



Historical Medieval Battle
International Association



BATTLE OF THE NATIONS[®]

Regulations

Technical and Authentic
requirements

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Technical and Authentic requirements

- 1.1 Arms and armor, which have chronological validity of a specific historical period as confirmed by extensive research carried out and confirmed, are allowed in HMB.
- 1.2 A fighter has to rebate his weapons before the participation in an event. They must conform in full to the specifications stated in this regulatory document with no exceptions.

Rebating is a process of rounding of the peak and the percussion edges of any bladed or pole weapon used in HMB competitions. The radius of rebating is about 10 mm (note: it has to match the radius of a coin 20 mm in diameter).

- 1.2.1 The edges of all the striking parts of any weapon are to be rounded (blunted) as a bevel and must be no less than 2 mm thick (including any possible chips and notches).
- 1.2.2 The edges of shields are to be trimmed with thick (no less than 2-4 mm) leather or three or more layers of fabric attached with glue or adhesive agents.

Important!

All wooden, wicker or leather shields must be made only on the basis of reliable and approved historical analogues and correspond to the form of the analogue in all three planes. A shield can only be used with a set of armor of the same epoch and region

- 1.2.3 Edges of the iron shields have to be carefully forgerolled and be no less than 4 mm thick.

Important!

The shape of permitted metal shields must be round, made on the basis of reliable and approved historical analogues corresponding to the form of the analogue in all three planes. A shield can only be used with a set of armor of the same epoch and region. The weight of any metal shield must not exceed 5 kg.

- 1.2.4 It is forbidden to create images, slogans, etc., clearly modern on the shields. It is recommended to realize heraldic symbols on shields in accordance with the shapes and colors of clear historical pertinence.
- 1.3 Fighters must exclusively assume all responsibility for the quality, safety and reliability of the elements of protective arms.
- 1.4 Below is the list of permitted weapons, as well as technical requirements for them.

1.5

Important!

The maximum weight of all weapons fully assembled and ready for battle is given. The permissible upward error is +100 for single-handed, +200 grams for long models of arms and +300 grams for two-handed models of arms.

1.4.1 Bladed weapons:

- single-handed swords, sabers, broadswords – up to 1,700g;
- falchions – up to 1,700g;
- long (total length is up to 1,400mm) swords, sabers, broadswords – up to 2,300g;

Important!

The Chart «Technical Requirements to HMB Permitted Weapons» contains technical regulations for HMB permitted bladed weapons.

1.4.2 The Chart «Technical Requirements to HMB Permitted Weapons» contains technical regulations for HMB permitted pole weapons.

Important!

Heavier weapons or thrust weapons are not admitted for use in historical medieval battles under any circumstances.

1.5 The approved protective arms for HMB competitions must be a reconstruction of medieval armor (must have the exact dimensions and general historically accurate appearance) and correspond to such characteristics:

- compliance with historically proven origins of the XIII-XVII centuries.
- authenticity of materials used (metal, leather, fabric, tow, batting, felt);
- availability of configuration that completely covers the vital organs and joints of the fighter;
- good condition;
- thickness of protective material has to meet HMB requirements (stated below);
- size and proportions of all the protective elements have to meet the requirements;
- aesthetic appearance.

1.6 All parts of the equipment (included weapons and shields) have to meet the technical and aesthetic requirements, and represent a complete set of one time period within a span of no greater than 50 years within a region

1.6.1 The stylized armor elements are allowed only in the following cases:

- must be approved by the HMBIA Authenticity Committee (masters \officers);
- they serve only to improve the “characteristic” of the “safety” of the fighter’s equipment to carry out the HMB activities;
- in the case of the lack of information concerning the material culture of certain periods and regions.

Important!

In rare cases, due to the lack of information concerning the material culture of certain periods and regions, a fighter can replace these armor elements with the authentic elements relating to the neighboring regions and periods, but only if everything looks aesthetically and proportionally accurate.

Concepts that require further interpretation and explanation:

- “Authentic” means material or object that corresponds to a certain historical original, found during the research. The use of authentic materials and items, coming from the original. Is approved by the HMBIA Authenticity Committee.
- A “stylized item” refers to an object that has no specific historical analogues, but is made in compliance with the general style of armor and its proportional, aesthetic and operational characteristics.
- Historically proven originals are confirmed through text and visual material (pictures, sculptures, and other documented archaeological sources or the combination of more than one of these), on the basis of which a belonging of a particular object to the group of authentic ones is determined. A historically proven original is needed in case a reenactor intends to use anything considerably different or about which little is known in the community of HRMA. Only a historically authentic original can help to determine whether an object is valid for a decision to be made about the possibility of its use in the HMB activities.

