



**VER. 2025.02**

# **Regulations**

**Technical Requirements for Armors**

# Technical Requirements for Armor

## Table of Contents

<b>Technical Requirements for Armor</b>	<b>1</b>
<b>1. Introduction and Definitions</b>	<b>2</b>
1.1. Equipment	2
1.2. List	2
1.3. Categories	2
1.4. Historical sources	2
<b>2. Historical Consistency Requirements</b>	<b>3</b>
2.1. Equipment from historical sources	3
2.2. Dates of sources	3
2.3. Prohibited features	3
2.4. Consistency in Equipment	3
2.4.1. Western Europe style	3
2.4.2. Slavic Influence	3
2.4.3. Eastern influence	3
2.4.4. Authorized deviations	4
<b>3. General Requirements</b>	<b>5</b>
3.1. Competitor responsibility	5
3.2. Quality equipment	5
3.3. Safe equipment	5
3.4. Access to the list	5
<b>4. Helmets requirements</b>	<b>6</b>
4.1. Protection	6
4.2. Thickness and composition	7
4.3. Coif	7
4.4. Chin strap	7
4.5. Neck protection	7
<b>5. Armor requirements</b>	<b>8</b>
5.1. Metal thickness recommendations	8
5.2. Chest	8
5.3. Groin	8
5.4. Hands	8
5.5. Arms	8
5.6. Joints	9
5.7. Legs	9
5.8. Feet	9
5.9. Shoes	9
<b>6. Change log</b>	<b>10</b>

# 1. Introduction and Definitions

This document will display all requirements for armors, shields, and weapons used in any category. Every competitor is solely responsible for the quality of his/her equipment. Marshals and Authenticity Officers are responsible for the correct application of this document.

## 1.1. Equipment

- Armors, clothes, shields and weapons used by a competitor.

## 1.2. List

- Place where the fights occur.

## 1.3. Categories

- Duel: 1v1 sword and shield, sword and buckler, longsword, polearm.
- Buhurt: Group fight, 5v5, 12v12, 30v30.
- Outrance

## 1.4. Historical sources

- It is the result of research to conclude the plausibility of the item had existed. Historical sources can be primary (artifacts, museum originals...) or secondary (images, paintings, statues, description, writings...). Any historical source must be analyzed through criticism and logic.

## 2. Historical Consistency Requirements

### 2.1. Equipment from historical sources

- Only armors derived from historical sources are permitted for use.
- Armors must align with Authenticity Rules documents.

### 2.2. Dates of sources

- Armors must align with sources dating between the 14th (1300) and 17th (1600) centuries.
- For safety considerations, reproductions of armors predating the 13th century are prohibited.

### 2.3. Prohibited features

- Prohibited features encompass evident indications of modern materials or manufacturing techniques including: neon colors, obvious nylon cords, plastic ties, visible welded seams, heat-induced discoloration, modern footwear and other visible modern equipment.

### 2.4. Consistency in Equipment

Armors, shields and weapons must consist of pieces from the same style. Distinct styles are defined in modern-day terms as:

#### 2.4.1. Western Europe style

- **14th century:** from 1300 to 1380
- **Transitional:** from 1380 to 1420
- **15th century:** from 1420 to 1500. XVth style armor must be approved by the Authenticity Committee. We recommended seeking approval before buying such armor.
- **Western Europe includes the following modern countries:** Great Britain, Ireland, France, Portugal, Spain, Germany, Italy, Norway, Denmark, Sweden, Finland, Austria, Switzerland, Belgium, and the Netherlands

#### 2.4.2. Slavic Influence

- **Central Europe 14th:** from 1300 to 1400
- **Russian late armors:** from 1500 to 1700
- **Slavic Influence includes the following modern countries:** Czech Republic, Romania, Hungary, Poland, Slovakia, Slovenia, Croatia, Latvia, Estonia, Moldova, Serbia, Ukraine, Russia, and Belarus.

