

# **Règle d'Escrime Ancienne et Combat Historique (REACH) (English Version)**

The organizers reserve the right to modify these rules at any  
time.

## Summary :

- Pool bouts: 2 minutes, fencer with the highest score win unless one of them reaches 5 points or a 3 points lead over their opponent.
- In direct elimination: 3 minutes, fencer with the highest score win unless one of them reaches 7 points.
- Each hit is worth 1 point, regardless of the target. Hits delivered with one hand also count as 1 point.
- Double hit = 0 points.
- Disarming (loss of weapon) = 1 point.
- Out of bounds (leaving the combat area with both feet) = 1 point.
- Strikes with the pommel, punches, kicks, or any hit delivered by anything other than the sword blade are forbidden.

## Table of Contents

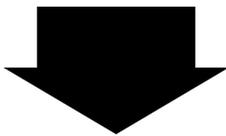
1) Conduct of a Bout	_____	p4
2) Conduct of an Exchange	_____	p4
3 Valid Actions	_____	p5
4) Other Valid Actions	_____	p5
5) Unauthorized Targets	_____	p6
6) Double hit	_____	p6
7) Faults and Penalties	_____	p7
8) Injuries	_____	p7
9) Combat Area	_____	p7
10) Equipment:	_____	p8

## 1) Conduct of a Bout

### Pool bouts

Last **2 MINUTES**

**fencer with the highest score win** unless one of them reaches **5 points** or a **3 points lead over their opponent**.



### Elimination bouts

Last **3 MINUTES**

**fencer with the highest score win** unless one of them reaches **7 points**.



In case of a tie, the bout continues until one of the fencers scores a point (sudden death).



While the referee deliberates, the timer is paused.

## 2) Conduct of an Exchange

- Fencers start each exchange behind their assigned warning line.



- The referee and assistants confirm they are ready to begin. When the referee shouts "En garde!" the fencers take their guard positions. When the referee shouts "Prêts?" the fencers stand still to indicate they are ready. Once they are ready, the referee shouts "Allez!" to start the fight.

- When the referee detects a hit or any reason to interrupt the bout, the referee shouts "Halt!". Both fencers must immediately cease any offensive action.
- After "Halt", the referee indicates the hits and requests confirmation from the assistants

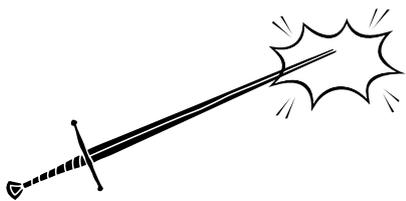


Defending against a late attack is allowed, but attacking after "Halt" constitutes a foul.



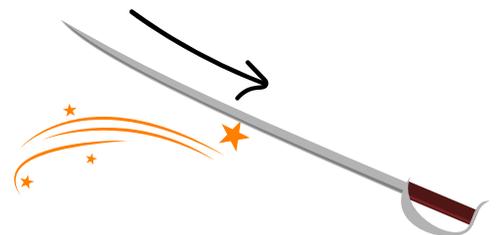
No one other than the central referee may shout "Halt!". In case of equipment problems, injury, or other issues, a fencer or their coach may shout "Material!" or raise their hand.

### 3) Valid Actions

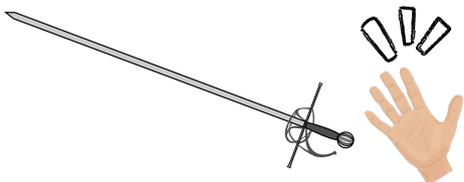


- Only attacks executed with the sword blade score points.

- Placing the blade in contact with the target and then "pulling" or "pushing" the weapon, as if to cut, constitutes a valid hit.



### 4) Other Valid Actions



- Disarming the opponent scores 1 point.

- When a fencer is out of bounds, the opponent gains 1 point. A fencer is out of bounds when both feet are outside the fencing area.
- To be awarded a point, the opponent must keep at least one foot inside the area.



