

This diploma thesis concerns on one way of leisure time spending in Czech Republic - non-professional historical fencing.

This activity lays essentially in depicting of battle manners in the past in form of dramatic performances (public presentation is not required though). The actors use for their purposes armament, outfit, clothing and other equipment that should correspond at least generally to a certain historical period.

In the first part of the work I set historical fencing into broader context of leisure time activities with common features, which are RPG's (Role Playing Games) and LARP's (Live Action Role Playing) and leisure time activities with fantasy thematics generally on one side, and other ways of depicting of the past, mainly historical music, historical dance and "living history" on the other.

In the next part I try to explain current meaning of the term "historical fencing" and to briefly survey evolution of historical fencing in our country from the 60's until today.

I watch non-professional historical fencing actors themselves more closely, explore their associating into groups, formal structure of such associations (groups) and cite examples of several Prague based groups. I also deal with motivation of actors for historical fencing, non-concerned public's view of such activity and women's position in this area.

Description of the most important activities of present non-professional historical fencers makes up the main part at the text. These activities are: training, performances of particular historical fencing groups, collective performances of several groups - so called battles, fencers' balls and exchanges.

In final part I point out one of the common feature of studied activities - creating and sharing of virtual worlds - and emphasize playing and game aspect of non-professional historical fencing.

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