- 1.6.2** The fighter’s head must be protected with a metal helmet, the safety features and specifications of which comply with the same parameters of a helmet made of steel ST3, 2mm thick. A helmet must protect the fighter’s face.
- 1.6.3** The fighter’s helmet has to be equipped either with a well-quilted padded cap, or leather suspension, a “parachute” with a quilted padded cap. The thickness of these elements should be not less than 3 mm for quilted and 5 for padded in a condensed form.
- 1.6.4** The fighter’s helmet must have a chin strap, which ensures its stability, eliminating any possibility that it may fall off or come loose during combat.
- 1.6.5** The fighter’s body, legs and arms are to be covered with at least plate armor. Chain-mail can be only used as extra protection in addition to plate armor or as the linking elements of plate armor.
- 1.6.6** In addition to body armor, the fighter’s body is to be protected with underarmor padding, which covers the whole torso. The minimum allowed protection is woolen (cloth) and linen material sewn together.

- 1.6.7** The neck and base of the skull are to be protected with steel plate-armor element, supplemented with damping quilted or padded protection, such as a pelerine of the padded cap, a special collar or a filling. A riveted chain-mail element, with the plate protection and a protective damping layer, is allowed.

Important!

If the fighter's helmet has the chainmail element protections, it is possible put on an additional "circular" rondel (every other shapes of that additional protection must be documented by historical sources). Otherwise, it is possible to use an additional padded collar with steel plates, but those plates must be hidden under or into the padded collar.

- 1.6.8** The spine and tail-bone should have metal plate protection with quilted or padded protection. The thickness of these elements should be not less than 3mm for quilted and 5mm for padded in reinforced form.
- 1.6.9** The fighter's hands are to be protected with gloves or gauntlets made of steel plates or riveted chain-mail. If hand protection is made solely of riveted chain-mail, a damping layer no less than 5mm thick in a condensed (reinforced) form must be under it.
- 1.6.10** The hands and forearms of a fighter using a shield with elbow grip can be protected with steel armor elements. Should a fighter lose his shield, he'll be able to continue the fight. They can be protected minimally (only with underarmor padding and cloth gauntlets), but from all sides, which may be under attack. The minimum level of underarmor protection includes layers of wool and linen cloth sewn together.
- 1.6.11** The fighter's elbows and knees must have steel plate protection. If the plate protection doesn't fit the fighter's armor, it should be hidden under the authentic element of the set. The minimum level of underarmor protection includes quilted or padded protective layer no less than 10mm thick in a condensed form.
- 1.6.12** The fighter's shins and hips are recommended to be protected with metal armor elements at each side. The minimum level of underarmor protection includes layers of woolen and linen cloth sewn together.
- 1.6.13** The fighter's feet are recommended to be protected with metal armor elements such as "sabatons". It is forbidden the use of modern shoes. Important! Simple flat rubber soles are allowed on historical shoes. Not hiking rubber soles or similar (with big profile) are allowed.
- 1.6.14** The fighter's groin has be protected with armor elements or hidden protection (an athletic support for contact sports will be sufficient).
- 1.6.15** The protective complex has to provide a complete and reliable protection to the head, neck, spine and joints in any body position.
- 1.6.16** If a fighter represents a time period, when certain parts of the body weren't covered with protective elements, these areas are to be safely covered with hidden protective elements (Eurasia region of the XIII-XVII centuries), which aren't registered visually.

- 1.6.17** If the level of safety of the authentic protective arms does not meet requirements of these regulations, a fighter should use extra protection made of other kind of materials (worn only under authentic armor and underarmor).

Important!

Modern protection, having its own fastening system, can be used only as a tertiary level of protection

- 1.6.18** The fighter must ensure his armor meets protective characteristic standards and check the accuracy and safety of any protective parts before a battle.
- 1.6.19** The fighter is responsible for the offensive and protective arms he uses in battle, the monitoring of their authenticity, aesthetics, and compliance with the requirements stated in this regulatory document.

Important!

Fighters can only use weapons that are authorized by the Authenticity Committee in battles.

