

I. Equipment -

A. ARMOR for Division 2 and 3:

Armor is primarily meant to distribute the force of a blow over an area larger than the blow itself, provide cushioning, and in some cases weight to resist the transferred force of the blow.

Helm- Head protection is required. A rigid (defined as a minimum of 16 oz. or 1 / 4” thick leather or equivalent for Division 1-3, as 16 gauge steel for Division 4) helmet which also protects the face. It is to be padded with a minimum of 1 / 2” closed cell foam or equivalent in any part where force may be transferred to the head. Leather and/or other strapping materials are to be used to hold the helm firmly in place by way of a chin strap. Rigid foam is permitted for a low chin brace against a grill which is also braced by the helm. No other part may rest against or by design impact the face in a triangular area from below the eye brows to the chin. No opening may permit a 1” diameter rod to enter the helm and there should be a 1 / 2” clearance inside all openings except at the ear. The cervical vertebrae must either be covered completely by some padded part of the helm or gorget (see Neck below). It is not acceptable to have the upper neck and chin exposed between the helm and the gorget, so ensure this is addressed were it occurs. It may be compensated for by hanging a piece called camail from the helm, which might be a semi-rigid (defined as a minimum of 8oz leather or 1 / 8” thick) piece of leather or equivalent functioning chainmail.

Neck – Neck protection is required. Commonly called a gorget. Minimum: A rigid material (defined as a minimum of 16 oz. or 1 / 4” thick leather or equivalent for Division 1-3, as 16 gauge steel for Division 4) over 1 / 2” closed cell foam or equivalent. If coverage is not provided by the helm, then the gorget must extend to provide protection of the Larynx and prominent lower Cervical Vertebrae (C7 vertebra prominens).

Upper Torso – Multiple protective pieces are required. Minimums: 1) A single layer of cloth to reduce abrasion. 2) A rigid (defined as a minimum of 16 oz. or 1 / 4” thick leather or equivalent for Division 1-3, as 16 gauge steel for Division 4) plate over the broad basket (solar / celiac plexus) 3) A rigid (defined as a minimum of 16 oz. or 1 / 4” thick leather or equivalent for Division 1-3, as 16 gauge steel for Division 4) plate or plates over the kidneys.

Lower Torso/Groin – Multiple protective pieces are required. Minimums: 1) A single layer of cloth to reduce abrasion, which cannot include an unsplit skirt, kilt, or similar clothing as part of the requirement. 2) Gender appropriate rigid (defined as a minimum of 16 oz. or 1 / 4” thick leather or equivalent for Division 1-3, as 16 gauge steel for Division 4) single piece groin protection. 3) Female lower torso protection must cover the pubic bone and extend up the torso to protect between the points of the hip. Items 2 and 3 may be a single piece which covers both areas on a female fighter so long as it does not float from the protected areas.

Arms – Elbow protection is required. Minimum: The elbow point and bones at

either side of the elbow joint must be covered by a rigid (defined as a minimum of 16 oz. or 1 / 4" thick leather or equivalent for Division 1-3, as 16 gauge steel for Division 4) material with padding on the inside.

Hands – Hand and wrist protection is required. Commonly called a gauntlet. Minimum: Padded sports gloves with 1 / 2" thick padding on the back. Protection must extend to 2" beyond the wrist.

Legs – Knee protection is required. Minimum: The kneecap must be covered an inch above and below, and both sides of the knee joints must be covered, by a rigid (defined as a minimum of 16 oz. or 1 / 4" thick leather or equivalent for Division 1-3, as 16 gauge steel for Division 4) material with padding on the inside.

Feet – Closed toe shoes, sneakers or boots are required. Cleats are not allowed.

