bout to be halted, it shall be deemed not legal and need not be accepted.

A dropped weapon at the moment of impact shall not be counted.

Armor Requirements

Armored Participants

All authorized combatants shall attempt to disguise modern logos and sport gear. Special attention should be paid to appearance and the atmosphere of the event should be maintained.

Helms

Helms shall be constructed from steel which has a thickness of no less than

1.6 mm, or of equivalent material. Alternative materials, such as stainless steel, brass, bronze, or like materials, are permissible as long as the material is structurally equivalent to 1.6 mm steel. The mass of the helm is an important part of the protection. As such, no titanium, fiberglass, aluminum, or other ultra-light materials may be used unless they meet the equivalent mass, strength, and weight of steel which has a thickness of no less than 1.6 mm. If a spun-metal top is to be used in the construction of the helm, it shall be a minimum of 1.905 mm steel. The process of spinning the top thins the metal, thereby requiring a heavier gauge.

All joints or seams shall be constructed in one or a combination of the following ways, with all welds sound and rivets secure. Welded on the inside and outside.

Helms will be riveted in their primary construction with steel or stainless steel rivets 3.2cm or greater in diameter and no more than 3.8cm apart, steel, stainless steel, or brass rivets 4.7cm or greater diameter and no more than 6.3cm apart or with equivalent riveting techniques. Screw- and pop-type rivets, along with other lightweight rivets, are not to be used.

Face guards shall prevent a 2.5cm diameter dowel from entering into any of the face guard openings.

The face guard shall extend at least 2.5cm below the bottom of the chin and jawline when the head is held erect.

Bars used in the face guard shall be steel of not less than .1875, that is, 4.8 cm in diameter or equivalent. If the span between crossbars is less than 5cm, 3.1cm diameter bars may be used.

All movable visors shall be attached and secured in such a way that there is minimal chance that they will become detached or come open in normal combat use.

There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.

All parts of the helm that might cause injurious contact with the wearer's head shall be padded with a minimum of 1.2cm of closed-cell foam or equivalent padding, or shall be suspended in such a way as to prevent contact with the wearer during combat. Similarly, parts of the inside of the helm that might come in contact with the wearer's neck or body should be padded.

All helms shall be equipped with a chin strap or equivalent means to prevent the helm from being dislodged or metal contacting the wearer's face during combat. A "snug fit" is NOT an equivalent.

Eye Wear

The lenses of all eyewear shall be constructed of shatterproof industrial safety glass or plastic. Ordinary glass lenses are prohibited. The wearing of contact lenses or "sports glasses" is strongly recommended.

Neck Armor

The neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be covered by one or a combination of the following and must stay covered during typical combat situations, including turning the head, lifting the chin, etc.:

1. The helm
2. A gorget of rigid material
3. A mail or heavy leather camail or aventail that hangs or drapes to absorb the force of a blow. If the camail or aventail lays in contact with the larynx, cervical vertebrae, or first thoracic vertebra, that section must be padded with a minimum of .6cm of closed-cell foam or equivalent
4. A collar of heavy leather lined with a minimum of .6cm of close cell foam or equivalent

Body, Shoulder, and Groin Armor

The kidney area and the floating ribs shall be covered with a minimum of heavy leather. More coverage is strongly suggested.

Testicles must be protected to the equivalent of a modern athletic cup.

Hand and Wrist Armor:

The outer surfaces of the hands, to one inch above the wrist and including the thumb, must be covered by one or a combination of the following:

1. A rigid basket or cup hilt with enough bars or plates to prevent a blow from striking the fingers or the back of the hand.
2. A gauntlet of rigid material either lined with .6cm of closed-cell foam or equivalent or designed to transfer potentially injurious impact to the surfaces being grasped.
3. A gauntlet of heavy leather lined with 1.2cm) of closed-cell foam or heavy padding. Street hockey gloves are NOT equivalent, as the padding is lighter than a regular ice hockey glove. Street hockey gloves and similarly padded gloves will be treated only as padding.
4. A shield with a shield basket or equivalent. It is highly recommended to provide more protection to the hand than just the shield as the inside of the hand may still be hit.

Arm Armor

The elbow point and bones at either side of the elbow joint must be covered by a rigid material underlain by at least .6cm of closed-cell foam or equivalent padding. This armor shall be attached in such a way that the elbow remains covered during combat.

