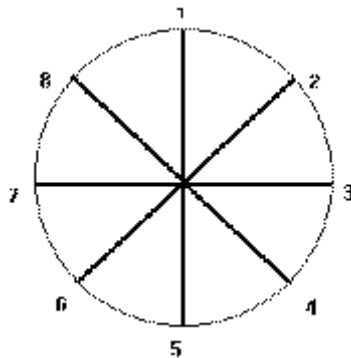


Combat Rules

- All combatants must be at least 18 years of age at the time of the faire and must have submitted a signed waiver prior to the 9:00 AM on the first day of faire.
- All combatants shall wear leather gloves.
- An athletic cup or groin protection is highly recommended.
- Anyone who is uncontrolled, using excessive force or found to be a danger in any way may be pulled out of the battle at the discretion of the marshal in charge.
- Fighting on the field of honor is a privilege, not a right and may be lost as chivalry, honor and safety may dictate.
- All combat must be theatrical in style. Anyone wishing to fight full contact or sport combat must possess the proper armor and weapons as stated in the "Articles of Combat".
- Absolutely no thrusting is allowed at any time.

CUTS AND THRUSTS

There are traditionally 8 basic cuts known as the round eights. The cuts in these guidelines are numbered according to the round eights.



- 1 = Cut to the head
- 2 = Cut to the left shoulder
- 3 = Cut to the torso
- 4 = Cut to the left leg
- ... and so on

There shall be no cuts or moves with a weapon which cross the face

- The majority of moves should be made out of distance.
- Each combatant must have the ability to pull their strikes (near miss).
- If blood bags are used, please be courteous of other combatant's costumes.

EXPERIENCE CLASS

- Each guild master or man-at-arms in charge must place their own combatants in the proper level class. Each combatant must feel safe for the class they are in.
- Class 2 (Novice Fighters): May use cuts 2, 3, 7, and 8. Cuts will be delivered at half speed. Combatants at this level will wear red ribbons (minimum 1" wide) tied around the wrist of their sword arm so that it is clearly visible.
- Class 1 (Experienced Fighters): May use cuts 1, 2, 3, 7, and 8 at 3/4 speed. Combatants will wear yellow ribbons (minimum 1" wide) tied around the wrist of their sword arm so that it is clearly visible.
- If a fighter of a higher class fights a lower class opponent that fighter must fight at the lower level.
- Each guild will provide one marshal for every ten fighters (10:1 ratio). There will be one captain for each group.

WEAPONS

- Weapons must be sturdy rather than decorative (no wall hangers).
- Weapons may, at any time, be inspected for safety at the discretion of the marshals in charge.
- Edged weapons must be rebated and maintained with a file to prevent serrated edges.
- Tips of weapons must be blunted.
- Combatants using pole weapons must fight as Class 2.
- Flails (ball and chain) are not allowed.

DEATHS

- Deaths must be well planned. Death blows should be delivered with the flat of the blade somewhere on the body at-speed.

BLACK POWDER

- **NO HANDGUNS!**
- Cannoneers must be cleared by the marshals in charge.

NOTES AND INSPECTION TIMES

- 9:00 AM - General notes each morning of faire.
- 9:30 AM - Marshal/Director notes each morning of faire.
- 10:30 AM - Weapons inspection each morning of faire. Combatants will divide into contingents at this time.
- 11:15 AM - Move toward the field and prepare for battle.