



[www.torneodelcignobianco.it](http://www.torneodelcignobianco.it)  
[torneodelcignobianco@gmail.com](mailto:torneodelcignobianco@gmail.com)

## Knights Tournament Rules

### Participants

At the tournament can only participate the Knights officially invited

### The Tournament

All participants will face duels in combat, fighting with the two-handed sword and the spear with the dagger.

All duels will see the participants face with the same weapon.

All participants in the first phase will fight an equal number of fights with the sword and the spear with the dagger.

### First phase and final phase

At the end of the first phase will be chosen the best knights in sword duels and the best knights in spear and dagger duels.

The duels of the final phase will see the knights face the use of the three weapons (sword, spear and dagger) at the discretion of the fighter.

### Equipment

Each Knight must have complete armor with closed helmet.

The armor should be placed in a historic period between 1360 and 1410.

The armor should be previewed and accepted by the judges through photographs.

Armor will be further checked on the tournament day.

The armor must have:

- Steel greaves or made with leather and steel.
- Steel legs or made with leather and steel, with steel knee.
- Gambeson
- Riveted chain mail
- Steel arms protection or made with leather and steel, with steel elbow
- Steel chest or alternatively knight brigantine (no Wisby-style are accepted)
- Steel Gloves.
- Closed helmet.
- Steel chest or alternatively knight brigantine (no Wisby-style are accepted)
- Padded neck protection with chain mail.



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## **Weapons**

The weapons that will be used are:

- Long sword, rounded and not sharpened.
- Spear with maximum 2 meters length, rounded and not sharpened. Can be fitted with steel calcium.
- Dagger: this will be provided by the judges and will be the same for all the fighters.

## **Sword Duel Rules**

The two fighters who will face each other with a long sword will be able to hit with the cut and the tip of the sword at any point of the opponent. Hits with the pommel or the hilt of the sword are also allowed.

It is allowed to grab the opponent's weapon and disarm him.

Hits assigning a valid point are limited to:

- A tip or cut of the sword at all points not covered by armor plates
- A tip or cut of the sword at the visor of the helmet.

Hits will have to be carried with right strength, shots too weak can be considered invalid. Hits must be carried with 2 hands, hits with 1 hand are valid only in tight game.

All other games like a disarming or a takedown can be a valid point, but only on judge decision.

The winner will be the first that reach 3 valid point.

In any case, the judge's decisions will be unquestionable.

## **Spear and Dagger Duel Rules**

The two fighters who will face each other with a spear will be able to hit with the cut and the tip of the the spear any opponent's point. Hits can also be carried with the tip or cut of the dagger.

Are allowed also hits carried with the stick or kick of the spear, or the dagger's pommel.

It is allowed to grab the opponent's weapon and disarm it.

Hits assigning a valid point are limited to:

- A tip of the spear or the dagger at all points not covered by armor plates
- A tip of the spear or the dagger at the visor of the helmet.

Hits will have to be carried with right strength, shots too weak can be considered invalid. Hits with spear must be carried with 2 hands, hits with 1 hand are valid only in tight game.

All other games like a disarming or a takedown can be a valid point, but only on judge decision.

The winner will be the first that reach 3 valid point.

In any case, the judge's decisions will be unquestionable.



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### **Sword, Spear and Dagger Duel Rules**

In the final phase of the tournament, the two fighters will be face each other to with a long sword, a spear and a dagger.

They can use any weapon in any order. If one or more weapons fall on the ground they can be taken again when the judges will stop the fight for the next game.

For the valid points with the sword, see the "Sword Duel Rules".

For the valid points allowed with the spear or dagger, see the "Spear and Dagger Duel Rules".

Hits will have to be carried with right strength, shots too weak can be considered invalid. Hits with spear must be carried with 2 hands, hits with 1 hand are valid only in tight game.

All other games like a disarming or a takedown can be a valid point, but only on judge decision.

The winner will be the first that reach 3 valid point.

In any case, the judge's decisions will be unquestionable.