

# ARMORED COMBAT SPORTS

TM

Pole Axe, Great Sword,  
Sword & Buckler, Sword & Shield &  
Long Axe  
Duels Competition Rules.

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# Pole Axe

1.1 3 rounds per match.

1.2 60 seconds per round.

1.3 60 seconds rest between each round.

1.4 Each match is won by the competitor winning the most rounds.

1.5 If a competitor wins the first two rounds, the match is over 2-0.

1.6 Counted strikes:

a) Each successful edge strike = 1 pt.

b) Falls = 1 pt.

c) Disarms = 2 pts.

d) Haft strikes permitted = 0 pts.

e) Butt strikes permitted = 1 pts. (butt measured at 0.5 inches from bottom end of shaft)

1.7 Details

a) Pushing with weapon permitted.

b) Only strikes with both hands on the weapon will count.

c) Strikes to hands worth 0 pts (hands are measured to 5cm above the wrist).

d) Strikes to groin and feet forbidden.

e) Strikes behind the knee are forbidden.

f) Strikes to grounded opponent is forbidden.

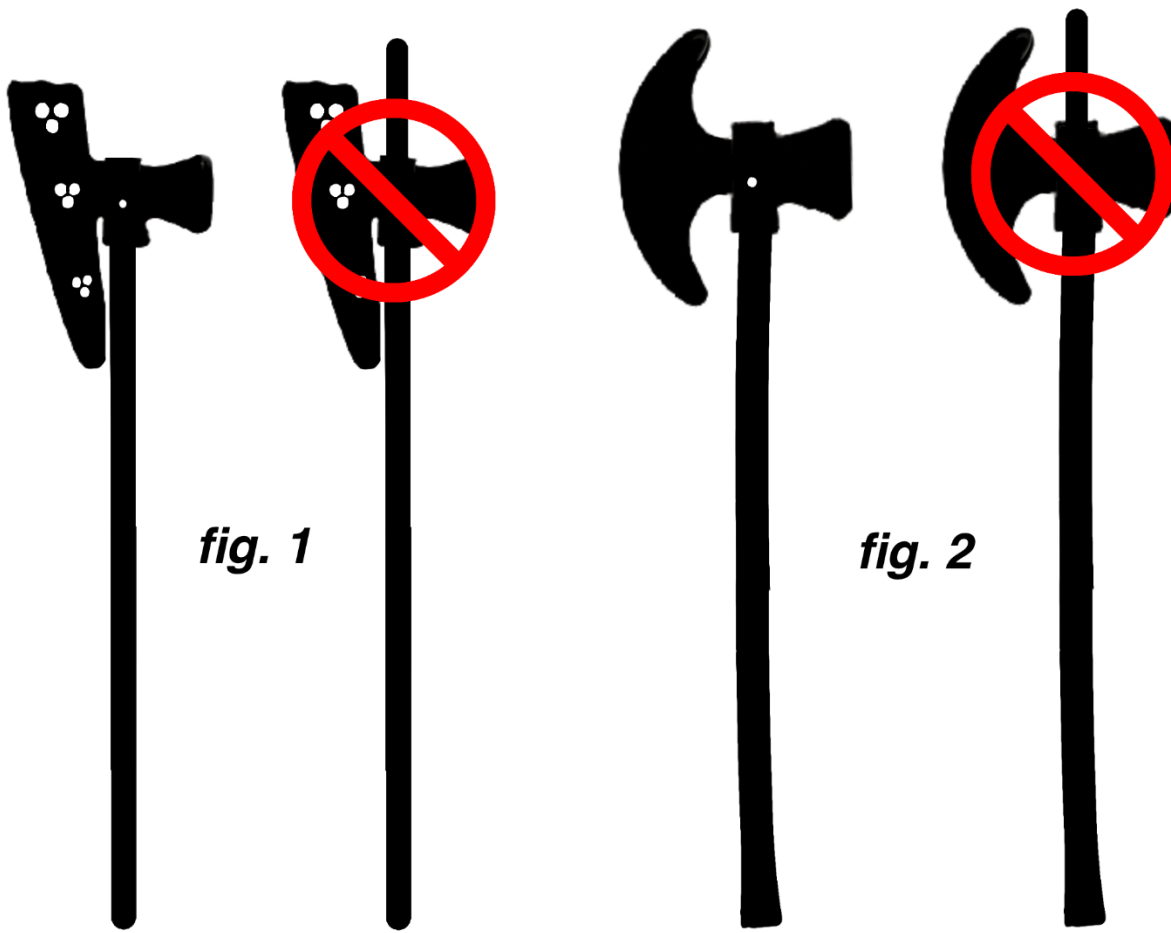
g) Grabbing the opponent or their weapon with your hand is forbidden.

h) Horizontal strikes to the neck are forbidden.

i) Punches permitted = 0 pts.

j) Kicks permitted = 0 pts.

k) Clinches broken after 3 seconds.



### 1.8 Equipment - Poleaxe

- a) Total weapon length including head, tip to tip, 150cm to 180cm in length.
- b) Total weapon weight 2 to 3kg.
- c) May be of any medieval head design without points or spikes, and must otherwise meet IMCF edge standards but may include a hammer back. See image a

# Great Sword Rules

2.1 3 rounds per match.

2.2 60 seconds per round.

2.3 60 seconds rest between each round.

2.4 Counted strikes:

- a) Each successful edge strike = 1 pt.
- b) Falls = 1 pt.
- c) Disarms = 2 pts.
- d) Halfsword strikes permitted = 1 pts.
- e) Butt strikes permitted = 1 pts.