- 1.6.20** It is recommended to realize the historical “Surcoats” with materials and colors that have a good historical plausibility, also according to the historical period that it reproduces.
It is forbidden to create images, slogans, etc., clearly modern on the surcoats. It is recommended to realize heraldic symbols in accordance with the shapes and colors of clear historical pertinence.

Specific information on technical requirements and authenticity requirements can be found in the attached tables and at <http://botn.info/en-rules-regulations>



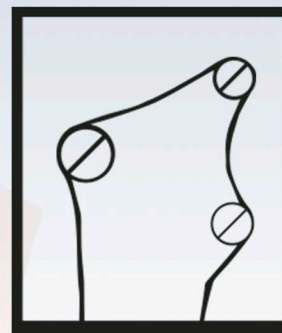
Technical Requirements for HMB Permitted Weapons

1. Bladed weapons (sword, saber, broadsword, falchion):	Weight, kg	Length, cm	Length of the blade, cm	Length of the handle, cm	Special restrictions
IMPORTANT! TECHNICAL REQUIREMENTS FOR HMB PERMITTED BLADED WEAPONS WILL BE EFFECTIVE SINCE THE 1ST OF SEPTEMBER 2017.					
1.1 one-handed	1,3 - 1,7	72 - 100	60 - 80	12 - 20	The hilt should not extend for more than 35mm over the bearers hand.
1.2 longsword	1,7 - 2,3	100 - 140	80 - 100	20 - 40	
1.3 two-handed	2,3 - 3,0	140 - 160	110 - 130	30 - 50	
2. Polearms:	Weight, kg	Length, cm	Length of the cutting edge, cm	Special restrictions	
IMPORTANT! TECHNICAL REQUIREMENTS FOR HMB PERMITTED POLEARMS WILL BE EFFECTIVE SINCE THE 10TH OF MARCH 2017.					
2.1 one-handed axe	0,8 - 1,3	50 - 90	>7	Axes and polearms with sharp corners (less than 90 degrees) and corners that can be considered dangerous are not permitted. Any point on the cutting edge of weapon should have an angle more than 90 degrees . If you are not sure, whether your weapon is safe, consult with the Marshalls Committee. Must only have wooden handles and no sharp edges.	
2.2 long axe	1,3 - 2,5	90 - 130	>9		
2.3 two-handed axe, poleaxe, halberd, glaive etc.	2,5 - 3,2	130 - 220	>12		
2.4 mace, six-flanged mace	1	50 - 70	-		
Other restrictions for all types of weapon					
<ul style="list-style-type: none"> • The permissible upward error for one-handed weapons is 100g. • The permissible upward error for long weapons is 200g. • The permissible upward error for two-handed weapons is 300g. • Heavier weapons or thrust weapons are not allowed for use in historical medieval battles under any circumstances. • The edges of all the striking parts of any weapon are must be blunted and beveled and must have thickness no less than 2mm. • The radius of the peak and all the edges should be more than 10mm. • Only arms, which have chronological validity of a specific historical period as confirmed by extensive research carried out and confirmed, are allowed. 					

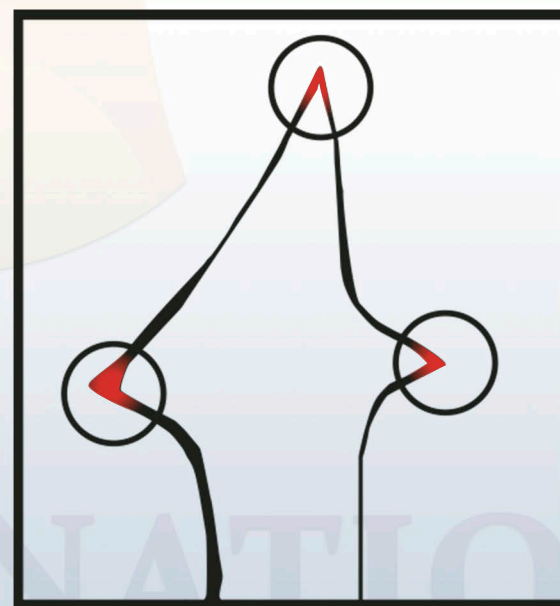
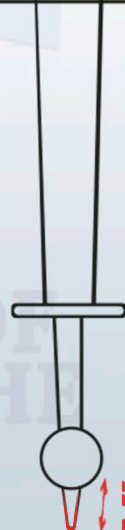
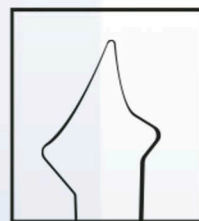
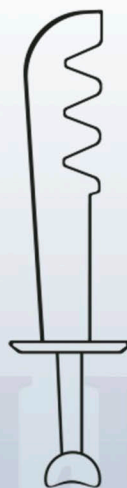


