

Section II – Sword and Buckler

The Rules and Requirements for the Sword and Buckler event are the same as those for the Longsword event, with the following exceptions or additions:

Gear Requirements

All gear is subject to ringside review and approval. Any missing equipment except clothing and athletic cup can be borrowed at the event if you do not have your own, first come, first served. If you are unsure of whether or not your gear qualifies for the event, please reach out to the tournament organizers prior to your arrival.

- Steel “arming sword” or “sidesword” made by a recognized smith and with a maximum blade length of 92 cm. Blades should be free of burrs and in good condition. Hilts should either be simple or semi-complex in the style associated with the Bolognese tradition.
- A steel, wood or synthetic buckler whose longest dimension doesn’t exceed 14”. Any buckler that isn’t round or that is made of wood must be pre-approved. Bucklers cannot have any spikes or protrusions other than a rounded boss, and must have rims that are rounded for competition use.
- Mask with occipital protection
- Either a hard glove or a combination of a soft glove and a complex hilt for the sword hand
- A soft glove for the buckler hand
- Jacket
- Elbow and knee protection
- Gorget, standalone or built into gambeson/jacket
- Clothing that leaves no skin exposed
- Athletic cup for men
- Chest protector for women (recommended, not mandatory)

Scoring

At the Sword

- Thrusts, hews (cuts), slices, pommel strikes and buckler strikes are all considered “Scoring Actions.” Buckler strikes must be made with the boss of the buckler, not with the rim.
- Any Scoring Action with quality will end the round. There are no differing point values for different targets.
- If a hit is considered to be “light” or struck with the flat, the Judges may overlook the strike or the Referee may throw it out.
- Hews can be made to any part of the body but must have at least a forty five degree arc from start to finish.
- Slices must be made to a vulnerable target area (wrists, underarm, belly, head or neck) with a pushing/pulling pressure.
- Pommel strikes must be made with control, and only to the mask.
- “Ring-outs” are NOT considered a scoring action. If one or both combatants are forced out of the ring, the combatants will be stopped and reset in “Krieg” (close striking distance) in the center of the ring.

Ring am Schwert

There will be times when fencers get bound up at close range. In these cases, wrestling at the sword is permitted and can result in a Scoring Action.

- Scoring Actions unique to Ring am Schwert include throws, disarms and opponent containment with clear dominance. Examples of clear dominance are:
 - Lifting (but not slamming) your opponent
 - Establishing a mount position after both opponents end up on the ground (due to a trip or slip). If fencers do end up fighting for dominance on the ground, the Referee will perform a 10 count to determine dominance. If none is established, the fencers will be reset in Krieg (close striking distance) in the center of the ring.
- Valid scoring actions with the weapons during a Ring am Schwert engagement will end the round.
- While this event is being held outside on grass (as opposed to a venue with a concrete or wooden floor), a throw with intent from almost any height can be damaging, even with mats. When approaching someone in order to throw them in this competition, it is more important that you show control of them rather than throwing them powerfully to the earth. While a basic hip toss or trap is less-likely to seriously injure someone, any throws that involve a lift and drop will be sternly evaluated for “excessive force,” and may result in disqualification. At the end of the day, we want everyone to go home in one piece, whether you win that round or not.

Illegal Actions

- Striking to the back of the head
- Striking to the groin
- Striking with the crossguard
- Striking with the rim of the buckler
- Striking with a part of the body (punches, kicks, etcetera), with the exception of “push-kicks” used to create distance
- Mortschlag strikes
- Throwing the weapon or parts of the weapon
- Continuing to fight after “Halt” is called
- Intentionally ending a round by stepping out of the ring
- Reckless or unsportsmanlike behavior, including throws that endanger the health of the thrown person
- Arguing with event staff or being disrespectful, in or out of the ring

Performance of an Illegal Action will result in a warning. Cumulative warnings may lead to forfeiture of the match, and in extreme cases, expulsion from the event. All warnings will be documented and recorded on the Scorecard.