



VER. 2024

Regulations

Technical Requirements

This document is the Buhurt International Organization (hereinafter BI) approved technical and authentic requirements for equipment used during Buhurt International (BI) events.

1. Only offensive and defensive equipment that has historical equivalents academically proven to exist during the period of the XIV–XVII centuries is permitted for use in BI.
 2. All shields (wooden, metal, leather, or woven) must be modeled after a historical artifact and repeat the form of the original in all three dimensions. A shield must match the armor kit of the competitor in period and region.
 - a. The entire edge of a wooden shield must be covered with either: a band of thick leather (not thinner than 2–4 mm), or with at least three, or more layers, of fabric. A leather band must be glued, and also stitched, or riveted, to the shield. The rivets must be neatly finished, the edge of the rivet should not stick out.
 - b. The flat outside of wooden shields must be covered with leather or fabric.
 - c. The entire edge of metal shields must be rolled to the thickness of a minimum of 4 mm or more.
 3. Important: Metal shields must be of round shapes, based on a historical artifact, and repeat the form of the original in all three dimensions. Full-size metal shields must match the kit in both region and period (for example: the XVI century European, or Eastern kits).
 - a. Punch shields must have the striking edge rounded to a radius of at least 7 cm, and measure at least 55 cm long and 30 cm wide.
 - b. All modern fastenings (screws, bolts, nuts, staples) must be concealed. On the back of the shield, the bolts must be cut in one level with the nut,
 - c. All images on shields must be stylized in correspondence with the region and period of the competitor's kit.
- Important: It is prohibited to decorate shields with images that are modern or/and derogatory.**
- d. There is the option to use rigid handles for shields with a central grip.
 - e. For the category 'Sword and shield' the maximum shield dimensions are no more than 75 cm tall and 62 cm wide, or in the case of round shields, have a maximum diameter up to 70 cm.
 - f. For the category 'Sword and buckler' the maximum diameter of the buckler is no more than 35 cm.
 - g. The weight of all shields must not exceed 5 kg.
4. A competitor is accountable for the quality, protective properties, and durability of the defensive equipment they are using.
 - a. A competitor controls the security and reliability of their protective equipment, sufficient level of protection it provides, and must check it before the fight. A competitor is ultimately responsible for their offensive and defensive

equipment, its quality, historical accuracy, aesthetic appearance, and compliance with the requirements of this document.

- b. A suit of armor must fully and securely protect the competitor's spine including the tailbone, sacrum, neck, and joints in anybody position.
- c. Textile adhesive tape of neutral colors is permitted for urgent repairs during the tournament

- 5. The list of offensive equipment and technical requirements is as follows.
- 6. All edges of all hafted and bladed weapons must be rebated in compliance with this document before each tournament.
 - a. Points must be rounded to a diameter of 20 mm before a tournament.
 - b. All blades must be rebated and have a thickness of 2 mm or more. This applies to striking and non-striking edges of all weapons
 - c. Bladed weapons:
 - i. Single-handed: straight or curved, double-edged or single-edged swords
 - Long or two-handed straight or curved, double-edged or single-edged swords
 - d. Hafted weapons:
 - i. • Single-handed
 - ii. • Long-handled
 - iii. • Two-handed

Important: Every weapon to be used at a tournament must be first approved for safety by the representatives of the Marshals' and Authenticity Committee for each tournament separately.

- 7. Technical requirements for the permitted weapons can be found in the table "TECHNICAL REQUIREMENTS WEAPONS".
 - a. The heads of all hafted weapons must be secured to the haft by multiple methods (for example: wedges, straps, glue, and pins, langets). Weapons with poorly secured heads are prohibited.
 - b. Weapons constructed solely for stabbing are prohibited.
 - c. Long and two-handed impact weapons are prohibited.
 - d. The weapon may have decorative elements modeled after the elements of an impact weapon on the non-striking side. Any strikes with decorative elements are strictly prohibited and will result in a card violation
 - e. A hafted weapon may have rebated hooks on the non-striking edge. Any strikes with decorative elements are strictly prohibited and will result in a card violation
- 8. Protective equipment used in BI is armor reproductions of the High Middle Ages. All armor elements must be historically plausible in proportions, construction, and appearance of the original.
 - a. Armour must:
 - i. Have academically acknowledged originals of the XIV–XVII centuries.

- ii. Appear to be manufactured using historically plausible materials (for example: steel, leather, textile, wadding, tow, and felt).
- iii. Be constructed to fully and securely protect the vital organs and joints of the competitor and function properly.
- iv. Adhere to the requirements for the thickness of the protective layers (as listed later in this document).
- v. Maintain the size and proportions of the original extant pieces
- vi. Have a historically plausible aesthetic appearance.
- vii. Show no signs of modern materials or manufacture techniques (for example: nylon cords and straps, welded seams, plastic ties, synthetic materials, discoloration from heat, modern athletic gear
- viii. All elements of the kit must comply with the current technical and authentic requirements outlined in this document. A full kit must comprise the elements of the same region and within a 30-year time period.