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APPROVED
∅ ≥ 2 cm



SWORDS



DECLINED

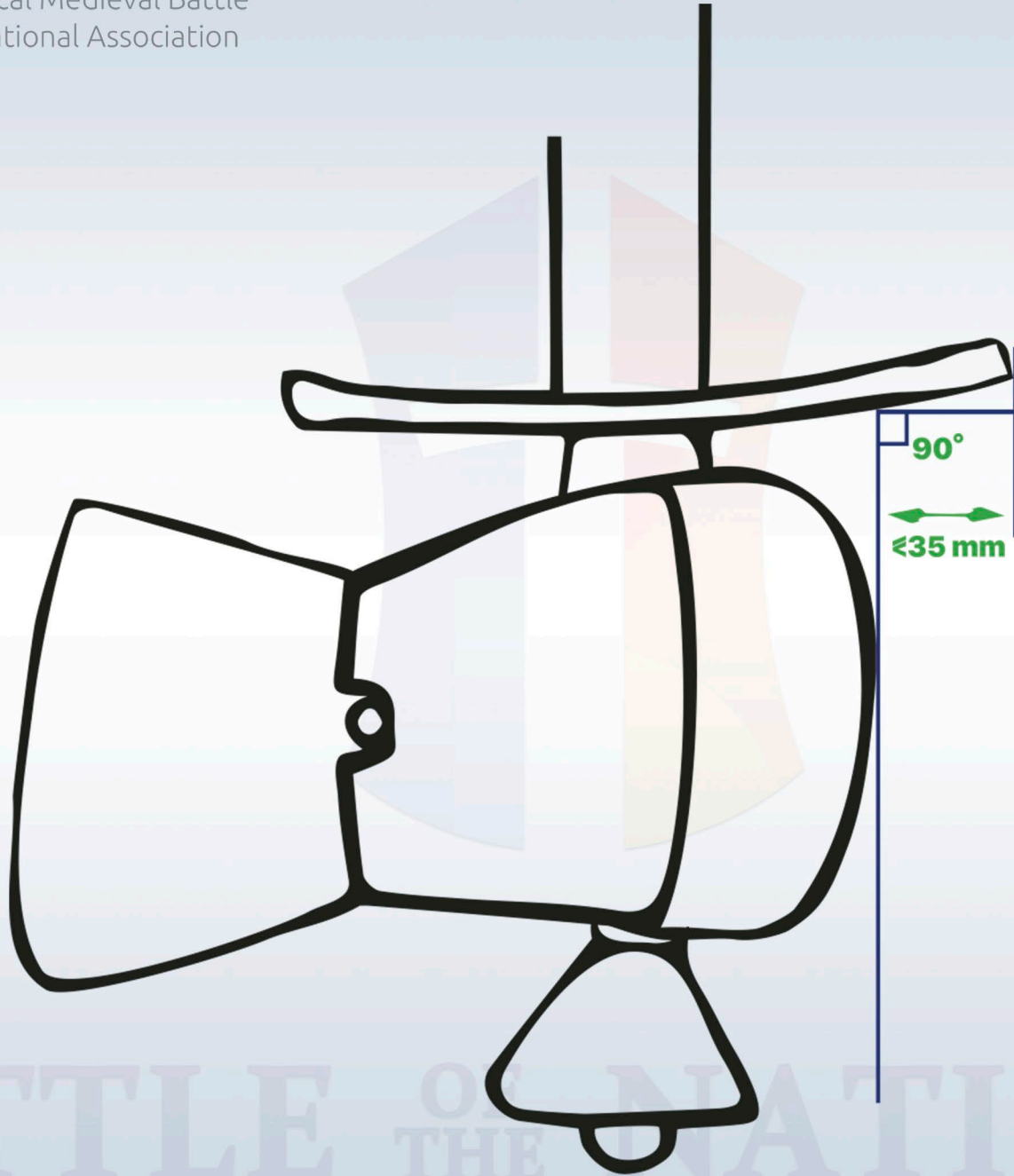


FANTASY

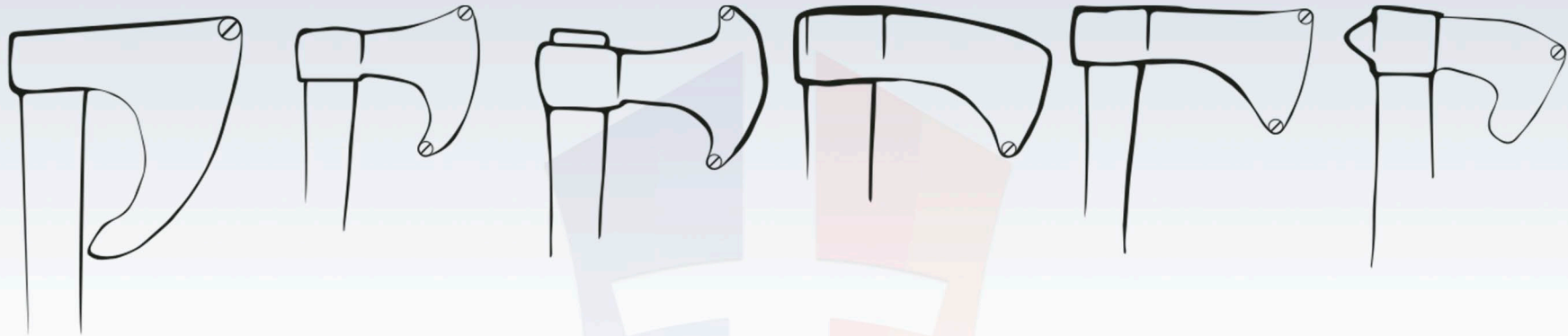
