

Rules for the Burgmannentage in Vechta 2016

Basic rules

- **Play Fair**
- **Safety First**
- **Clean Shots instead of uncontrolled Violence, no berserk beating**
- Solid reenactment instead of posing and escalation ladder



It is expected that all fighters taking part are of age.

Fighting and safety

- fight sensibly.
- Whether a blow was a hit is up to the defender.
- Cuts and blows are carried out with the edge of the blade, stabs with the point.
- A hit should be felt clearly and be made with a force that is appropriate to the defenders clothing and gear.
- The defender decides if a hit was too strong.
- If you dispute, you are out.
- If you hit an opponent from behind, only hit him on the bum, not on the spine.
- If you are hit from behind on the rear end, you are out, no matter if the edge or flat of the weapon has hit you.
- If you fall, you are out, unless nobody else is near and you stand up again immediately.
- If your weapon gets entangled with the body of somebody, you have to let it go.
- A shield doesn't make a hit, but can be used actively. This should happen with prudence and care.
- Stabs are made from top to bottom and should only be used by fighters that trained them, because the risk of injury is higher.
- It is allowed to steal a weapon in the fight.
- It is allowed to disarm, if it is done safe (no flying weapon, no overextended joints)
- It is forbidden to grab a blade with your hands.
- If somebody shouts „Stop“ all fighting ends immediately. A „Stop“ is to be repeated once loud.

Differences between WarGame and battle

As we want to fight with lighter equipment during the day, there are the following differences between the wargame and the main show battle.

WarGame

- If you get hit in the target area once, you are out.
- Target areas are the torso, upper legs, arms including hands.
- If you make a hit on the head or neck, you are out. A hit to the head is never the defenders fault, even if he moved his head in an unexpected way.
- Every fight has to be protected by gurad that shield the public. Without this there is no fight.
- It is advised to wear a helmet.

Battle

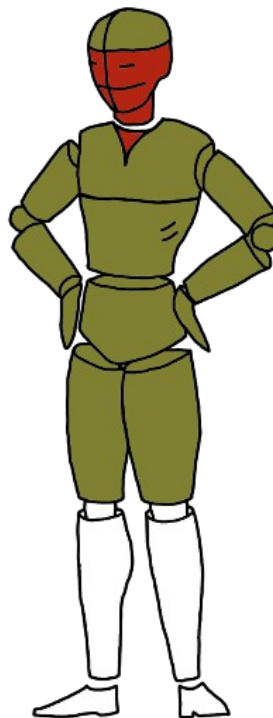
- If you get hit in the target area twice, you are out.
- Target areas are the torso, upper legs, arms including hands and upper part of the head.
- blows to the head are only to be made straight from above
- It is mandatory to wear a helmet.
- It is advised to wear lower arm protections.

Target Areas

Wargame



Battle



Weapons

Weapons will be checked by the orga and others before the fight and sometimes in between.

All weapons must fulfill the following criteria:

- Edges must have a thickness of at least 3mm and be rounded
- All angles must have a radius of at least 8mm
- All tips must have a radius of at least 10mm
- Stabbing points must measure at least 1cm² (2 cm² are preferred) (Ger)
- Weapons and shields may not have sharp edges, points or things like that.

Weapon restrictions

- Maximum length for spears and two-handed stabbing weapons is 3 metres
- Maximum length for sickles, one-handed spears, and one-handed stabbing weapons is 2.1 metres
- Maximum length for the shaft of Daneaxes, halberds and two-handed slash weapons is 1,9 m
- Maximum length for the shaft of one-handed axes is 1 metres
- Spears have to be straight, not curved (no curve sharper than 5 cm on the whole length)
- Weapons should equal their historical models regarding proportions, i.e. the length of the blade of a daneaxe shouldn't be under 15 cm.

Manner of Weapons:

weapons fit for blunt strokes: club

weapons fit for stabbing: one- and two-handed spears, pitchfork

weapons fit for blow, cut and stab: sword, axe, knife, Danenaxe, scythe, halberd, cuttingspear, falchion

Protective gear

the following protective gear is mandatory:

- gloves that guarantee the protection of the hand
- knee and elbow protections
- helmets during the battle (voluntary during the WarGames).
- under arm protection is recommended

equipment and representation

While the event is multi-period to some extent (no romans, no renaissance), the personal equipment has to be consistent. This means especially:

- limited period of time
- limited geographic area
- adequate to the portrayed social position
- culturally adequate