

Saber Tournament Objectives and Guidelines

The primary objectives of this tournament are to offer a competitive platform that caters to participants of diverse skill levels. The fundamental intent is to foster methodical engagement among competitors, focusing on genuine combat rather than strategizing around rule nuances.

Promotion of Skillful Combat: The essence of this tournament lies in encouraging participants to engage in skillful combat that embraces strategic thinking over rule manipulation.

Tournaments prioritize targets over right-of-way fencing

Rules sets subject to change, if there are any major issues discovered. Tournament participants will be notified via e-mail if there are any more changes.

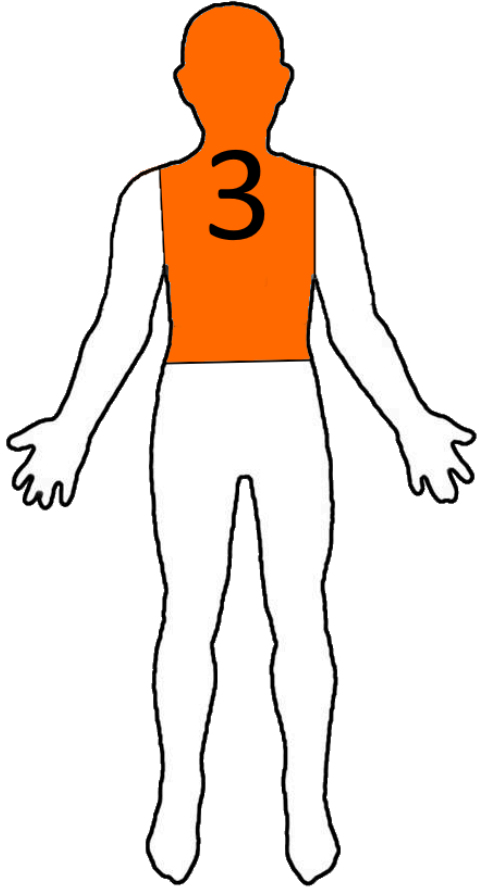
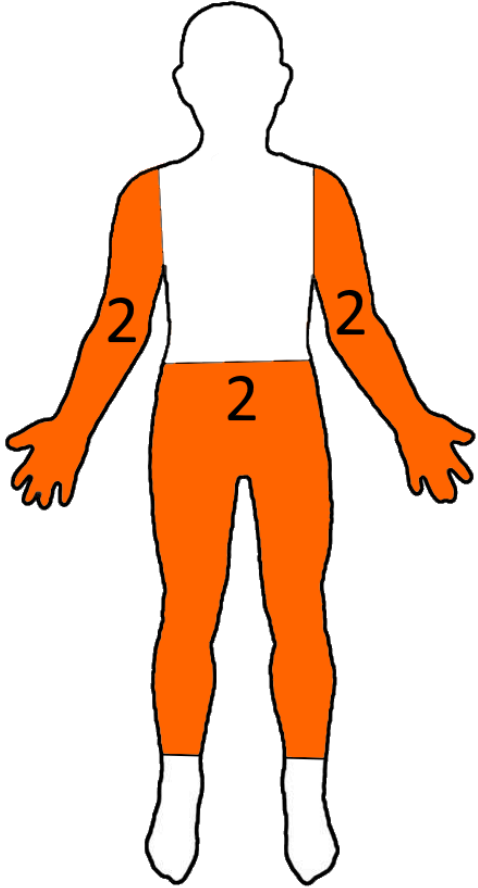
SCORING ACTIONS AND TARGET SPECIFICATIONS

In order to make judging easier, all legal targets are considered "DEEP" or "SHALLOW." Target classification is defined below.

Rules favor "DEEP" targets

Target Definitions

DEEP	The head, neck, and torso
SHALLOW	Shoulder to hand, hips to shins

Targets (Points)	
DEEP	SHALLOW
	

Points

The following table shows how points are calculated based on the type of strike.