Leg Armor

The kneecap, including the area 2.5cm above and below it, and both sides of the knee joints, must be covered by rigid material, lined by at least .6cm of closed-cell foam or an equivalent padding. This armor shall be attached in such a way that the knee remains covered during combat.

Combatants should wear footwear that is closed-toed and provides ankle support.

Shields

Shields will be edged with leather, padding, or other covering or constructed in such a way as to minimize damage to rattan weapons or other fighters.

No bolts, wires, or other objects that could potentially injury any combatant should project from the shield. Shield boss' and smoothed bolts are acceptable.

WEAPONS STANDARDS

General

Weapons should be made from Rattan or rattan equivalent material. No weapon may have a smaller diameter than 3.18cm (1.25 inches). (With the exception of the handle)

With the exception of the hilts, guards and pommels, no metal or nonapproved rigid, granular, or liquid material may be used in the construction of single or two handed weapons, including spears

Primary weapons used single-handed shall have a wrist strap (or equivalent restraint), which will keep the weapon from leaving the immediate area of the user if released during any part of a bout or combat. Restraints are not required on hafted weapons used single-handed, or on single-handed back-up weapons.

Flails are expressly prohibited.

Mechanical devices known as “sliders”, which are used to guide or propel spears, are prohibited.

All weapons shall have all cutting edges and thrusting tips marked in a contrasting color.

The striking surfaces of all weapons, including the tip, shall be wrapped in a manner that allows no rattan splinters to protrude.

All thrusting tips and striking heads must be securely attached to the weapon.

The edges and tips of all striking surfaces shall be rounded.

No part of a weapon shall have sharp edges or protrusions with cross-section of less than 3.18cm in diameter. Guards, pommels, hooks etc., shall be firmly and securely affixed to the weapon haft.

It shall not be possible to force into a legal face guard, any part of weapon which may reasonably be expected to contact an opponent during combat more than (1.27cm). Rattan weapons may have a handle section which is less than 1.25 inches (3.18cm).

Rattan shall not be treated in any way that will substantially reduce its flexibility

No weapon shall exceed 2.73 kg.

No missile weapons intended to simulate firearms, slings, sling-staffs, nor atlatls can be used on the field of armored combat.

No “punch weapons” or thrusting weapons that have the blade or tip more perpendicular than parallel to the grip. No shovel handles on any thrusting weapon.

No weapon may have a cutting and/or smashing surface at both ends.

When thrusting tips are used on single-handed weapons, they shall have at least the same diameter as the shaft of the weapon they are mounted on and have at least .5 inch (12.7mm) of resilient foam in front of the rigid tip of the weapon.

Weapons must not be excessively flexible.

If the weapon has a head, it shall not be constructed of solely rigid materials. The head shall be firmly and securely attached to the haft. The head shall allow at least 1.27cm of progressive give between the striking surface and the weapon haft.

Semi-rigid ultra-lightweight shaped foam heads and laminated or split rattan construction techniques do not require .5 inch (12.7 mm) of progressive give, so long as their construction imparts striking characteristics similar to an unpadded weapon constructed of a single piece of rattan.

Thrusting tips

When thrusting tips are used on rattan weapons with length less than or equal to 1.829m (6 feet), they shall be at least the same diameter as the shaft of the weapon they are mounted on and have 1.5 inches (38.1 mm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give.

Weapons exceeding 1.829m (6feet) shall not be used for cutting or smashing and shall be used for thrusting only (see spears).

Spears

Spears shall not have a cutting or smashing head.

All spears must have a thrusting tip that is a minimum of 5.08cm in diameter/ cross-section and have 5.08cm of resilient material in front of the end, thereby providing progressively resistant give without allowing contact with the end.

Fiberglass spears shall be constructed with pultruded fiberglass shafts that is no greater than 3.33cm. Minimum manufacturer-specified wall thickness shall be .32cm.

The end of the fiberglass shaft which will have the thrusting tip attached must be covered with a schedule-40 PVC cap or equivalent rigid material (end cap) with an interior diameter the same as the outside diameter of the shaft that will not allow the end of the fiberglass shaft to penetrate the foam of the tip. The thrusting tip will then be attached over this cap.

The butt end of the shaft shall be smooth and free of cracks or frayed fibers. The butt shall be taped over or otherwise sealed.

