



VER. 2024

RULES

Polearm Category

1. General Regulations

- 1.1** During the fights of the category, the number of the clean blows by the blade of the polearm delivered into the permitted strike zone of the opponent's body is counted.
- 1.2** There are no weight categories in the Polearm duel category.
- 1.3** The team of Marshals includes a Knight Marshal (chief official), four (4) Marshals (fight officials) in the list, a Secretary, and an Authenticity Committee Representative (AC Rep).
- 1.4** Fights of the Buhurt International Polearm duel category are held in hard-surface lists with a barrier measuring 5-10m wide and 5-10m long. The height of the barrier is 0.9 - 1.3m. There must be a fenced, 2m-wide safety zone around every side of the list. Only Marshals, Squires (Seconds or a Coach) of the fighter, technical brigade and accredited photo/videographers are permitted into the safety zone during the fight (round). Any extra fighter or non-combatant of the team entering the safety zone will result in a penalty (yellow card) for the individual or their team (club).
- 1.5** A fight consists of two 60-second rounds with a 30-second break in between. The fighter who scores the most points wins.

Important!

The organizers can change the length of the round provided this decision is coordinated with the Head Organization and is registered in the Tournament Regulations.

- 1.6** Each clean blow to the permitted strike zone of the opponent's body scores one point. Blows to the hands are permitted but do not score.

The full length of the cutting edge of the weapon is considered a blade.

- 1.7** A blow is considered clean if it is clear and intentional, the grip is two-handed, and the opponent fails to counter it effectively with defensive action.



- 1.8** Points are counted during the fight. The round scores are added up. The fighter who scores the most points wins the fight.
- 1.9** If the round ends in a draw, an extra 30-second round is fought to determine the winner.
- 1.10** A technical victory with a score of 10–0 is awarded to one of the fighters in the following cases:
- 1.10.1** If the opponent: withdraws from the fight before it starts; fails to report to the list upon the Chief Official's call, or fails to prepare the equipment within the designated time. Fighters who fail to report to the list for the fight are penalized with a yellow card. In case a fighter cannot participate in the competition because of injury or disqualification, their opponent is awarded a technical victory.
 - 1.10.2** If the opponent cannot continue fighting because of an accidental injury.
 - 1.10.3** If an opponent gets two (2) Yellow cards (warnings) or Red card (disqualification).
 - 1.10.4** If the fight is impeded due to equipment failure (including polearm) that is impossible to fix within the designated time frame of no more than one (1) minute. Assessment is made by the Knight Marshal (Chief Official).

Important!

If the fighter cannot continue the fight due to the injury caused by an illegal strike, their opponent receives a penalty of double yellow cards and is banned from further participation in the tournament. The injured fighter is awarded a technical victory. The injured fighter is withdrawn from further fights in this category.



2. Authorised equipment

2.1 All elements of the offensive and defensive equipment must meet the requirements of the Buhurt International Technical and Authentic Regulations.

2.2 The fighter is not allowed in the list:

- unless they have passed the technical and authenticity check;
- if they are using low quality, dirty, rusty, dented equipment, or equipment that is not historically plausible;
- for the use of modern boots or shoes with explicitly modern outsoles with deep lugs;
- if they are using modern adhesive tape, plastic ties, and other modern materials for repair if clearly visible;
- if they are using slogans and imagery that is not historically plausible, or is derogatory, in the decoration of any piece of equipment (including, but not limited to their weapon, tabard etc);
- if they are using any other modern equipment, or decoration, that is clearly visible.

Important!

Textile adhesive tape of neutral colours to repair kit is permitted.



3. Authorised Fighting Techniques

- 3.1 Any blows or pushes with the weapon or hands to the opponent's permitted strike zone. Offensive actions with the haft of the polearm are permitted but do not score.
- 3.2 Any offensive actions to the opponent who is out of balance before they are grounded.
- 3.3 Grapple of the opponent's weapon with hands, although holding the blade is prohibited.
- 3.4 Parrying with the polearm.
- 3.5 A fighter can strike with a free hand provided they have a weapon in the other.

Important!

The permitted strike zone excludes groin, back of the neck, back of the knee, feet.

4. Prohibited Fighting Techniques

- 4.1 Any thrusting actions with the blade of the weapon.
- 4.2 Any strikes beyond the permitted strike zone.
- 4.3 Any strikes to a grounded, or rising to standing, opponent.
- 4.4 Any strikes to an opponent who loses their weapon.
- 4.5 Strikes with head.
- 4.6 Kicks and strikes with knees.
- 4.7 Back heels, wrestling throws and holds.



5. Management of the fights

- 5.1** Management of the fights is conducted in accordance with the Buhurt International Duels Regulations by penalties that are imposed depending on the situation in the list and fighters' and marshals' actions.