



VER. 2024.12.13

Regulations

Technical Requirements for Weapons

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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. Striking Edge / Non-striking Edge (of the Weapon)

- Striking Edge is a part of the weapon designed to hit an opponent.
- Non-striking edge is a part of the weapon not designed to hit an opponent.



Here are some examples with the striking edge being red

1.5. 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 weapons derived from historical sources are permitted for use.
- Weapons must align with Authenticity Rules documents.

2.2. Dates of sources

- Weapons 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, as are weapons of the same period.

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 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 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 weapon parts must be made of strong materials able to endure full contact fights.
- Poor quality equipment is not allowed in any category.
- Poor quality weapon examples: loose guard, pommel or other element of a weapon that may break, dented blade, cracks in metal part etc.

3.3. Access to the list

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

4. Weapons requirements

4.1. Types of weapons

There are 2 types of weapons

4.1.1. Bladed weapons

Weapon with a long metal blade and a hilt with a hand guard.

Examples of bladed weapons:

- Swords
- Falchions
- Longswords

4.1.2. Hafted weapons

Weapon which the main fighting part of the weapon is fitted to the end of a long shaft

Examples of hafted weapons

- Axe
- Polearm
- Glaive
- Maces

4.2. Subgenres of weapons

4.2.1. Duels

- Duels Sword
- Duels Longsword
- Duels Polearm

4.2.2. Group (3v3,5v5 etc...)

- Type 1 bladed
- Type 2 bladed
- Type 3 bladed
- Type 1 hafted (mace)
- Type 2 hafted (axe)
- Type 3 hafted
- Type 4 hafted

5. General requirements

5.1. Safety requirements

- All weapons must be able to endure full contact fights.
- All edges of all weapons must be rebated in compliance with this document.
- The edge of both striking and non-striking edges must be rebated and have a thickness of 2 mm or more.
- The Radius of striking and non-striking edges must be more than 10mm.
- Weapons constructed solely for stabbing are prohibited (spears for example)
- Weight permissible upward error for weapons is 100 grams
- Any heavier weapon, including permissible upward error, is prohibited.
- It is allowed to use leather thread to secure the weapon in hand. Such leather thread must conform to the Authenticity document "Textiles and Leather".
- Every weapon to be used at a tournament must be first approved for safety by the representatives of the Marshals during weapons check.

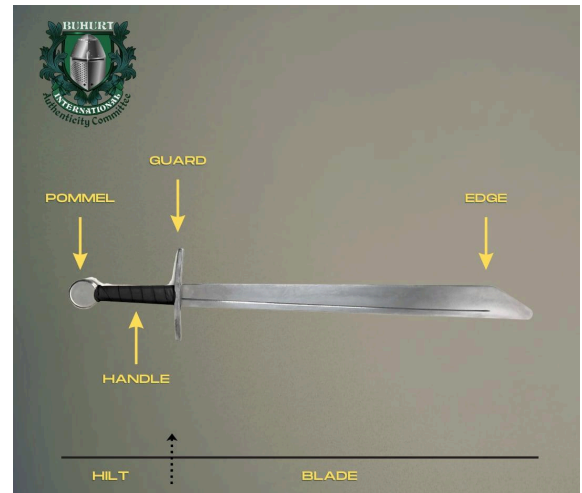
5.2. Authenticity requirements

- All weapons must be based on historical sources and repeat the form of the original in all three dimensions.
- All weapons must match the style of the armor kit of the competitor.
- All decoration on weapons must be stylized in accordance with the style of the armor kit of the competitor.
- It is prohibited to decorate weapons with images that are clearly modern and/or offensive.
- All decorations must conform to the Authenticity document "Armors and weapons aesthetics and decorations".
- Weapons must conform to Authenticity Rules documents

5.3. Specific requirements for bladed weapons

The bladed weapon must be made of the following elements.

- **Blade:** it is the main striking edge of the weapon
- **Hilt:** it is composed by:
- **Pommel:** it is a striking edge
- **Handle:** only place where you're allowed to hold the weapon
- **Guard:** it is a striking edge
- When holding the bladed weapon firmly, the guard is not allowed to extend the gauntlet of the bearer for more than 3.5 cm.



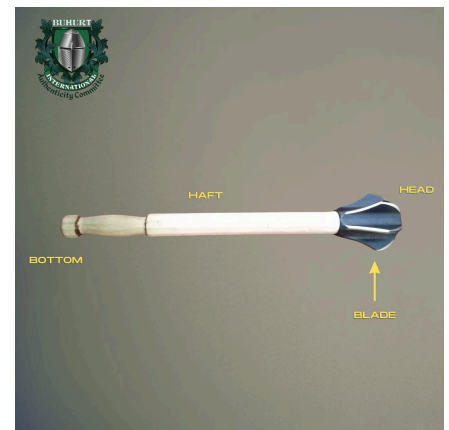
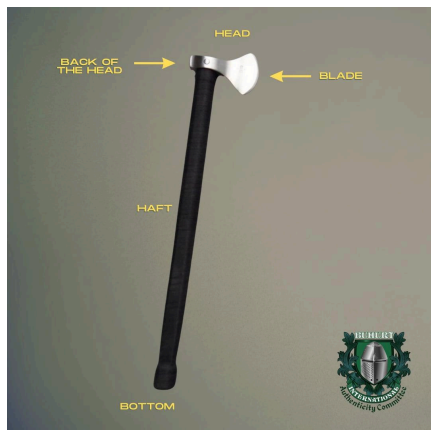
5.4. Specific requirements for hafted weapons

5.4.1. Components

Hafted weapon must be made of the following parts.

