

CAPITOL CLASH

WASHINGTON DC HEMA OPEN 2017

EQUIPMENT REQUIREMENTS: RAPIER & DAGGER (ADULT & TEEN CATEGORIES)

Note: In the event of an equipment failure (e.g. blade breakage, straps for forearm guards ripping, etc.) the competitor has 10 minutes to find a replacement or must forfeit the match.

Weapon:

RAPIER: Participants of both the Adult and Teen categories of the rapier tournament are required to use a flexible rapier simulator designed specifically for historical rapier fencing. The blade must be flexible on the thrust, blunt and completely free of burrs or heavy nicks. Blades must be free of s-curves or hard, dangerous bends (a slight bend is normal and acceptable.) Blade length can be no shorter than 35 inches and no longer than 45 inches (including the ricasso of the blade). Modern fencing weapons (foil, saber or epee) are NOT acceptable rapier simulators for this age category. All blades must be capped with a rubber blunt or leather wrapped over the point and affixed with tape, even if the blade has a nail head or rolled over point. The final decision as to whether a weapon is acceptable or not lies with the tournament staff.

Hilt design can be any reasonably historical style from the 16th to 17th century. No blatant fantasy designs are allowed (we are promoting historical martial arts, not fantasy role-playing).

DAGGER: Participants of both the Adult and Teen categories of the rapier tournament are required to use a flexible dagger simulator designed specifically for historical rapier fencing. The blade must be flexible on the thrust, blunt and completely free of burrs or heavy nicks. Blades must be free of s-curves or hard, dangerous bends (a slight bend is normal and acceptable.) Blade length can be no shorter than 8 inches and no longer than 18 inches. All blades must be capped with a rubber blunt or leather wrapped over the point and affixed with tape, even if the blade has a nail head or rolled over point. The final decision as to whether a weapon is acceptable or not lies with the tournament staff.

Hilt design can be any reasonably historical style from the 16th to 17th century. No blatant fantasy designs are allowed (we are promoting historical martial arts, not fantasy role-playing).

Acceptable brands of fencing weapons:

- Any standard Darkwood Armory fencing rapier or dagger
- Arms and Armor rapiers fitted with a nail head practice blade
- Castille Armory
- Zen Warrior Armory rapiers with their standard practice rapier or dagger blade
- Danelli Armouries
- Hanwei Practical Rapier

Please contact us if you wish to use a rapier from another manufacturer.

Apparel:

-HEMA jacket, fencing jacket, gambeson or equivalent that covers all skin.

-Long athletic pants or fencing/HEMA pants combined with long socks. No shorts, no jeans, no cargo pants. All skin must be completely covered, and there must be complete overlap between the pants and jacket at all times (fencing/HEMA pants with a high waist are therefore highly recommended) If you lift your arms and bare skin can be seen under the jacket, you will not be allowed to participate.

-Fencing mask (or equivalent) with back of the head protection. The back of the head protection can be integrated, or it can be a separate add-on to the mask.

-Rigid throat guard or gorget.

-Gloves that overlap the cuff of the jacket and cover all skin. Gloves should be made of heavy canvas or leather, or else should be padded.

-Elbow and knee protectors.

-Forearm and shin guards. Forearm guards can be substituted with a heavily padded jacket (such as the jackets used by the brand SPES).

-Athletic cup for male competitors.

Additional Suggestions:

-Rigid chest protector

-Padded undershirt (such as the padded t-shirts worn for hockey and lacrosse)

-Padding for thighs (such as padded hockey shorts to wear underneath pants, or else padded HEMA pants)

-Spare rubber blunt and tape

-Spare blade