Protective Gear

Prior to all tournaments, fencers will report to their assigned piste and have their gear checked by the head referee and staff. Any changes in protective gear during the tournament must be raised with your head referee. Any intentional removal of mandatory protective gear will result in an immediate Red Card penalty.

***Note - across all tournaments, no exposed skin is allowed on any part of the body and all breeches straps must be worn over the shoulders as intended.**

Equipment requirements are as follows:

- Fencing Mask - must be at least FIE 1600N rated. Must show no signs of significant wear e.g. rusting and dents, 350n and 1000n masks are not allowed.
- Overlay and back of head protection - mandatory for all fighters. ***UPDATE* Must be without significant gaps. SPES Vectir or other similar protectors have too many gaps and are not allowed.**
- Gorget - mandatory for all fencers. Must be worn under the mask and have a rigid plate. Red Dragon and PBT gorgets are permitted, alongside harder plastic versions such as Vytis/Zoltans.
- Jackets - all jackets should be fencing style and be at least 350N rated with padding. All jackets should have an in-built blade catcher at the collar. We will not accept jackets that do not have an in-built blade catcher: it is not enough to have a gorget with a blade catcher**.** Jacket should cover down to the hips with no exposed skin visible through normal movement.
- Chest protectors - required for all tournaments and weapons. Plastrons do not count as chest protectors: they need to be hard plastic or leather/foam combo style.
- Gloves -
    - For Longsword - heavy gloves such as SPES Heavies, Sparring Gloves (with underglove), Thokks with longsword attachment, or any other similar hardshell glove. Red Dragon gloves, whether classic or new Dreadnought-style hard plastic gloves, are not suitable for Longsword.
    - For Sabre and Sword & Buckler - Red Dragon or lacrosse style gloves are the minimum level of protection acceptable. Other leather or kevlar gloves are not sufficient, even as off hand gloves behind a buckler, however Zoltan Demi Gauntlets are permitted. We strongly recommend finger protectors for all lighter gloves such as classic Red Dragons.

    - For Rapier & Dagger - padded sports fencing or similar motorbike gloves are the minimal acceptable standard. Cuffs must overlap jacket sleeves to avoid gaps.

- Elbow protection - solid protection for the elbows is mandatory for all weapons and tournaments.
- Forearms - solid protection is a requirement for all weapons apart from Rapier & Dagger where it is strongly recommended.
- Knees and Shins - solid protection is required for both during all tournaments.
- Trousers - newton rated fencing pants are required for all tournaments.
- Groin Guard - mandatory for men, recommended for W+ fencers.

Weapons

All tournaments will work on a “bring your own sword” basis. All weapons will be checked by head referees during kit check to ensure they fit within our defined parameters for each weapon category, covering: total length, weight, tip, blade flex, and overall condition.

Weapon Tipping

Weapons that must be tipped should use one of the following options:

- White Morph or similar thermoform plastic.
- Heatshrink plastic
- Spent bullet casing

Rubber tips are not permitted due to risk of injury. Some weapons require tipping as standard, but others do not, assuming their tips are not outside of allowed parameters. Depending on head referee discretion, we may ask you to tip weapons that do not usually require it, and will have sufficient equipment to do this on the day.

Not all weapons have a maximum flex weight listed, but in all cases weapons with a particularly heavy flex will be tested and judged based on their safety. Any weapons which our team determines to be unsafe will be rejected and cannot be used in our tournaments.

Weapon Requirements

- Longsword -
    - “Federschwert” type longswords with fattened or rolled tips. Do not require tipping. Longsword blunts are not permitted with the exception of the Sigi King.
    - 140cm maximum total length. Maximum weight 1800g.
    - Maximum flex weight 18kg.
    - Side rings are permitted within reason - exceptionally large side rings will be rejected at judges’ discretion.
    - Cross-guards and schilts must be rounded without significant points.
    - Ideal brands: Regenyei, Kvetun, Sigi, HF Armoury, Poker Armoury.
- Sabre -
    - “Gymnasium” style sabres with Bell Guards are the only accepted sabres, sabres with only a knuckle bow, no hand protection or excessively thick blades are not allowed.
    - Fattened or rolled tips. Do not require tipping.
    - 86cm maximum blade length.
    - Minimum weight 700g. Maximum weight 900g.
    - Ideal brands: Regenyei, Kvetun, Sigi.
    - Broadswords with an enclosed basket are not permitted. Sports fencing style blades are also not permitted.
- Rapier & Dagger -
    - All blades must be tipped regardless of tip type.
    - Blades must be diamond shaped or flat - sports fencing-style triangular or “musketeer” blades are not permitted for neither rapiers nor daggers.
    - Maximum blade length 115cm (Measured from the crossguard).
    - Daggers do not require tipping if they have a rolled tip.

    - Ideal brands: Regenyei, Kvetun, Sigi, HF Armoury.

- Sword & Buckler -
    - All blades must be tipped regardless of tip type.
    - Maximum blade length 95cm (Measured from the crossguard).
    - Maximum diameter of 35cm for bucklers.
    - Bucklers must have safe edges with no sharp points or cracks (if made of metal). All bucklers must be round in shape.
    - We will not accept homemade bucklers. Bucklers should be from a reputable brand such as Cold Steel.
    - Messers are not allowed due to insufficient flex for making thrusts.
    - Arming swords have a maximum flex weight of 14kg. We have found injuries in Sword & Buckler frequently correlate with arming swords so would prefer either lower flex or the use of a sidesword instead where possible.