Spears may not exceed 3.658m (12 feet).

STEEL FIGHTING RULES

The Cos currently uses the Buhurt International rules for steel fighting.

1. Striking zones (legal vs illegal)

1.1 Counted strike (legal strikes)

During the fights of each category, the number of strikes by the blade of the weapon delivered into the legal strike zone of the opponent's body is counted.

- A counted strike is considered a strike if it was clear and deliberate, and the opponent failed to counter it effectively with a defensive action.

1.2 Prohibited Strike Zones (illegal strikes)

The following zones are "illegal strikes" and will not count for your score. Striking into these zones can result in penalties or disqualification.

1.2.1 Back and Front of the Neck

- Strikes to the back and front of the neck are prohibited.

1.2.2 Base of Skull

- The base of the skull is considered a prohibited strike zone, specifically defined as the bottom third of the back of the helmet.

1.2.3 Back of Knee

- Strikes to the back of the knee are prohibited. No pressure is to be placed on the back of the knee.

1.2.4 Groin and Crotch

- Strikes to the groin and crotch are prohibited.

1.2.5 Feet and Ankles

- Strikes to the feet and ankles are prohibited. However, striking the foot is not considered a prohibited strike if the competitor raises their foot while the strike is already occurring.

1.2.6 Unprotected Body Parts

- Any part of the opponent's body that has lost itself protection is

considered a prohibited strike zone.

Duels Rules 2

2. Scoring and rounds

2.1 Scoring

2.1.1 Sword and Shield

Each strike to the legal strike zone of the opponent will score:

- Two (2) points:
 - Head
 - Torso
- One (1) point:
 - Legs
 - Arms
 - Hands

2.1.2 Sword and Buckler

Each strike to the legal strike zone of the opponent will score

- one (1) point.

2.1.3 Polearm

Each strike to the legal strike zone of the opponent will score.

- One (1) point:
 - Excluding hands: Zero (0) points if the blow landed on the hands.
 - Offensive actions with the haft of the polearm do not score.
 - The full length of the cutting edge of the weapon is considered a blade.
 - The grip must be held by two (2) for the strike to be counted as a point.

2.1.4 Longsword

Each strike to the legal strike zone of the opponent will score.

- Two (2) points (Holding the grip with (2) hands).
- Head
- Torso

- One (1) point
- Arms
- Legs
- Hands
- One (1) point (Holding the grip with one (1) hand).
- All legal striking zones

2.2 Round (breakdown)

2.2.1 Sword and buckler:

- A match consists of three (3) rounds of no longer than one (1) minute.
- Each round is continued until one of the competitors has scored five (5) points or the time limit has been reached.
- Max pints per round is five (5) or the total of counted strikes.
- There is no break in between rounds.

Duels Rules 3

2.5.2 Polearm | Longsword | Sword and shield

- A fight consists of two (2) rounds of no longer than one (1) minute.
- Break of thirty (30) seconds between rounds.
- If the match ends in a draw, an extra thirty (30) second round is fought to determine the winner.
- Competitor with the highest score will win the round.

Important!

The organizers can change the length of the round, provided this decision is coordinated with the Head Organization and is registered in the Tournament Regulations.

2.6 Win conditions

The competitor who meets the criteria (2.6.1). Will win the match.

2.6.1 Match win (criteria)

Sword and buckler

- The competitor who wins two (2) rounds first will win the match.

- A competitor is given a technical win (art.2.7)

Longsword | Sword&Shield | Polearm

- Total score from both rounds (the score must have at least 2 point spread)

2.7 Technical Win

“Technical win” is awarded to one (1) of the competitors in the following cases

2.7.1 Withdraw

- Failed to report to the list upon the Head Referee’s call.
- Failed to prepare the equipment within the designated time.
- Withdraws before the match has started.

The competitor who failed to report to the list for the match is penalized by a yellow card. In the case a competitor cannot participate in the competition because of injury or disqualification, their opponent is awarded a technical win.

2.7.2 Injury

- If the opponent cannot continue the match because of an “accidental injury”.
- If the competitor cannot continue the match due to the injury caused by an illegal strike, their opponent receives a penalty of double yellow cards and is banned from further participation in the tournament. The injured competitor is awarded a technical victory. The injured competitor is withdrawn from further matches in this category.