2.5 Each round is won by the competitor having the highest number of points in the round.

2.6 Each match is won by the competitor winning the most rounds.

2.7 If a competitor wins the first two rounds, the match is over 2-0.

2.8 Details:

- a) Pushing with weapon permitted.
- b) Only strikes with both hands on the weapon will count.
- c) Strikes to hands worth 0 pts (hands are measured to 5cm above the wrist).
- d) Strikes to groin and feet forbidden.
- e) Strikes behind the knee are forbidden.
- f) Strikes to grounded opponent is forbidden.
- g) Grabbing the opponent or their weapon with your hand is forbidden.
- h) Horizontal strikes to the neck are forbidden.
- i) Punches permitted = 0 pts.
- j) Kicks permitted = 0 pts.
- k) Clinches broken after 3 seconds.

2.9 Equipment - Great Sword

- a) Total weapon length including head, tip to tip, 150cm to 200cm in length.
- b) Total weapon weight 2 to 3kg

# Sword & Buckler

3.1.1 3 rounds per match.

3.1.2 Each round contested to 5 counted blows.

3.1.3 Counted Blows

A. Edge blows with sword

B. Falls

3.1.4 60 seconds rest between each round.

3.1.5 Each match is won by the competitor winning the most rounds.

3.1.6 If a competitor wins the first two rounds, the match ends.

3.1.7 Details:

A. Pushing with the buckler is permitted.

B. Punches to the limbs and torso with front or edge of buckler are permitted; but are not counted.

C. Punches to the face with the buckler are forbidden.

D. Grappling and throws are forbidden.

E. Strikes to the hand are not counted.

3.1.8 EQUIPMENT

A. SWORDS

i. Total weapons length including pommel, tip to tip, 75cm to 110cm

ii. Total weapons weight 1100g to 1900g.

B. BUCKLERS

i. Construction must be of wood, wicker, leather, or steel, and feature a center-grip.

ii. Maximum diameter is 40cm.

iii. Maximum weight is 5000g.

# LONG AXE

4.1 3 rounds per match.

4.2 Each round contested to 5 counted blows.

4.3 Counted Blows

- A. Edge blows with axe.
- B. Pommel strikes.
- C. Falls

4.4 60 seconds rest between each round.

4.5 Each match is won by the competitor winning the most rounds.

4.6 If a competitor wins the first two rounds, the match ends.

4.7 Details:

- A. Pushing and striking with haft is permitted, but not counted.
- B. Only strikes with both hands on the weapon will be counted.
- C. Strikes to hands are not counted.
- D. Grabbing your opponent or his weapon is forbidden.
- E. Punches and kicks are permitted, but not counted.
- F. Clinches broken after 3 seconds

4.8 EQUIPMENT

A. LONG AXE

- i. Total weapon length including head, tip to tip, 100cm to 170cm.
- ii. Total weapon weight 1000g to 2500g.
- iii. Must include at least one legal axe edge.

# SWORD AND SHIELD

5.1.1 3 rounds per Match.

5.1.2 60 seconds per round.

5.1.3 60 seconds rest between each round.

5.1.4 Counted strikes:

A. Each strike = 1pt.

B. Disarms = 1pt.

C. Falls = 1pt.

D. Punches & Kicks = 0 pt.

5.1.5 Each round is won by the competitor having the highest number of points in the round.

5.1.6 Each match is won by the competitor winning the most rounds.

5.1.7 If a competitor wins the first two rounds the match is over 2-0.

5.1.8 Details:

A. Pushing & Punching with shield permitted.

B. Shield Punches to the head, limbs and torso with the shield front or edge is permitted.

C. Shield Punches to the face with a shield are permitted

D. Strikes to grounded opponents are forbidden

E. Grappling and throws are forbidden.

F. Kicks are allowed

G. Strikes to the hand are worth 0 points (hands are measured to 5cm above the wrist).

H. Strikes to the groin and feet are forbidden.

I. Strikes behind the knee are forbidden.

J. Clinches broken after 3 seconds.

### 5.1.9 Equipment

#### A. Swords:

- i. Total weapons length including pommel, tip to tip, 75cm to 110cm in length.
- ii. Total weapons weight 1100g to 1900g.

#### B. Shields:

- i. All wooden, wicker or leather shields or steel shields shall be made only on the basis of reliable historical analogues and correspond to the form of the analogue in all three planes. A shield can only be used with a set of armor of the same epoch and region.
- ii. The edges of all wooden, wicker or leather shields are to be trimmed with 2mm or thicker leather, rawhide or three or more layers of fabric attached with glue.
- iii. The edges of steel shields shall have a rolled or rounded edge with a minimum thickness of 4mm throughout.
- iv. The weight of any shield shall be less than 5 kg=11.03 lbs.
- v. Metal handles are not allowed on shields excluding small center grip shields commonly known as bucklers.
- vi. Maximum shield Length not to exceed 75cm.
- vii. Maximum Shield Width not to exceed 60cm.
- viii. Round Shields may not exceed 65cm in diameter.
- ix. Shields shall be measured across their convex surface.

### **DEFINITIONS:**

Clinch: Two fighters are engaged in a grapple, and are not actively fighting with punches, weapons or kicks.

Disarms: Competitor drops their weapon for any reason during competition.

Fall: Competitor loses their footing and falls to the ground for any reason during the competition.

Pommelling: Strikes with the butt of sword or hafted weapon.

Strikes: Significant impacts with the striking edge of the weapon (not the flat, and not a glance).