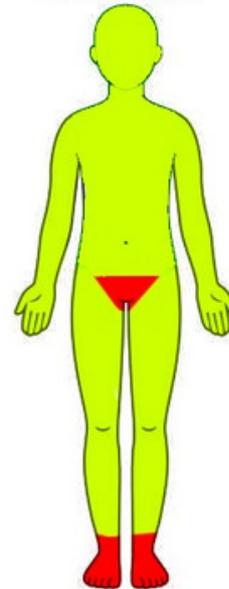
Hits made by an out-of-bounds fencer do not count.

## 5) Unauthorized Targets

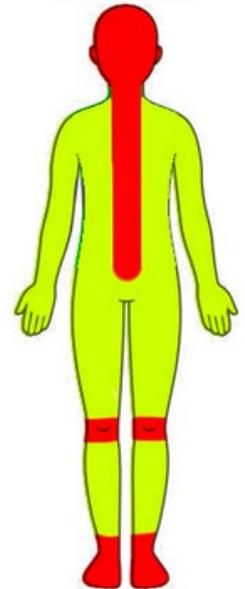
Attacking the following targets is prohibited and does not score points!

- The back of the head
- The groin
- The back of the knees
- The feet
- The back

Face/Front



Dos/Back



Fencers must never present their back. Doing so leads to a warning, or even a penalty in case of recurrence.



Wrestling is not allowed (action showing the intent of throwing the opponent on the ground).

## 6) Double hit

A double hit is defined as follows:

- If fencer A hits fencer B and B hits A in return, it is considered a double if B initiated their attack before the end of A's offensive action.
- The touches do not need to be perfectly simultaneous; it is the concomitance of touches in the time of fencing that defines the double touch.



In the case of a double, no points are awarded.

## 7) Faults and Penalties

### Two principles to remember:

- Control: Be reasonable with the power of strikes and avoid prohibited actions and targets.
- Good conduct: Remain respectful towards the organizers, the refereeing body, other shooters, coaches, the public and all persons at the competition venue.

### Penalties:

- Most infractions first result in a warning from the referee.
- A warning prompts fencers to correct their conduct. If unsure of the reason, fencers can ask for clarification.
- Penalties are applied when fencers fail to adjust their behavior after a warning, and may involve points awarded to the opponent or disqualification.
- Severe or intentional infractions may result in immediate penalties.

### Examples of Faults:

- Ignoring an instruction from the referee, continuing after "Halt".
- Injuring an opponent through negligence or deliberately.
- Deliberately attacking a prohibited target.
- Joint locks, kicks, or punches.
- Disrespecting other fencers, referees, or organizers.

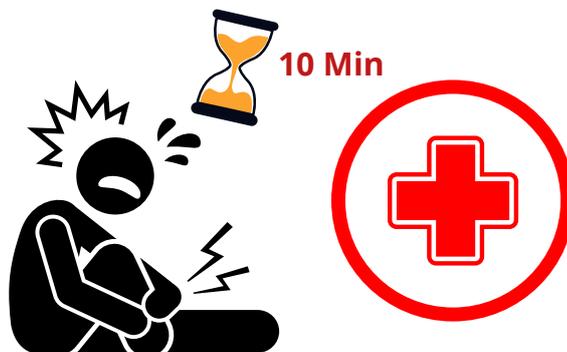
## 8) Injuries



If an injury forces a fencer to interrupt the bout, a ten-minute pause is granted.



If the fencer is still unable to continue after ten minutes, the referee will determine the outcome of the fight.



## 9) Combat Area

- The combat area is a rectangle measuring at least 8 meters by 3 meters.
- A fencer remains in play as long as they have one foot inside the area.



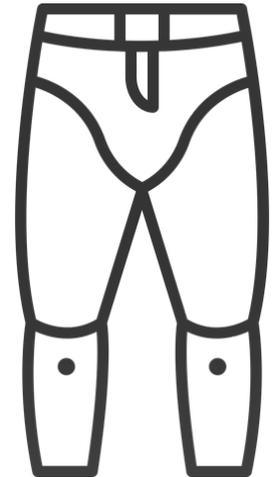
## 10) Equipment



A fencing mask compliant with CE standards with a resistance of at least 1600N, and an mask overlay with occipital protection.