- Head: it is composed by:
 - Blade: it is the main striking edge of the weapon
 - Back of the head: it is a striking edge but hitting an opponent with this part is prohibited
- Haft: the main handle
- Bottom: the lower part of the haft. It is a striking edge.

Note: a mace does not have a back of the head. Each blade of a flanged mace is considered as a striking edge.



- The head of any hafted weapon must be secured to the haft by at least 2 different methods. Allowed methods are:
 - Wedges
 - Straps
 - Glue
 - Rivets or nails
 - Langets
- Weapons with sharp corners (Less than 90 degrees) and corners that can be considered dangerous are prohibited.
- Any point on the Striking Edge of the weapon must have an angle more than 90 degrees.
- A hafted weapon may have a rebated hook or hammerhead on the non-striking part. Any strikes with these elements are strictly prohibited.
- Any rebated hook or hammerhead must not present any sharp or pointed edge.

5.4.2. Haft Requirements

- Haft must be made of strong wood or modern material that replicate the wood's properties in terms of aspect, handling and stiffness.
- It is forbidden to use soft or flexible material for haft, such as rattan
- It is forbidden to use metal haft for hafted weapons
- If a haft is not made of wood, it is mandatory to use a covering for the whole haft (from head to bottom) one end must be exposed so it can be verified what the material is
- It is allowed to use a covering with the following materials:
 - Neutral rope with glue
 - Linen thread with glue
 - Neutral color textile tape (I.E black, brown, grey)
- Any covering with a clearly modern appearance are prohibited
- It is not allowed to enter the list with a damaged covering
- The general appearance of the covering will be examined by Authenticity Officers.
- the Bottom of the haft can be protected by a metal part. It must be rounded as per striking edge rules.
- Weapons with poorly secured heads are prohibited.



6. Outrance weapons

Outrance weapons are any weapon that passes the measurement requirements from Duels or Buhurt categories. Weapons used in outrance fights must respect their classification requirements (I.e: a sword must respect the Bladed weapons requirements).

6.1. Point of balance

Outrance Bladed weapons must be

- 15 cm from the top edge of handle for men fights
- 10 cm from the top edge of handle for women fights

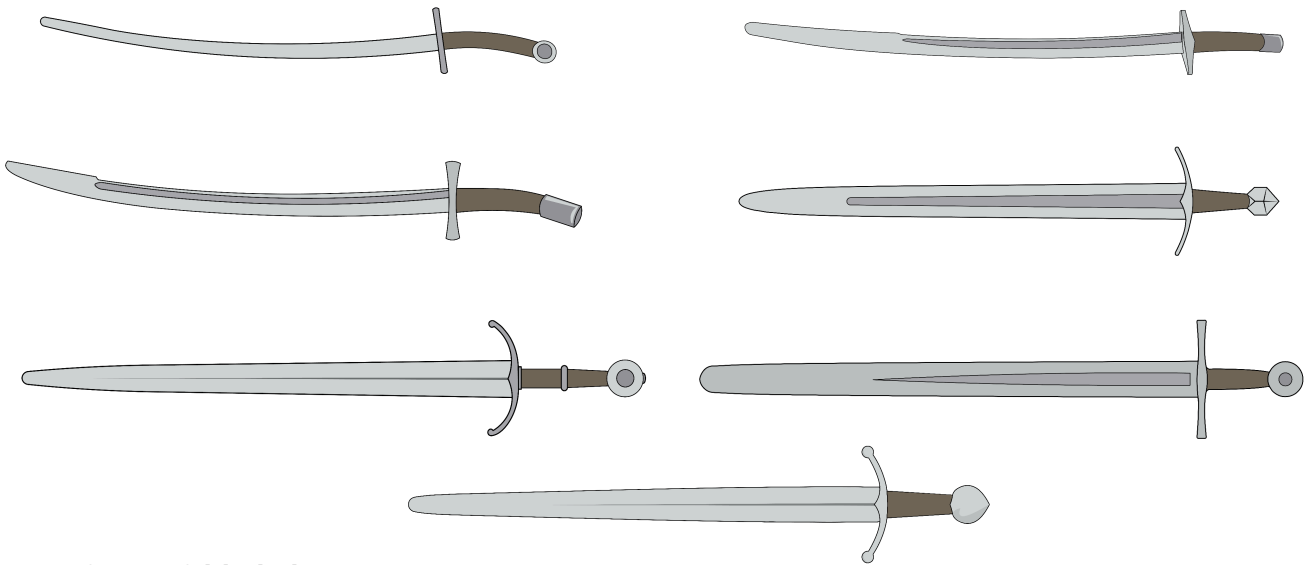
Point of balance is the precise point on a blade where its weight is equally distributed to each side.