Duels Rules 4

2.7.3 Penalties

- If an opponent gets two (2) Yellow cards (warnings) or Red card (disqualification).

2.7.4 Armor failure

- If the match is impeded due to equipment failure that is impossible to fix within the designated time frame of no more than one (1) minute. Assessment is made by the Knight Marshal (Head Referee).

Points awarded for “technical win”

All categories get 10-0, beside buckler 2-0

Duels Rules 5

3. Authorized Fighting Techniques

These rules aim to define a set of permitted and prohibited actions to ensure the safety of participants while engaging in combat. The guidelines cover striking, grabbing, and various techniques to maintain a fair and controlled environment during the event.

3.1 Permitted Strikes

3.1.2 Buckler strikes are permitted with the flat of the buckler

3.1.3 Polearm: Competitor is allowed to strike with a free hand if provided they have a weapon in the other hand

3.1.4 Strikes are permitted with the blade and the haft of the weapon

3.2 Strike Zones

- Strikes are allowed to any area not mentioned as a prohibited strike zone.

3.3 Parry

- Participants are allowed to parry the opponent's strikes

3.4 Techniques and moves with shields (Buckler,Sword&Shield)

- Pushing the opponent with the shoulder or the flat of the shield.
- Pushing the blade, shield, armed hand or upper body (above the waistline) of the opponent with the flat or the edge of the shield.
- Using the shield to hook or cover the opponent's shield.

3.5 Techniques and moves (Longsword,Polearm)

- Pushing the opponent with the blade or arms.
- Pushing off the opponent's arms with your arms.

3.6 Weapon-Grabbing

- Participants are allowed to grab their own weapon (except the blade) with their hands.
- Grabbing the opponent's weapon (except the blade) with a free hand is permitted.

Duels Rules 6

4. Prohibited Fighting Techniques

These rules aim to ensure the safety, fairness, and adherence to a set of standards.

4.1 Unlisted Techniques

- Any actions not listed in section 3 of the rules are prohibited.

4.2 Thrusting Actions

- Any thrusting actions with a weapon.
- Threats of a thrusting action.

4.3 Offensive Actions at Prohibited Strike Zones

- Any offensive actions aimed at the prohibited strike zones.

4.4 Striking to Grounded or rising competitors

- Striking a grounded or rising competitor.

4.5 Strikes to Disarmed Opponent

- Strikes to an opponent who has lost their weapon.

4.6 Strikes with head

- Strikes to an opponent with your head.

4.7 Strikes with legs

- Strikes with feet, shin, and knees are prohibited.

4.8 Techniques and Moves

- Back heels, wrestling throws, and clinching.

4.9 Punches and elbow strikes

- Buckler: reference: 3.1.2 Buckler
- Polearm: reference: 3.1.3 Polearm

4.10 Strikes with the pommel or cross guard of the sword

- Strikes delivered with the pommel or cross guard of the sword.

4.11 Grappling

- Grappling with hands and arms to the opponent's torso, head, and limbs
- Handholds of the opponent's sword.

4.12 Strikes with the shields

- Strikes delivered with the edge of the shield are prohibited.

Duels Rules 7

5. Authorized Equipment

These rules aim to ensure a high standard of authenticity, safety, and historical accuracy in the equipment and conduct of the participants

5.1 General Requirement

s

5.1.1 Technical and Authentic Compliance

- All equipment must meet Buhurt International technical and authentic requirements.

5.1.2 Competitor Eligibility

- Competitors are not allowed to compete unless they have passed technical and authenticity checks.

5.1.3 Weapon Requirements

- Weapons must meet the Technical Requirement for Permitted Weapons.
- Low-quality, dirty, rusty, or historically implausible weapons are not allowed.

5.1.4 Footwear

- Modern boots or medieval shoes with explicitly modern outsoles are not allowed.

5.1.5 Materials

- Modern adhesive tape, plastic ties, and other visible modern materials are not permitted.
- Textile adhesive tape of neutral colors for kit repair is an exception.

5.1.6 Decorations

- Slogans and imagery on equipment should be historically plausible and not derogatory.
- No modern equipment or decorations are allowed.

5.1.7 Equipment Changes

- Participants are allowed to change elements of equipment (armor or weapon)

during intervals or due to breakage

- Technical Marshal supervision is required for equipment changes.