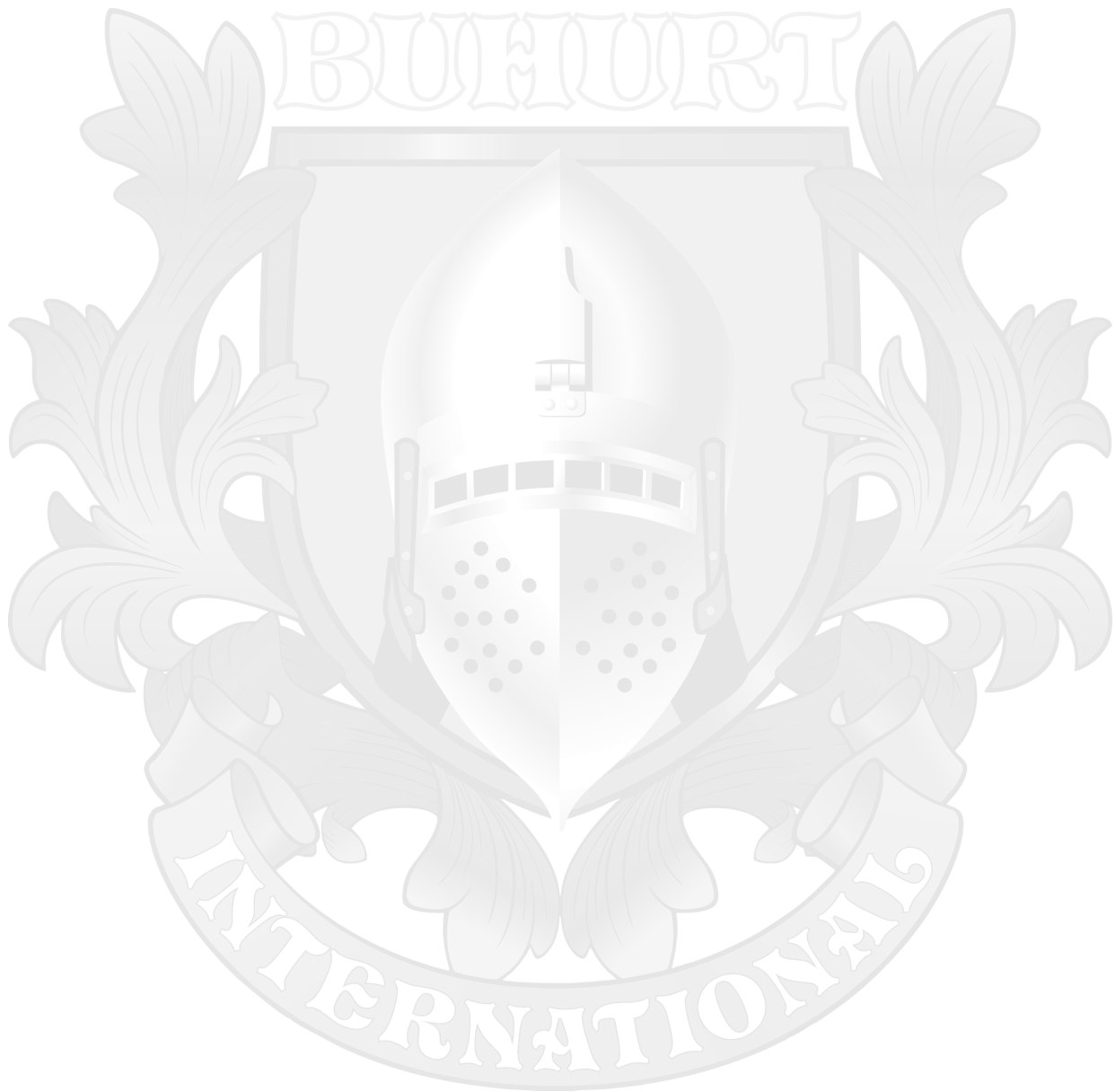
#### 2.4.3. Eastern influence

- Chinese style: from 1300 to 1600
- Japanese samurai style: from 1400 to 1700
- Middle-East style: from 1300 to 1700
- Eastern influence includes the following modern countries: China, Japan, India, Korea, Iran, Iraq, Turkey, Egypt