Target	Cut	Thrust	Pommel / Disarm
DEEP	3	3	3
SHALLOW	2	2	0

Point Details

Understanding Targets	Recognize "SHALLOW" areas, including regions below the waist and arms (shoulder to hand). Everything else is a "DEEP" target.
Strike Standards	<p>Cuts: A valid cut must involve the last two-thirds of the true (convex) edge or the last third of the false (concave) edge contacting the target in one of two ways:</p> <ul style="list-style-type: none">● Percussive Cut: A valid edge strikes the target. Blade rotation doesn't determine the quality of the cut.● Draw Cut/Slice: A valid edge is pressed onto the target and drawn or pulled across it for 4-6 inches. <p>Thrusts: A valid thrust is landed when the point of the sabre is placed on a valid target and pushed into said target without sliding.</p>
Disarm	If your opponent's blade is forced from their hand to the floor due to a blade-on-blade action (like a parry or blade beat), it counts as a disarm. No follow-up attack is needed. A successful disarm is considered a "DEEP" action.
Improper Contact	<ul style="list-style-type: none">● Cuts that land with the flat or strong part of the blade, or without proper force or edge alignment, are not considered to have sufficient quality and will not be counted. Push cuts will not counted.● If the point glances off or slides on the opponent, it won't be considered a quality thrust.

THE GRAPPLE

Definition	<ul style="list-style-type: none">• You can use your off-hand to control or redirect the opponent's sword hilt or arm, but not their blade.• Off-hand pushes and torso contact with the opponent's body are allowed.• Prohibited actions include wrapping around the neck, joint locks, throws, kicks, and strikes with the hand.
1 Tempo	There is one tempo to complete a scoring action
Pommel	Pommels to the head only and may be placed to the front and side mesh of the opponent's mask. Forceful strikes with the pommel are not permitted in any case.
Indicated Blows From Superior Position	<p>If a grapple ends with one fencer in a position of superiority, they do not need to land a follow-up blow. Indicating a follow-up strike, even if aimed at a prohibited target, will result in a DEEP strike being awarded. However, any actual blow to a prohibited target will be penalized.</p> <p>Example: If Fencer A pushes Fencer B into a vulnerable position with their spine and back of the head exposed, Fencer A can indicate a chambered strike. A halt will be called, and Fencer A will be awarded a DEEP strike without needing to land the blow. swung. Halt is called, DEEP strike awarded to Fencer A without a blow actually landing.</p>
Clock continues	Regardless of the outcome the clock doesn't stop
Stop grapple	If no blow is landed or shown within 1 tempo, director will call hold, no-exchange, and reset fencers.

RING OUT

Ring Out Pause and Reset	If a participant crosses the ring boundaries with both feet, the action will be immediately paused with a verbal warning. Competitors will be reset to their respective corners, and the match will resume from this position after the ring out. Upon a second and continued ring outs the participant will lose 1 point.
Ring Out Strikes	If a fighter exits the ring, any subsequent strikes will not contribute to the score. If there is any confusion regarding whether a strike landed before a fighter left the ring, directors are encouraged to award the point
Them leaving	If you strike your opponent prior to them leaving you get the point
You leaving	If you strike your opponent prior to you leaving you don't get the point
Ring Maneuvers	NO pushing, shoving, or tripping an opponent out of the ring. NO intentionally leaving the ring.

AFTERBLOW & DOUBLE STRIKE SCORING

Rules favor “DEEP” targets

NOTE: A hold call will stop all actions with fencers going to their corners

No Points for Simultaneous Strikes (Doubles)	In cases of SHALLOW/SHALLOW or DEEP/DEEP exchanges, neither fighter scores points. <u>Avoiding doubles</u> allows participants to maximize their total points
DEEP/SHALLOW Exchange (Afterblows & Doubles)	If one fighter strikes a DEEP target and the other strikes a SHALLOW target, 1 point will be awarded to the fighter striking the DEEP target, regardless of strike order
DEEP/DEEP or SHALLOW/SHALLOW Exchanges (Afterblows)	If both fighters strike a DEEP or SHALLOW target as the result of an afterblow, neither fighter is awarded points
Timing (Afterblows)	Execute afterblows within one tempo after a scoring action. Use no more than a single step or strike
Multiple Hits	If a fighter hits a “SHALLOW” target and then a “DEEP” target then the “DEEP” is counted. Required within a single tempo



ILLEGAL ACTIONS AND FORCE ASSESSMENT



NOTE: Illegal **safety** actions will:




- Immediately start escalation policy
- No Points will be earned

Prohibited Strikes	DO NOT strike the back of the head, spine, groin, and feet. Striking with the crossguard to any body part is also prohibited. It is mandatory to NOT attack these targets, even if your opponent exposes themselves recklessly
Avoiding Invalid Exposure	DO NOT expose an invalid target, whether intentionally or not
Takedowns and Throws	NO takedowns and throws
Submission Holds and Joint Locks	NO submission holds or joint locks
Striking the Floor and Throwing Swords (White Card)	NO striking the floor with the sword or throwing it
Taunting and Provocative Behavior	NO Taunting or any provocative behavior
Ring Maneuvers (White Card)	NO pushing, shoving, or tripping an opponent out of the ring NO intentionally leaving the ring
Hands and Feet Strikes	(NO punches or kicks) - Strikes using hands and feet, such as punches or kicks, are not permitted
Controlled Strikes	Ensure strikes are controlled, (Strike Force & Excessive Force), to prevent unnecessarily powerful hits that can cause severe injury. Scoring attacks do not require significant force

MATCH INFORMATION AND PARTICIPANT GUIDELINES

Pools Match Duration & Exchanges	
Max Duration	Max Exchanges
	
Whichever comes first	

Eliminations Match Duration & Exchanges	
Max Duration	Max Exchanges
	
Whichever comes first	

Finals Rounds Duration & Exchange		
Rounds	Max Duration	Max Exchanges
		

Details

Match Timeframe	<ul style="list-style-type: none">● Pools - Matches have a potential duration of 60 seconds. The clock runs continuously without pausing for judging or scorekeeping, except during timeouts● Eliminations & Finals - Matches have a potential duration of 90 seconds. The clock runs continuously without pausing for judging or scorekeeping, except during timeouts
Match Conclusion	<ul style="list-style-type: none">● Pools - Matches conclude either after the 60 second period or following 3 exchanges, whichever comes first● Eliminations - Matches conclude either after the 90 second period or following 7 exchanges, whichever comes first
Unclear Exchanges	Note that unclear exchanges, where scoring intent isn't evident, will not contribute to the exchange limit
Finals	Best of three rounds with each round lasting 90 seconds with at most 7 exchanges
Tied Match Resolution	Eliminations & Finals - In the event of a tie, a sudden death match will determine the winner based on the first clean hit

Competitor Autonomy and Rest Period

Self-Call Option	Participants have the option to self-call <u>if they get hit</u> , even if it may not be in their best interest
Rest Between Matches	Competitors engaged in consecutive matches will have a rest period of 60 seconds between matches

ELIMINATIONS AND FINALS PROCEDURE

Advancement and Seeding	
Advancing to Elimination Rounds	<p>Progress to the elimination rounds is based on the HEMA Score Card Algo throughout the preliminary matches or pools</p> <p>NOTE: In this tournament, transitioning from pool rounds to the elimination phase hinges on accumulating as many points as possible across all matches. To achieve the best results, focus on scoring deep targets without incurring after blows or doubles. While points can still be earned with after blows or doubles, this is only advantageous if you land a deep target and your opponent hits a shallow one—resulting in minimal points. Your best strategy is to engage in clean, precise, and safe fencing.</p>
Seeding in Elimination Rounds	<p>Your seeding position in the elimination rounds is determined by the HEMA Score Card Algo in the preliminary matches</p>
Uniformity in Format	
Consistency in Format	<p>Elimination and finals matches adhere to the same guidelines and structure as the pool matches other than the identified differences with time periods and exchanges</p>

ESCALATION POLICY FOR SAFETY AND FAIRNESS

Illegal actions **will start** the *escalation policy*.

Note: If a Judge calls hold multiple times due to fighters not listening then it is at their discussion to utilize the escalation policy.

Warning	
White Card	A White card is for a non-safety related illegal action, and results in a deduction of 1-point from the offending participant's <u>current</u> match score. This doesn't affect the escalation policy below. If a fighter isn't ready for their match they will also receive a white card.
Penalty Escalation	
Verbal Warning	In case of rule violation, an initial verbal warning will be given, allowing a chance to correct actions promptly <ul style="list-style-type: none">• 1 warning per match prior to escalation
Yellow Card	A yellow card results in a deduction of 1-point from the offending participant's <u>current</u> match score. This deduction affects the ongoing match
Red Card	A red card results in a deduction of 2-point from the offending participant's <u>current</u> match score. This deduction affects the ongoing match
Black Card	A black card leads to disqualification from the tournament without reimbursement. This occurs when actions pose significant danger
Cumulative Effect	Remember, the escalation process accumulates across the entire tournament. Repeated violations result in higher penalties. Point deduction limited to match
Impact on Points	Any action resulting in a warning or card will not contribute to point awards. This underscores the importance of responsible conduct

FIGHTER WELL BEING AND EVALUATION

The wellbeing of the fighters is of the utmost importance and as such the following rules have been established.