7. Duels Weapons

Duels weapons are built with the intent of agility and swordsmanship vs striking and punishment. Exception all Type 3 Hafted Weapons are permitted for Polearm Category. Any weapons not shown below must be approved by Marshal and Authenticity Committee Representatives.

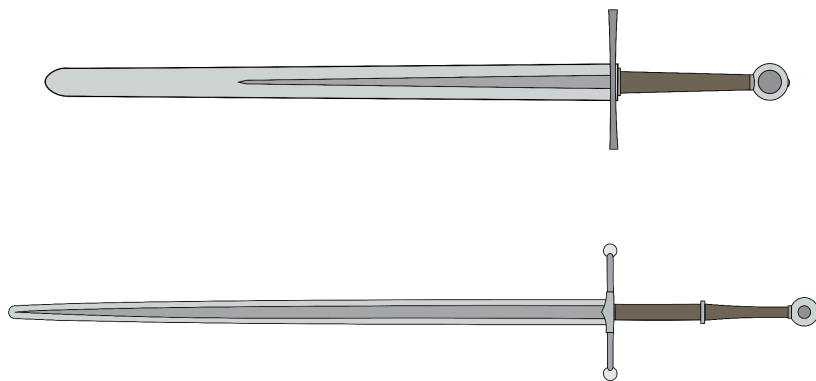
7.1. Type 1 Bladed

- sword and shield and buckler category



7.2. type 2 bladed

- Longsword category

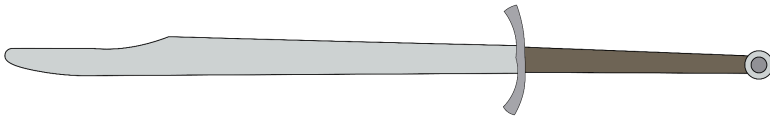


8. Buhurt/Group Weapons

Buhurt/Group weapons may use Duels specific weapons and any shapes that are historically documentable to the timeframe of the sport. Please reference the “Weapons/Shield Chart” Document for weights and sizing

8.1. Type 2 & 3 Bladed

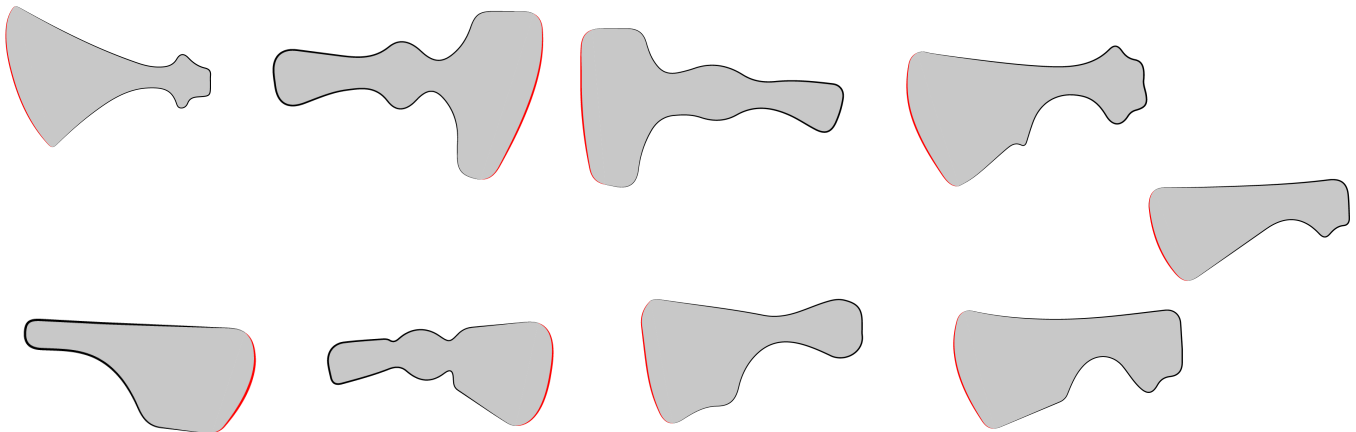
These are examples for type 2 & 3: Longswords, 2-handed falchions, Zweihander... etc)



8.2. Type 2 & 3 Hafted

These are examples

- Type 2: Hafted (Axe)
- Type 3: Hafted
- (Longaxe)



9. 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

(Version update from 2024.03 to 2024.12.13)

Update date: December-2024

- **changed:** Upwards weight error from 100,200,300 has been limited to 100 grams for all weapons

Added:

The subgenres of weapons, Duels, Duels Sword, Duels Longsword, Duels Polearm,

Group: Type 1 bladed, Type 2 bladed, Type 3 bladed, Type 1 hafted (axe), Type 1 hafted (mace), Type 2 hafted, Type 3 hafte,

Removed: (Has been moved to document: (Weapon/Shield requirements excel)

4.4.1 Specific requirements

Removed: (Has been moved to document: (Weapon/Shield requirements excel)

4.4.2 Weights and measurements

Update date: March-2024

- **format:** new design format, document will be used from now on.

- Update document based on my document (16/05/2024)

- Update document (format)