A jacket certified to a minimum resistance of 350N



Fencing trousers resistant to at least 350N.

**!** FOR RAPIER **!**  
800N jacket or  
wearing an 800N Olympic  
fencing under-plastron under a  
350N jacket

- Gorget, breastplate, rigid elbow and forearm protectors
- A cup for male fencers / pelvic protectors for female fencers
- Rigid knee and shin guards



**Lobster Gloves for longsword** (HF Black Knight, SPES Heavy, CHFG Gabriel, Sparring Gloves Mittens..)



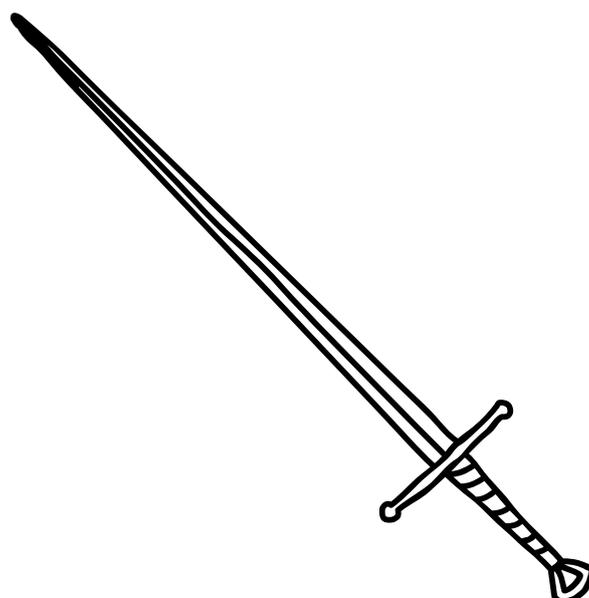
**Soft or medium gloves for saber and for rapier** (Kevlar Gloves, SF Impact Resistant, HF Firestone, PBT Rapier Gloves..)



No skin should be visible once all protective gear is worn. Equipment must be inspected before the fight.

### Longsword :

- **Lenght** : entre 1,25 m et 1,35 m
- **Weight**: between 1,3 et 1,7 kg.
- **Flexibility**: The blade must be flexible (maximum 15 kg to flex).
- **The tip must be folded back on itself, widened, or capped.**
- Ringed crossguard are not allowed.

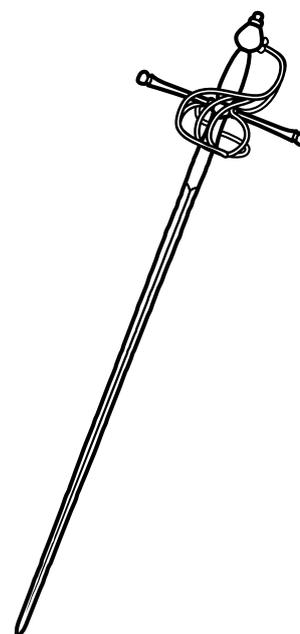


### Saber :

- **Lenght** : between 95 cm and 100 cm
- **Weight**: between 700 et 850 g.
- **Flexibility**: The blade must be flexible (maximum 10 kg to flex).
- **The tip must be folded back on itself, widened or blunt with thermoplastic.**
- Guard with one branch or without allowed but a longsword lobster gloves must be used with it.

### Rapier :

- **Total blade length**: between 90 cm and 108 cm.
- **Weight**: between 950 gr and 1250 gr, with a point of balance located between 5 cm and 15 cm from the guard.
- **Flexibility**: The blade must be flexible (maximum 9 kg to flex).
- Any type of hilt is allowed.
- Hybrid blades are forbidden.
- The tip must be at least 4 mm thick and 5 mm wide. La pointe doit mesurer au moins 4 mm d'épaisseur et 5 mm de largeur. **The tip must be folded back on itself, widened and blunt with thermoplastic.**



Ruleset written by SAEA Paris represent by  
Thomas Chariot and Melville Monate



Layout et correction par Batesta  
represent by David Desvergnès

