

Equipment Requirements

for participating in the competitions during

“Sofia CrossSwords 2023”

For the safety of all competitors during the tournaments it's necessary for everyone to have full historical fencing gear for themselves. Sharing gear between fencers is not advisable and if a fencer is missing a piece of gear when they are called to fence they will not be allowed to do so. A general gear check will be performed in the mornings of the competitions and each fencer will be checked again before their matches. If a fencer is not equipped with proper gear they can be disqualified from a tournament with no compensation. If a fencer has any questions regarding their gear it's highly advisable to contact the organisation staff beforehand.

All gear must be in good condition. The gear and clothing must completely cover the fencer - no exposed skin is allowed, including when a fencer lifts their arms or leans forward.

Gear list:

1. Fencing mask - **CE certified 350N or FIE 1600N** mask. It must be in good condition and not seriously damaged, dented or ripped.
2. Back of the head protection - the **back of the head needs to be covered by a solid, rigid protector, without significant gaps**. It's recommended that it also overlays the mask.
3. Throat protection - it must **cover the throat from front and sides with stiff plates**. It is recommended that it also protects the collarbone.
4. Historical fencing jacket - jackets need to be **certified 350N or higher**. Jackets not carrying certification labels, made from unknown makers, will not be allowed. The jackets must have “blade catchers” at the front or an additional protector with such function. Additional plastic protectors over the jackets are allowed.
5. Chest protection - **stiff chest protection is required for all women and recommended for all men**. It is advisable for it to also cover the abdomen.
6. Forearm and elbow protection - fencers are **required to have stiff elbow and forearm protectors**. Forearm protection can be part of the gloves if reaching high enough. Forearm and elbow protection can be part of the jacket. If the protectors are not part of the jacket, it is recommended to fasten them to the jacket.
7. Gloves - **only dedicated historical fencing gloves will be allowed**. Gloves made from unknown makers will not be allowed. The gloves must completely cover the wrist, hand and fingers. In case of open palm gloves, there must be an underglove. Gloves with metal elements will not be allowed.
 - a. **“Heavy” gloves are obligatory** for the Longsword tournament - SPES Heavy, SG Lobster/Hoof/Infinity, ProGauntlets, HF Armory, Kvetun. “SG Special”, “Red Dragon” and similar gloves are not allowed.
 - a. At least **“Medium” gloves are obligatory** for the arming swords and sword and buckler tournaments - Thokk WeaponMasters, HF Armory Firestone gloves, SG Special, Red Dragon.
“Heavy” gloves are recommended and “Light” gloves are not allowed.

8. Historical fencing pants - **pants need to be certified 350N or higher**. Pants not carrying certification labels, made from unknown makers will not be allowed. It is advisable to have thick pants and/or additional foam or plastic protection inserts. The pants must reach below the knee.
9. Groin protector - **groin protection is required for all fencers**.
10. Knee and shin protection - **stiff knee and shin protection without any significant gaps**. It is recommended to use a model that covers the outside of the knee and the ankle.
11. Socks - if the fencing pants do not cover the whole leg, fencers are required to have knee high socks. **No bare skin is to be visible**.
12. Shoes - sport shoes that **will not damage or colour wooden flooring**. Outdoor shoes, football type shoes are not allowed. Bare feet are not allowed.
13. Any additional protection elements, above or as inserts into other protectors are allowed as long as they do not pose risk to the fencers. Decorative components are allowed as long as they do not protrude from the body of the fencer. Decorative components should not pose risks to the fencers or complicate judging.

Weapons

Longswords can be of standard ('blunt') or 'feder' type, with simple crossguard and must be made of steel. All swords must be from professional sword makers. No part of the weapon is allowed to be sharp or pointed, it cannot cause any harm to the bare hand or the protective gear. The blade's tip must be back-folded, rounded, widened or thickened and the edges rounded and thick. The blade must be straight, well maintained, free of damage and flexible in its last 1/3. The crossguard, grip and pommel must be fixed and not be able to move or turn - rattling is allowed within reason.

Longsword measurements:

1. **Total length** - from **105 to 135 cm**.
2. **Weight** - from **1350 - 1700 gr**.
3. **Blade length** - from **85 to 104 cm**.
4. **Crossguard width** - from **20 to 30 cm. (rings are not allowed)**
5. **Grip length**, including pommel - from **20 to 35 cm**.
6. **Blade flexibility** - blades must **flex at 10-18 kg** (by the SSBST*). The stiffness of the blade can be checked by the organisers, at the initial gear check.

Weapons for the Arming sword and Sword and buckler tournaments will be the "SIGI Junior" and a steel buckler - provided on site.

All fencers are required to bring their own gear and Longsword weapons during the tournament. If any gear or weapon is deemed unsafe, it will not be used in the competitions. If a fencer can't replace it they will be disqualified without compensation.

Fencers are required to keep their gear and weapon in good condition throughout the tournament and it's their responsibility to keep it organised within the hall. As a lot of gear is very similar, we recommend keeping it separate enough to avoid mix ups. The organisers will not be accountable for any lost or damaged gear before, during or after the event.

Fencers will be required to sign up officially during registration that they have all gear necessary.

*SSBST - Super Scientific Bathroom Scale Test: put your sword vertically tip down on a personal electronic scale and push straight down flexing the blade. Keep pushing until the scale numbers stops going up and the blade still flexes. That's the flex - kgs.