#### 2.4.4. Authorized deviations

- Competitors may deviate from these specified styles if they provide sources supporting their equipment choices.
- Competitors who deviate from these specified styles must send an email to [AC@buhurtinternational.com](mailto:AC@buhurtinternational.com) to obtain validation of their armor.



## 3. General Requirements

### 3.1. Competitor responsibility

- Every competitor is responsible for the quality and the safety of his/her equipment.

### 3.2. Quality equipment

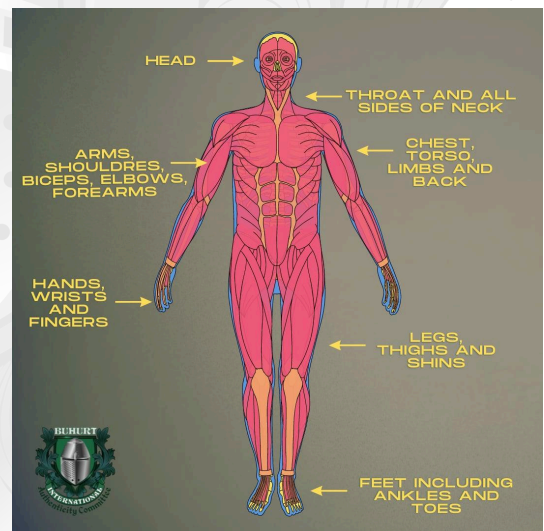
- All armor parts must be made of strong metal plates able to endure full contact fights.
- Poor quality equipment is not allowed in any category.
  - Poor quality armor examples: highly damaged, almost broken or cracked, barely attached to the other armor pieces etc.

### 3.3. Safe equipment

The whole armor must protect the following body parts:

- Head: open-face helmets are not allowed in any category
- Neck: throat and all sides of the neck
- Chest: torso and back
- Pelvis: Ball joint of Hip, Groin, tailbone
- Arms: shoulders, biceps, elbows and forearms
- Legs: thighs and shins
- Feet: toes included
- Hands: wrist and fingers

*Mandatory-protected body parts*



### 3.4. Access to the list

Marshals are allowed to deny any competitor with clearly poor quality equipment to enter the list.

## 4. Helmets requirements

### 4.1. Protection

- A helmet is the head protection. It must protect the entire head and neck from all sides.

**A helmet is composed by the following parts**



- A helmet must protect the whole head. Open-face helmets are not allowed in any category.
- Helmet must conform to the Authenticity Rules documents.
- If the helmet includes a removable or pivoting visor, it should be secured to prevent any opening during a fight.
- Locking systems, if visible, must be based on historical sources and use authentic materials (leather, rope, etc.).
- Approved locking systems are displayed in Authenticity Rules documents.

## 4.2. Thickness and composition

- Dome and visor must be made of metal.
- It is recommended to use steel (mild, tempered, hardened or stainless).
- Any other material (I.e titanium) is not permitted.
- Visors may be made of titanium.
- A helmet can be made of steel of varying thicknesses.
- recommend minimum thicknesses:
  - 2.5mm mild steel / spring steel.
  - 2.5mm stainless steel.
  - 2.0mm tempered steel / hardened steel.

## 4.3. Coif

- A helmet must have a quilted, or padded, coif inside, or a leather suspension system with a quilted coif.
- The recommended minimum thickness of the coif is 5 mm.

