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Feather Game Rules

Participants

At the tournament can only participate the men of arms officially invited.

The Game

All participants will have to face duels fighting with a one-handed sword or a falcion.
The two men of arms will be tied with a rope fixed on the wrist of the armed glove that does not hold the weapon.

Equipment

Every man of arms and knight must be equipped with the minimum equipment shown below. Each part of the equipment must be able to be placed in a historical period between 1360 and 1410.

- Gambeson.
- Steel Gloves.
- Closed helmet .
- Padded neck protection.

At the discretion:

- Chest protection

It is not allowed to wear additional protections to those above.

Weapons

The weapons that will be used are:

- One-handed short sword or falcion with a maximum total length of 80cm.

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Duel Rules

The two men of arms who will face each other with a sword or a falcion will be able to hit any point of the opponent with the cut of the sword. Hits with the pommel or the hilt of the sword are also allowed. Hits with the tip of the sword are not allowed.

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

Hits assigning a valid point are limited to:

- Hits with the cut of the sword at the opponent's body or head.

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.

If the fighters will hit each others simultaneous for 5 times, both will lose the duel.

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