

## **Fighting rules and regulations for the big battle**

- Before the fight there will be a general inspection where all the weapons, shields and armors will be checked.
- There will be 3 categories:
  1. light armor
  2. heavy armor
  3. riders and others (bows, flag wavers, drums, archers, musicians, rifles)
- Only those who participate at this inspection will be allowed to take part in the great fight.

### **Reason for rejection:**

- Too dangerous: weapons worn from excessive use, weapons are too sharp, blades are cut, weapons have rust.
- Too little equipment: too little armor, thin welding gloves, simple thin leather gloves, hair too small, crest too small etc.
- Historically inadequate: fur over fur, motorcycle boots, riding boots, etc.
- Alcohol: alcohol is strictly forbidden during the event. Those who do not obey to this rule will be excluded from all kind of activity inside the festival.

### Categories of fighters:

1. Light infantry: helmets, leg and gloves.
2. Heavy infantry: helmets/helms, gloves, platform, rails, iron protection on hands and feet.

\*Women can participate in the great fight if they meet the same conditions.

The score during the fight:

→ The light blows and the touch from a curled shot does NOT score.

→ The direct hits in the area are scored: shirt form + head.

**The following areas: tibia, leg, forearm, elbow, wrist, knee, ankle, neck, spine, groin area, WILL NOT BE INTENTIONALLY ATTACKED!**

→ The big fight is made up of several clashes (inclusions). The number of these clashes (inclusions) will be determined by the organizers.

→ The fight will be over if all the fighters fall or run away from a team or the leader will surrender.

→ In the big fight, in one deployment, the light infantry falls at the second blow, and the heavy infantry falls at the third blow.

→ The "resurrection" takes place only at the end of the clash (inclusion) and only if someone comes and lifts you from the ground.

→ This Regulations are of common sense and everyone should know when they received those hits, respectively 2 and 3, and fall down. If this rule is not obeyed, the participants can denounce those "Immortals".

→ The organizers will be able to exclude the "Immortals" from the big fight, the tap fight competition and also from the Buhurt competition. For a denouncement to be considered, there must be at least one witness, other than the denouncer.

→ In the big fight, if someone receives 2, 3 or even 4 hits within 2 seconds, they will score only once. This decision was made so that the fighters to "survive" as much as possible during the fight.

→ A point is considered lost when the fighters get stuck, are pushed and fall down. They can get up immediately after falling, but if they get hit again, they have to fall down.

## NEVER!

- Attack on the spine, neck, face, pelvic area or cause hand injury.
- Fight with unverified weapons by the organizers.
- Do a bottom-up shot with the throwing weapons (spears, halberds).
- “Billiard” with the throwing weapons (spears, halberds).
- Blow with the edge of the shield.
- Fists fight.
- Blow with the sword or sword guard.
- Pommel blow/counterweight of sword or spade.
- Stab with the sword/spade.
- Free fight/Do wrestling.

## Exceptions:

- The following categories of participants from the big fight will not be hit: flag wavers, archers, drummers, riflemen, those who handle catapults or cannons. They will surrender when they are alone with the enemy.
- Participants in these categories who have fighting equipment and want to fight, will have applied the one-shot only rule.

## Archers:

- ⊗ In the big fight only traditional bows with a maximum force of 45 pounds/25” will be used. ⊗ Each bow will be checked before the fight by the Organizers.
- ⊗ If a participant does not have the ribbon put on the bow by the organizers, he will not be able to participate in the fight.

⌘ The crossbows can have a maximum of 60 pounds and the arrowheads will be made similar to those from the bows.

Arrows:

⌘ The arrows will have a fluffy tip. See the image below.

⌘ Take the arrow with the sharp tip down and put the plastic plug as in the picture below.



THE FOLLOWING 2 IMAGES REPRESENT FORBIDDEN ARROW TIPS FOR BATTLE USAGE.

1.



2.



⌘ The organizers have the right to randomly check an arrow and the bow of the archer.

⌘ Organizers have the right to take off the fluffy tip of the arrow in order to see if the rules have been respected.

⌘ During the fight, the archer is allowed to shoot only with his own arrows or the ones belonging to the people in the team.

⌘ It is forbidden to take the opponent's arrow from the ground and to shoot back with it.

⌘ If a teammate is on the ground, his arrows can be used only with his approval.

⌘ The archers are not allowed to cross the defensive line.

⌘ Once the fight is over, they are allowed to pick up their arrows.

⌘ During the battle, the archers are not allowed to collect their arrows from the battlefield.

⌘ The archer can be attacked by anyone, considering that the archer's equipment is not prone to melee combat.

⌘ The archer can shoot infantrymen anywhere, except for the face area and the groin area.

⌘ The infantrymen are not allowed to hit the flying arrows because they could so hurt another participant.

⌘ The archer is allowed to flee infantry or surrender. If he surrenders, he will no longer have the right to participate in the great fight.

⌘ Each archer must wear a steel helmet.

Siege weapons:

⌘ Whoever is hit by the onager, catapult or trebuchet, whether he has a shield or not, must be grounded during that clash.

⌘ If the projectile is intentionally hit during the flight by any participant, the participant will automatically lose points and must fall down to the ground during the clash.

⌘ The mechanics dealing with the siege weapons can be attacked in the same way as the archers.

⌘ If the mechanics flee, they are automatically removed from the entire fight that day.

⌘ If the mechanics are surrounded by the enemies, they will be captured and will join the enemies without resisting.

Halberds:

- Without sharp edges by any means.
- Without sharp tips.
- It is forbidden to lift the halberd over the head to hit the opponent. (the purpose is not to kill the opponent).
- If the halberd is used as a spear, it can only be held as in the image below.



Spear:

- Without cutting edge.
- Without sharp tip.
- The tip of the spear should have a round tip like a euro coin.
- The soldier will have to hold the spear as in the image below.



- The edge of the spear can be used to hit the opponent just like a halberd.
- It is forbidden to hit the face area with the spear.
- The head shot with the spear is allowed as long as the spear is held and used as a halberd.
- You will not score if you hit the opponent in the thigh and tibia area with the spear. Please do not target those areas.

- The area to be scored is that of the t-shirt and head type.

#### Axe:

- Without sharp edges.
- It is forbidden to raise the axe above the head to hit the opponent.
- It is forbidden to hit the face area.
- The t-shirt and head areas will be pointed.

#### Shield:

- The shield must have the edges covered with leather.
- The use of cracked shields with sharp edges and chips is PROHIBITED.
- The kick with the edge of the shield is forbidden and these shots will not be taken into account.

#### Sword / Saber:

- Without sharp edges.
- Prohibited - the use of swords or sabers with saw, badly chipped blades.
- Stabbing is prohibited.
- No hitting in the face area.
- The same rules apply to the sword and saber: The scoring area is the t-shirt + head type.