



REGULATIONS FOR TOURNAMENT IN FULL PLATE HARNESS

Participants are expected to fight in full plate steel armour in 3 categories: Greatsword; Poleaxe; Axe and Rondache.

General Rules

The panel of marshals includes the knight marshal (chief referee), field marshals (referees), secretary and authenticity master or officer. In case of any disagreement the knight marshal has the final decision.

There are no weight categories in this Tournament.

These categories are held on hard lists, from 7 to 40m of length, from 7 to 20m wide.

The height of the side boundaries is from 0.9 to 1.2m.

The fight consists of 1 round with no time limits. The winner is the one who has delivered 10 (or 12) stout blows to the opponent during the round.

Accepted Area is defined as:

All armored locations except for the groin, feet, back of knees and neck area unprotected by helm or obvious gorget.

Stout blow is defined as:

A blow is counted when it was deliberate, clear and was not blocked by the opponent's defensive action with a sword, rondache, poleaxe or axe.

Hands will not count for Points



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Regulations for the Armour and Clothes

Any fighter must have an authentically looking full plate steel armour and if necessary additional riveted chainmail elements for the neck, armpits and groin.

Brigandines are forbidden.

“Closed fists” are forbidden.

Clothes and shoes must also have authentic look.

Regulations for Breaking the Rules

A warning for the following actions:

- striking with crossguard
- a blow to unaccepted zones
- thrusts
- an attempt to take off a helmet
- grabbing parts of the opponent's armour or weapon
- wrestling actions

Additionally a disqualification is judged for any repeated warning action.



GREATSWORD DUEL CATEGORY OF THE TOURNAMENT IN FULL PLATE HARNESS

General Regulations

The “Greatsword” duel category is represented by the fights, where the number of stout (clear) blows delivered with the combat part (the blade) of the weapons in the accepted area of an opponent is taken into account.

Points will be awarded for the following:

1. Stout blows with blade of weapon.
2. For each stout blow to the opponent's accepted area the fighter who has delivered it is awarded one point if both arms were in play during the blow.
3. For each stout blow to the opponent's accepted area the fighter who has delivered it is awarded one point when only one arm is in play during the blow it must strike with sufficient force.
4. For each stout blow to the opponent's accepted area using “Half-sword” technique the fighter who has delivered it is awarded one point.

The blows are counted during the fight. The fighter who lands 10 or 12 points faster becomes a winner of the fight.

If the score of the fight is draw then both fighters are winners.

Regulations for the Swords

Mass from 2700 gr. to 3700 gr.

Full length from 150 cm, blade length from 105 cm, the mass from 2700 gr. to 3700 gr. or any greatsword of original proportioned to reach up to the armpit of the fighter.



POLEAXE DUEL CATEGORY OF THE TOURNAMENT IN FULL PLATE HARNESS

General Regulations

The “Poleaxe” duel category of the tournament in Full Plate Harness is represented by the fights, where the number of stout (clear) blows delivered with the combat part (blade / hammer) of the weapons in the accepted area of an opponent is taken into account.

Points will be awarded for the following:

1. For each stout blow to the opponent's accepted area the fighter who has delivered it is awarded one point if both arms were in play during the blow.
2. For each stout blow to the opponent's accepted area the fighter who has delivered it is awarded one point when only one arm is in play during the blow it must strike with sufficient force.

A blow made with the haft is not counted.

The blows are counted during the fight. The fighter who lands 10 or 12 points faster becomes a winner of the fight.

If the score of the fight is draw then both fighters are winners.

Regulations for the Poleaxes

Mass from 2600 gr. to 3200 gr.

Full length from 180 to 200 cm, or any poleaxe of origin proportions of the written limits except lucern hammers and bec-de-korbins.

Length from the guard rondel to the end of the pike 70.80 cm.

The pike must have a “ball” on its end 35 mm in diameter.

thickness of the pole 30 mm

length of the axe blade 197 mm

length of the “hammer” 86 mm

length of the pike 194 mm

width of the pike at the bottom 8 mm

width of the pike in the end 6 mm

length of the side thorns 30 mm

width of the thorns in the bottom 18 mm

width of the thorn in the end 5 mm

langet length 440 cm

langet width 24 mm

langet thickness 2 mm.



AXE AND RONDACHE DUEL CATEGORY OF THE TOURNAMENT IN FULL PLATE HARNESS

General Regulations

The “Axe and Rondache” duel category is represented by the fights, where the number of stout (clear) blows delivered with the combat part (the blade) of the weapons in the accepted area of an opponent is taken into account.

Points will be awarded for the following:

1. For each stout blow to the opponent's accepted area the fighter who has delivered it is awarded one point.
2. A blow or smash made with the haft is not counted.

The actions with a rondache are the same as HMBIA “the shield and sword” duel category.

The blows are counted during the fight. The fighter who lands 10 or 12 points faster becomes a winner of the fight.

If the score of the fight is draw then both fighters are winners.

Regulations for the Axes and Rondaches

An axe: mass from 1300 gr. to 1600 gr.

Full length from 60 to 75 cm, or any axe of origin proportions of the written limits except lucern hammers and bec-de-korbins of the 15th century.

A rondache: a round flat or lense-shaped shield made of wood or steel from 60 to 67 cm in diameter according to the origin ones of the 15th century. A rondache must be painted in heraldic colours of the knight or his/her team according to the heraldic rules of the 15th century.