≥ 2 cm



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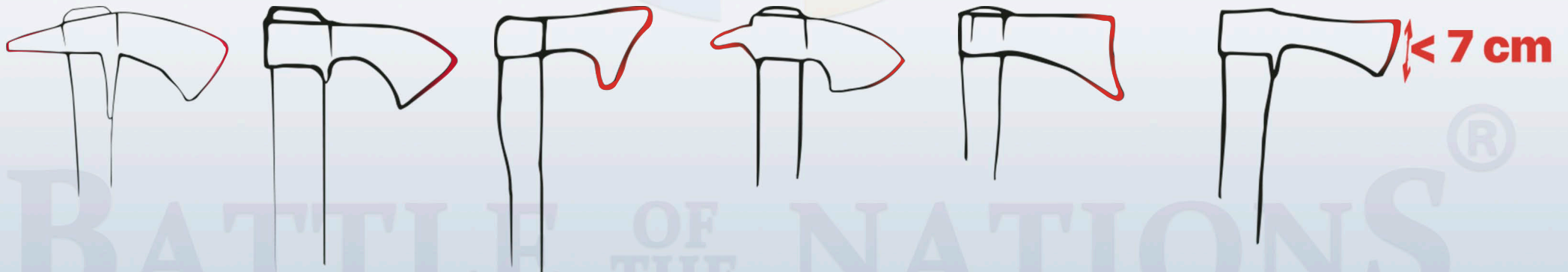
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LENGTH 50-90 cm

