



Poleaxe Rules

- 1.1 3 rounds per match.
- 1.2 60 seconds per round.
- 1.3 60 seconds rest between each round.
- 1.4 Counted strikes:
 - a) Each successful edge strike = 1 pt.
 - b) Falls = 1 pt.
 - c) Disarms = 2 pts.
 - d) Haft strikes permitted = 0 pts.
 - e) Butt strikes permitted = 1 pts.
- 1.5 Each round is won by the competitor having the highest number of points in the round.
- 1.6 Each match is won by the competitor winning the most rounds.
- 1.7 If a competitor wins the first two rounds, the match is over 2-0.
- 1.8 Details:
 - a) Pushing with weapon permitted.
 - b) Only strikes with both hands on the weapon will count.
 - c) Strikes to hands worth 0 pts (hands are measured to 5cm above the wrist).
 - d) Strikes to groin and feet forbidden.
 - e) Strikes behind the knee are forbidden.
 - f) Strikes to grounded opponent is forbidden.
 - g) Grabbing the opponent or their weapon with your hand is forbidden.
 - h) Horizontal strikes to the neck are forbidden.
 - i) Punches permitted = 0 pts.
 - j) Kicks permitted = 0 pts.
 - k) Clinches broken after 3 seconds.

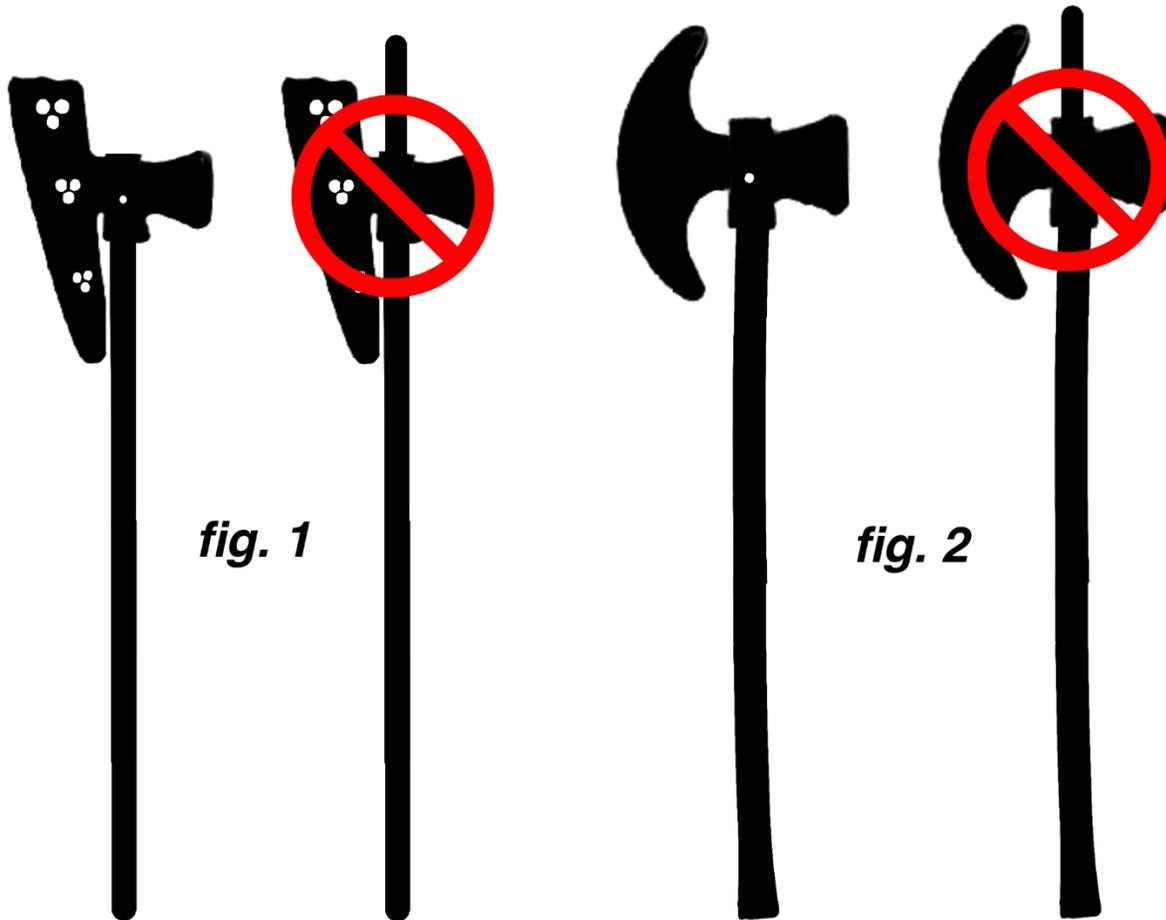


fig. 1

fig. 2

1.9 Equipment - Poleaxe

- a) Total weapon length including head, tip to tip, 150cm to 180cm in length.
- b) Total weapon weight 2 to 3kg.
- c) May be of any medieval head design without points or spikes, and must otherwise meet IMCF edge standards but may include a hammer back. See image a

Great Sword Rules

1.1 3 rounds per match.

1.2 60 seconds per round.

1.3 60 seconds rest between each round.

1.4 Counted strikes:

a) Each successful edge strike = 1 pt.

b) Falls = 1 pt.

c) Disarms = 2 pts.

d) Halfsword strikes permitted = 1 pts.

e) Butt strikes permitted = 1 pts.

1.5 Each round is won by the competitor having the highest number of points in the round.

1.6 Each match is won by the competitor winning the most rounds.

1.7 If a competitor wins the first two rounds, the match is over 2-0.

1.8 Details:

a) Pushing with weapon permitted.

b) Only strikes with both hands on the weapon will count.

c) Strikes to hands worth 0 pts (hands are measured to 5cm above the wrist).

d) Strikes to groin and feet forbidden.

e) Strikes behind the knee are forbidden.

f) Strikes to grounded opponent is forbidden.

g) Grabbing the opponent or their weapon with your hand is forbidden.

h) Horizontal strikes to the neck are forbidden.

i) Punches permitted = 0 pts.

j) Kicks permitted = 0 pts.

k) Clinches broken after 3 seconds.

1.9 Equipment - Great Sword

a) Total weapon length including head, tip to tip, 150cm to 200cm in length.

b) Total weapon weight 2 to 3kg.

Definitions

Clinch: Two fighters are engaged in a grapple, and are not actively fighting with punches, weapons or kicks.

Disarms: Competitor drops their weapon for any reason during competition.

Fall: Competitor loses their footing and falls to the ground for any reason during the competition.

Pommelling: Strikes with the butt of sword or hafted weapon.

Strikes: Significant impacts with the striking edge of the weapon (not the flat, and not a glance).