Excessive Force Evaluation	Upon a participant's notification of excessive force the director will ask if the participant wants a medical evaluation
Injury Assessment	Fighters who signal injury will receive a chance to continue the match after an evaluation by a medical professional
Collecting After an Exchange	Fighters needing a moment to gather themselves after an exchange will be assessed via a medical evaluation
Medical Evaluation	Director will call a medical hold and the match will pause. The participant will be pulled to the side and a medic will assess their condition. Director will determine excessive force after the evaluation and determine if the match will continue
Repeat Incidents	If there are more than one incident with a single participant within a tournament, the fighter will be asked to forfeit their participation for their own safety

For clarification: Fighters who indicate that they have been harmed will be offered an opportunity to continue a match after a medical evaluation. If a fighter indicates they are not immediately capable of resuming or wish to be evaluated, a medic will be called to assess the fighter. Fighters who indicate they need a moment to collect themselves following an exchange will be evaluated. The director will determine if there was excessive force used following a medical evaluation. If there are more than one incident with a participant within a tournament the individual will be required to forfeit participation in the tournament for their own safety.

Gear

Reminders

[Sabers](#) are provided and Sponsored by [Castille Armory](#). We will not be accepting personal sabers in the tournaments. **We want to give a huge shout out to Sam and Scott for enabling us to have these fantastic sabers, thank you!**

No skin can be exposed/showing (including calves, ankles, and wrists)
No visible gaps that expose the head are permitted
All gear will be inspected by the tournament staff prior to competition
It is the responsibility of the participant to ensure groin protection, staff will not check
All weapons brought by competitors must have been designed for fencing
Recommended for all weapons brought to have high contrast tape

Gear

The following provides gear requirements.

Fencing Mask	Required	350N minimum, back of the head protection
	Rejected	Significantly damaged and/or improperly fitted, head exposure
Mask Liner Internal	Suggested	This is highly suggested such a scrum cap
Gorget	Required	Must sufficiently cover the throat, rigid
Jacket / Gambeson	Required	Good condition, fully close, overlapping, 350N minimum, N rating required
	Rejected	No tears or fabric failures, no skin showing
Chest Protection	Suggested	Rigid chest protection is suggested
Gloves Long Sword	Required	Heavy Gloves E.g. SPES / Sparring Gloves / AF style gauntlets/ HF Armory /Koenig /kvetun-Xiphosura / ProGauntlet / Gabriel
	Rejected	Red Dragons, Lacrosse, Welding, Gardening, Combatives /

		Rapier, Gloves-Dagger, etc...
Gloves Saber	<u>Required</u>	A heavier glove E.g. SPES / Sparring Gloves / AF style gauntlets/ HF Armory /Koenig /kvetun-Xiphosura / ProGauntlet / HF Black Knight Saber / PH High Guard Gloves / Gabriel
	Rejected	Red Dragons, Lacrosse, Welding, Gardening, Combatives / Rapier, Gloves-Dagger, etc...
Rapier Glove	<u>Required</u>	Gloves which will protect against thrusts, suggest leather padded gloves. Off-hand is suggested in using a heavier glove
	Rejected	Gloves that don't protect the hand
Forearm	Suggested	This is suggested but not required
Elbow	<u>Required</u>	Hard elbow protection, that covers the 3 points of the elbow
	Rejected	No elbow protection, or 1 point of coverage
Groin	<u>Required</u>	Rigid groin protection as anatomically necessary
Leg	<u>Required</u>	Covers the 3 points of the knee and covers the shin
	Rejected	1 point of knee coverage and/or doesn't cover the shin
Footwear	<u>Required</u>	Closed toed shoes
	Rejected	Bear feet, sandals, or any show showing skin

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