## 4.4. Chin strap

- A chin strap must secure the helmet to the head, preventing any loss of it during a fight.
- If the construction of the helmet excludes the use of the chinstrap, the helmet must be secured on the head by other means.
- It is recommended to use additional straps to secure the helmet to the torso and/or back protection. The straps must be made of strong leather with metal buckles(plastic buckles are not permitted).

## 4.5. Neck protection

- A neck protection is mandatory and must cover the neck in any position.
- This protection can be made of metal plates sewn to the pellerine and hidden by an aventail.
- It is recommended to wear a neck protection attached to the gambeson.
- Neck protection must conform to the Authenticity Rules document.

## 5. Armor requirements

### 5.1. Metal thickness recommendations

- The minimum recommended thickness for steel plates of an armor is 1.5mm (mild steel) or 0.8mm (tempered steel, hardened steel, stainless steel).
- The minimum recommended thickness for titanium plates of an armor is 0.8mm.

### 5.2. Chest

- The torso and the back must be protected with metal plates.
- Chainmail elements can be used as an additional protection or as an articulation of plate elements.
- An under-armor layer protecting the torso and the back is mandatory, commonly called gambeson. It should consist of at least a layer of felted fabric quilted with fabric.
- It is allowed and recommended to wear concealed modern protection for the back.
- Hips protection is mandatory. If the torso protection is not long enough to cover the hips in standing position, competitors can use a metal scale skirt, hidden metal plates attached to gambeson, or other permitted protection displayed in Authenticity Rule documents.

### 5.3. Groin

- Groin must be protected with armor or modern groin protection.
- Modern groin protection must be concealed.

### 5.4. Hands

- Both hands must be protected with gauntlets or plate mittens.
- Gauntlets and mittens must conform to the Authenticity Rules document.
- Chainmail can be used only as an additional element or as an articulation of plate elements.
- Gauntlets with separate fingers are not allowed in any category.
- It is allowed to lock the gauntlet in closed-position with a leather strap or any locking system based on historical source.
- It is not allowed to use gauntlets that can't be opened in any way. Such gauntlets can be found under many names, including "torpedo", "hoof", "fist" etc. Except for Longsword Duels Category.

### 5.5. Arms

- Arms must be protected with metal plate armor.
- Under-shield forearm can be left unprotected if the shield covers the entire forearm.
- It is recommended to wear full arms protection in the Buhurt category, even if the shield covers the forearm.



## 5.6. Joints

- All joints (shoulders, elbows, hips, knees, wrists) must be sufficiently protected with metal plate armor.