B. WEAPONS for Division 2 and 3:

Guidelines: Minimum sizes: 10" in total length, 4" length for any possible striking surface and 2" diameter for thrusting tips . No weapon can be longer than 78" total except for thrusting only weapons, known as spears, which may be no longer than 92" total. Mass weapons are defined as those of greater than 48" which are built for use primarily with 2 hands, except spears. Weapons are to not have mass and cannot be weighted to increase mass. Only materials noted below may be used as described. Weapons should be made to length and weight so that they are not encumbering to the combatant and will be banned by a marshal for that combatant if they are not used proficiently except when practicing for authorization in that form. No part of the completed weapon, except a lanyard, should be able to fit more than 1 / 2" within a 1" diameter hole.

Core- The primary core material is a single continuous piece of 3 / 4" Schedule 40 PVC pipe. Only, and all, weapons with a total length longer than 60" use a single continuous piece core of 1" Schedule 40 PVC pipe. No weapon may have more than one core. No core may include splices, angles, "T" or "X" parts or similar to create guards, tridents, axe heads, or other non-linear aspects of the weapon shape. All cores must be fitted with PVC Schedule 40 or PVC Schedule 80 end caps, at both ends, to be complete. Glue is not required to attach the end caps though they must be secured by the taping method that follows. All cores and end caps will be covered in two layers of fiber tape (a.k.a. strapping tape): the first a single layer of slightly overlapping lateral stripes, the second a single layer of barber-pole spiral wrap of fiber tape. No additional parts or treatments are permitted as they might alter the characteristics of the core. The core should not flex excessively when the weapon is finished.

Padding- All parts of a weapon except the hilt, haft, or guards are considered a possible striking surface and must be covered in a minimum of 1 / 2" close-cell foam as padding. The padding should be firmly affixed to the core at the hilt or haft in a way that will prevent rotation or separation. All seams must be taped so that the padding does not permit a gap to the core. Any weapon may have a single thrusting end tip made of padding. Weapons longer than 48" may have a pommel thrusting tip commonly called a butt spike. The end tip of a weapon not intended for thrusting must have padding a minimum of 1" thick with a diameter no less than that of the blade past the end cap. The pommel end tip requires only 3 / 8" padding around and past the end cap if it is not intended as a butt spike. Extra padding may be used to create guards, axe heads, or other aspects of the weapons shape.

Thrusting Tips (includes Butt Spikes) - The tips for weapons that are to be used for thrusting should have 2" depth of padding past the end cap, with at least 1" of progressive give, and a diameter no less than that of the blade past the end cap, or no less than a 3" diameter in the case of a spear. A thrusting tip should be constructed in a way that it does not fold over upon impact. The use of an additional layer of tape, cloth fabric, and garment leather (2-3oz or 2 / 64" - 3 / 64" thick) or similarly resilient but supple materials can be used to reinforce a thrusting tip.

Guards – Leather and plastic may be used to create guards. It may not have protruding parts that are less than 1 & 1 / 2" in diameter unless it cannot fit more than 1 / 2" within a 1" diameter hole.

Taping- All padding must be covered in a layer of duct tape. The tape should not be so tight that it creates a hard surface or decreases the effectiveness of the padding. Edges of blades are to be clearly marked with a thin strip of duct tape or equivalent that is of a color contrasting the rest of the tape. Two additional stripes of contrasting tape must circle the end of Division 2 and 3 weapons. All thrusting tips should also have tape forming a "X" over the end connecting to the closest tape ring so that they are easily recognizable.

Lanyards- Not generally required, however, a marshal may require a lanyard on a weapon at any time. Be prepared with some material to use temporarily for this.

Unorthodox Weapons – If made of the noted materials, and otherwise safe, they may still be disallowed by a marshal. However, if the combatant can demonstrate proficiency through an authorization bought, or is practicing one on one to become proficient with it, the weapon should be permitted for use by that combatant under a watchful eye.

C. SHIELDS for all Divisions

- 1) Materials suggested are wood, plastic, aluminum or equivalents.
- 2) All edges must be covered, preferably by tubing, hose, leather or closed cell foam. Thin edging is discouraged but permitted. All corners and points must be rounded with 1 / 4" minimum radius.
- 3) No part of the shield except supple strapping should be able to fit more than 1 / 2" within a 1" diameter hole.
- 4) Shield shape should be recognizable as a medieval shield. Shields shall be reasonable in proportion and weight to the combatant.
- 5) No bolts, wires or other objects may project more than 3 / 8" without at least 3 / 8" padding on it.
- 6) Where a basket covers the hand reduced padding may be permitted, but a cloth or leather glove must cover the hand, fingers and thumb. A shield never counts as elbow protection.