Important: 30-year periods are defined by decades. For example: 1360–1390, 1380–1410, 1400–1430, etc.

- b. Stylized element is permitted if:
 1. The Authenticity Committee (specialists/officers) have approved its use. It is enhancing a protective function of the kit during BI tournaments.
 2. Information about the material culture of the relevant period and/ or region is insufficient.

Important: In rare cases when information on the material culture of the region or/and period is insufficient, it is possible to replace missing elements of the protective equipment with the analogues of the adjacent regions and/or periods provided the kit looks proportionally correct and aesthetically pleasant. The replacement must be approved by the BI Authenticity Committee.

- c. When the historically accurate suit of armor fails to comply with the requirements of this document, a competitor must use additional layers of concealed protection worn under appropriate gear
- d. Modern protective elements with an independent fastening system are permitted as a third layer of protection and must be concealed at all times. All additional modern protective elements must remain concealed at all times in all body positions..
- e. Helmet
 - i. The head of a competitor must be protected with a metal helmet. Its protective features should be equivalent to those of 2.5 mm thick construction grade (for example: ST3 as by GOST, Grade A in the USA, etc.) steel helmet. A helmet must protect the face.

Important: A helmet is identified as open-faced if it is possible to fit a bare fist between the brim of the helmet and neck protective piece while a competitor maintains an upright head position. Open-faced helmets are strictly prohibited.

- ii. A helmet must have a quilted, or padded, coif inside, or a leather suspension system with a quilted coif. The minimum thickness of the coif is 3 mm for the quilted, and 5 mm for padded (while compressed).
- iii. A chin strap must secure the helmet to the head. If the construction of the helmet excludes the use of the chinstrap, the helmet must be secured on the head by other means.

Important: A helmet may be secured to the backplate or front plate of the body protective element with an additional strap for enhanced protective properties.

- iv. It is permitted to install additional bars to the eye slits of the helmet if the construction is approved by the BI Authenticity Committee. If a helmet modeled after a historical artifact is not sufficiently protective, it is encouraged to use additional rigid protective constructions made of metal bars or plates if they are concealed under a Chain mail or textile aventail.
 - v. An additional plate can be used on top of the chain mail elements of the helmet. Its shape must be historically proven. Heater shield shapes are permitted. Alternatively, an additional padded collar with the plates sewn under, or inside of the collar, is permitted.
- f. Armor:
- i. The body and the limbs of the competitor must be protected at least with plates of metal. Chain mail elements can be used as supplemental protection or as an articulation of the plate elements.
 - ii. A competitor's equipment includes an under-armor layer protecting the torso. It should consist of at least a layer of felted wool quilted with linen fabric.
 - iii. Vertebrae of the neck and upper back must be protected with a metal plate with a padded or quilted layer (as a separate collar or an additional layer of the aventail) . Riveted chain is not considered adequate protection.
 - iv. The spine including the tailbone must be protected by plate elements of the armor with the layer of padded or quilted protection. The thickness of the layer must be over 3 mm for quilted and 5 mm (compressed) for padded elements.

Important: It is recommended to use modern protective elements; for example cycling, snowboard, and other spine protectors, as the third layer of protection hidden under the gambeson, or its alternatives..

- v. The crotch area must be protected by the elements of the kit or modern protective elements hidden under elements of soft kit at all times.

- vi. Gauntlets or plate mittens must protect hands. Chain mail can be used only as a supplementary element or for the articulation of the plates.
- vii. Protection of the hand holding a shield with metal plates means that a competitor can continue fighting after a shield loss. Alternatively, a shield hand must be protected by the elements of the soft kit and quilted mitten from all sides. Soft protection for hands must consist of at least two layers quilted together; for example, felted wool and linen.
- viii. Plate elements must protect elbows and knees. If plate joint protection is missing in the material culture of the region, the replacement must be hidden under other elements..
- ix. Cuisses and greaves can leave the back of the leg open. In this instance, soft kit consisting of at least one layer of the dense fabric must cover the open areas.
- x. Metal plate sabatons must protect the feet of a competitor.
- xi. Modern shoes/boots are prohibited, especially if soles have deep lugs.
- xii. Flat rubber sole with low profile texture are permitted to replace historical soles.
- g. Tabards (surcoats) should be historically plausible in colors and construction, and match the suit of armour in the time period or match the rest of team/club's tabards. Modern and derogatory images are prohibited. It is advised that the coat-of-arms follows heraldic rules in shapes and color use.

Explanation of the terms:

Historically plausible/authentic: material or an item modeled after a primary source. Historically plausible materials and elements of equipment approved for use by the BI Authenticity Committee.

Stylization Of an item without a historical prototype, albeit constructed in the overall style of the kit with its aesthetic and functional features.

A Primary Source is textual or visual evidence; for example: images, paintings, illuminations, statues, and other documented sources and their combinations, that establish the authenticity of an item. A primary source is mandatory for less known, or new items, within the BI community. A decision on the historical accuracy of the item can be made only based on primary sources.

A Striking Edge of the Weapon is an edge touching the opponent at the moment of the strike.