AXES

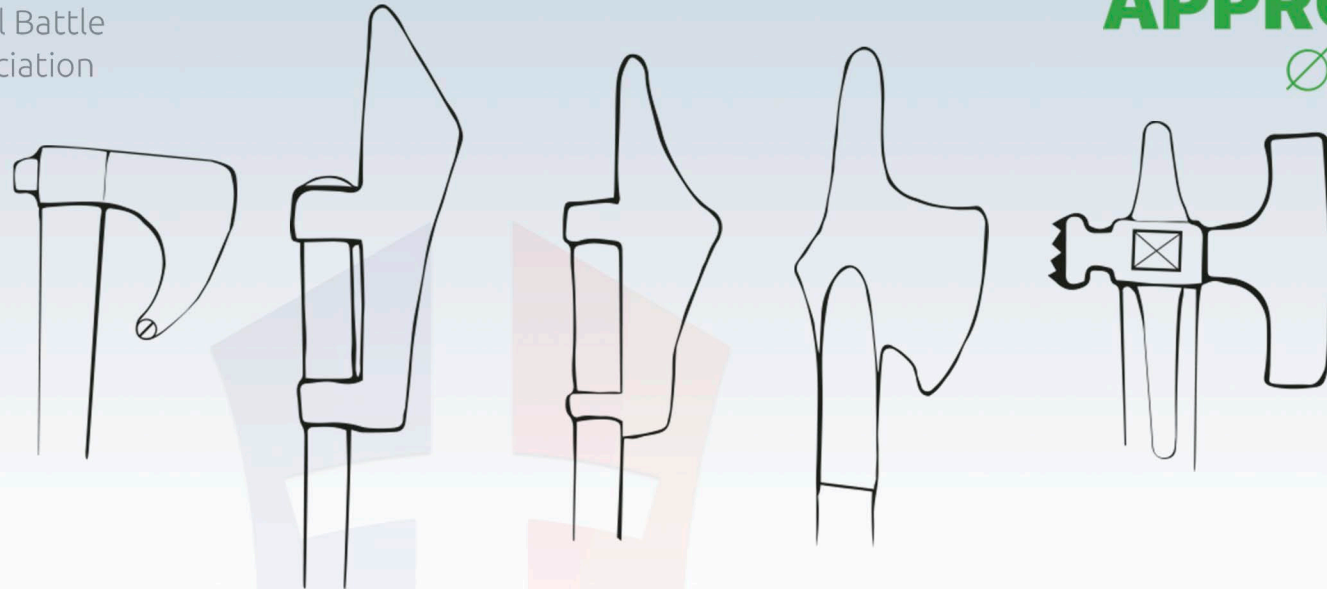
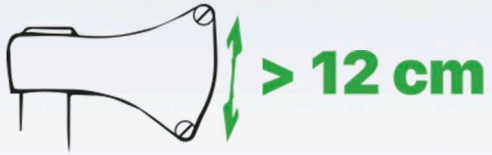
DECLINED





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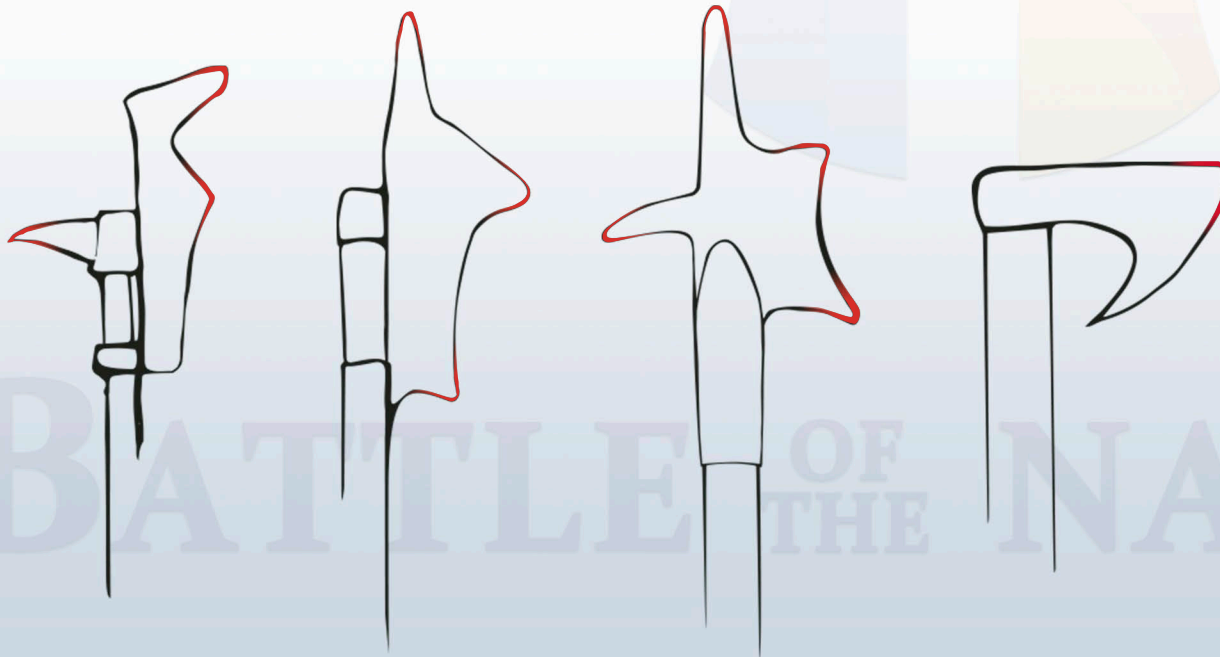
APPROVED
Ø ≥ 2 cm



LENGTH 130-220 cm

POLE ARMS

DECLINED



BATTLE OF THE NATIONS®