D. Division 1 Equipment variance:

Armor Changes- Make all Div 2/3 rigid items, except the helm, semi-rigid material (defined as a minimum of 8 oz leather or 1 / 8" thick) with tolerance for stiffened basketball pads at the elbows and knees. Allow street hockey or batting gloves as gauntlets without wrist protection.

Weapon Changes- Maximum length is 48". Replace all weapon core options with golf tube(s), with a single layer of strapping tape. The ends are capped by strapping tape in a manner that does not deform the circular tube. Thrusting tips are only 1" deep with 1 / 2" of progressive give. Taping should have 1 contrasting loop around the end to mark it as a Div. 1 weapon, not the 2 loops used currently. Edges need not be marked.

II. Combat Conventions

A. Legal target areas –

The head, neck and torso are defined as kill zones. The arms, one inch above the wrist, and the legs, one inch above the top of the kneecap, are disabling.

A spear cannot penetrate the helm except through the face plate.

B. Calibration –

Div. 1 Targeted Touch; defined as contact with a portion of the body that is a legal target area, will result in a loss of the use of that portion of the body, i.e. a contact with an arm or a leg results in a loss of that limb, contact with the head or the torso is a kill.

Div. 2: Positive Contact, defined as a clear and unobstructed intentional blow with minimum force to a portion of the body that is a legal target area, will result in a loss of the use of that portion of the body, i.e. a contact with an arm or a leg results in a loss of that limb, contact with the head or the torso is a kill. As long as the shot connects without obstruction, it is considered good. Excessive force is discouraged. Note: all combatants must be considered as wearing the minimum required armor, regardless of what they are actually wearing.

Div 3: Positive force, defined as the deliberate, unimpeded, targeted contact with a portion of the body that is a legal target area, will result in a loss of the use of that portion of the body, i.e. a contact with an arm or a leg results in a loss of that limb, contact with the head or the torso is a kill. The blow should be clearly felt. It is possible for a shot to be considered "Light". Care should be taken to not hurt one's opponent. There is more discretion on the part of the combatants to determine the effectiveness of blows. All combatants must accept blows and be considered as wearing the minimum required armor regardless of what they are actually wearing.

C. Helpless opponents-

A combatant lying on the ground, falling down, or without a weapon is considered helpless, and should never be struck, nor should he or she strike a blow. A combatant on their knees is not considered helpless. A combatant who loses a piece of required armor is considered helpless and must repair that armor before they can fight again. A combatant who loses their helmet is considered dead and forfeits.

D. Face thrusting –

Face thrusting is permitted in Divisions II and III. Calibration is touch-only.

E. Shield bashing –

Shields may not be used as offensive weapons. No contact between a shield and another combatant's body is allowed to be initiated by the combatant bearing the shield.

III. Melee Conventions

A. General:

Divisions 1-3 may be mixed for melee combat at the marshal's discretion and with parental consent for lower division participants. All armor and weapons must conform to the calibration level to be used by all combatants.

Armor and weapons that might seriously injure their user or other combatants are prohibited.

B. Engagement:

- 1) All combatants shall adhere to the Society Combat Conventions.
- 2) Individual combatants have a 180 degree frontal engagement arc facing forward from a line between their eyes. If the individual is not already engaged with an opponent to their front then eye to eye contact is the preferred method of establishing engagement.
- 3) All combatants in a "line" are considered as engaged with all combatants in the opposing "line". A line is formed by allied combatants with overlapping weapons range.
- 4) In melee a combatant is not considered "helpless" if they have dropped a weapon. No hold will be called for this condition.
- 5) No more than four (4) combatants may face a single combatant that is not in a line.
- 6) No combatant may continuously refuse engagement.