## 5.7. Legs

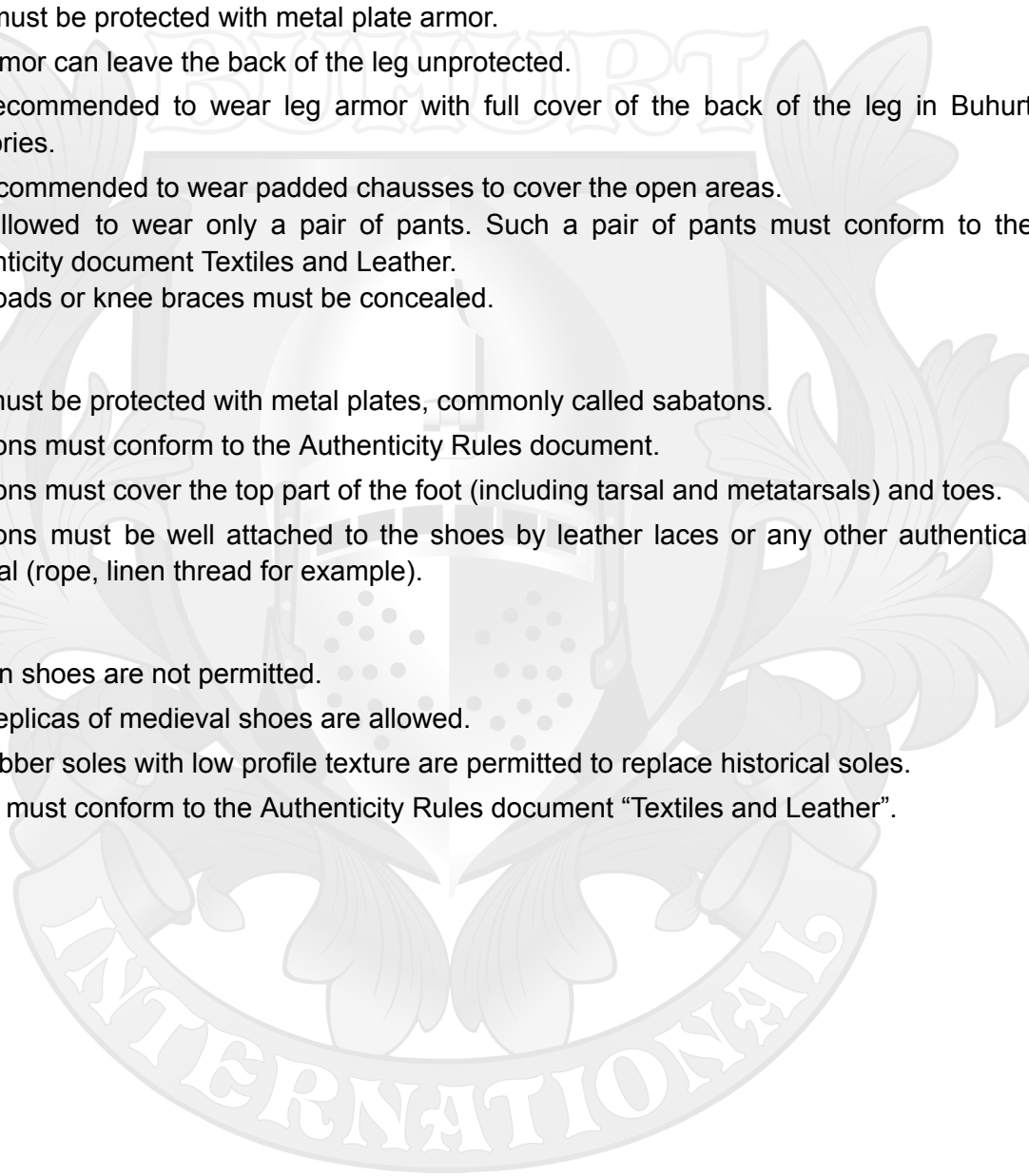
- Legs must be protected with metal plate armor.
- Leg armor can leave the back of the leg unprotected.
- It is recommended to wear leg armor with full cover of the back of the leg in Buhurt categories.
- It is recommended to wear padded chausses to cover the open areas.
- It is allowed to wear only a pair of pants. Such a pair of pants must conform to the Authenticity document Textiles and Leather.
- Knee pads or knee braces must be concealed.

## 5.8. Feet

- Feet must be protected with metal plates, commonly called sabatons.
- Sabatons must conform to the Authenticity Rules document.
- Sabatons must cover the top part of the foot (including tarsal and metatarsals) and toes.
- Sabatons must be well attached to the shoes by leather laces or any other authentic material (rope, linen thread for example).

## 5.9. Shoes

- Modern shoes are not permitted.
- Only replicas of medieval shoes are allowed.
- Flat rubber soles with low profile texture are permitted to replace historical soles.
- Shoes must conform to the Authenticity Rules document "Textiles and Leather".





## 6. Change log

This will be the change log of this document. It will be updated regularly and we will display what has been removed/added/reworded/formatted. This way we keep transparent communication and clarity about the rules

**Date update:** February 2025 (V2025.02)

- add: 3.3: Pelvis: Ball joint of Hip, Groin, tailbone

- add: 5.6: All joints (shoulders, elbows, hips, knees, wrists) must be sufficiently protected with metal plate armor.

**Date update:** December 2024

- add: Document created

