

# Sword & Buckler 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.*

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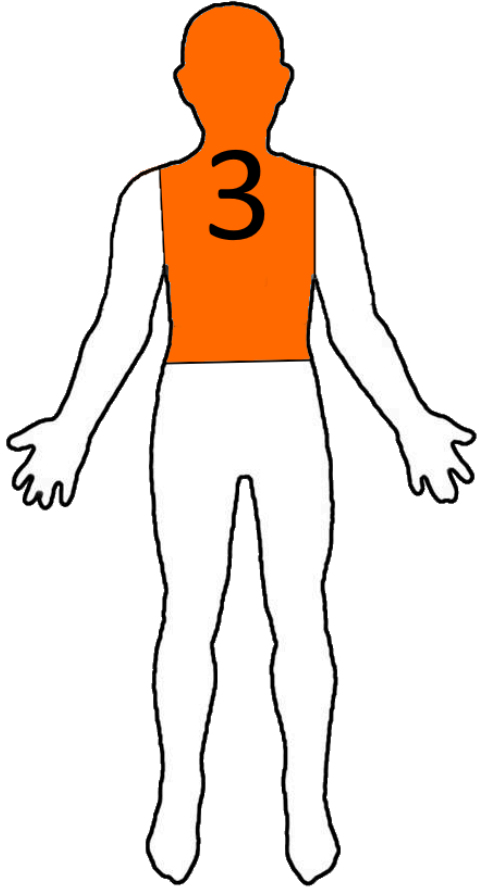
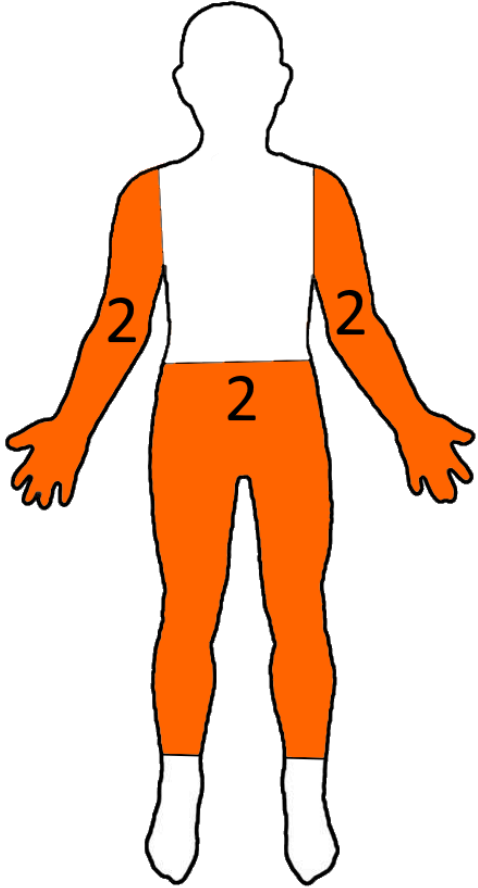
## SCORING ACTIONS AND TARGET SPECIFICATIONS

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
DEEP	3	3	3
SHALLOW	2	2	0

## Point Details

<b>Understanding Targets</b>	Recognize "SHALLOW" areas, including regions below the waist and arms (shoulder to hand). Everything else is a "DEEP" target
<b>Disarm</b>	A disarm will count as a "DEEP" strike
<b>Strike Standards</b>	Ensure strikes meet specific criteria for points. Thrusts require weapon flex and must extend beyond accidental touch. Cuts should be purposeful with proper edge alignment
<b>Effective Striking</b>	While there are no strict power or rotation rules, focus on martial intent and effectiveness. Strikes lacking these elements may not count toward your score
<b>Improper Contact</b>	Prevent uncontrolled movements leading to accidental blade contact, like flailing or "draw cuts," as these won't score points
<b>Pommel Strikes</b>	Use pommel strikes exclusively on the mask's front mesh. Avoid hitting the target's arm or sword, as this won't earn points. Hitting other mask parts is not allowed

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## THE GRAPPLE

<b>2 Tempo</b>	Upon a grapple there is 2 tempos to complete a scoring action
<b>Clock continues</b>	Regardless of the outcome the clock doesn't stop
<b>Stop grapple</b>	If no score within 2 tempos judge will call no-exchange

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## RING OUT

<b>Ring Out Pause and Reset</b>	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.
<b>Ring Out Strikes</b>	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
<b>Them leaving</b>	If you strike your opponent prior to them leaving you get the point
<b>You leaving</b>	If you strike your opponent prior to you leaving you don't get the point
<b>Ring Maneuvers</b>	<b>NO</b> pushing, shoving, or tripping an opponent out of the ring. <b>NO</b> intentionally leaving the ring.

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# AFTERBLOW & DOUBLE STRIKE SCORING

## Rules favor “DEEP” targets

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

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

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# ILLEGAL ACTIONS AND FORCE ASSESSMENT



**NOTE:** Illegal **safety** actions will:



- Immediately start escalation policy
- No Points will be earned




<b>Prohibited Strikes</b>	<b>DO NOT</b> 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 <b>NOT</b> attack these targets, even if your opponent exposes themselves recklessly
<b>Avoiding Invalid Exposure</b>	<b>DO NOT</b> expose an invalid target, whether intentionally or not
<b>Takedowns and Throws</b>	<b>NO</b> takedowns and throws
<b>Submission Holds and Joint Locks</b>	<b>NO</b> submission holds or joint locks
<b>Striking the Floor and Throwing Swords</b> (White Card)	<b>NO</b> striking the floor with the sword or throwing it
<b>Taunting and Provocative Behavior</b>	<b>NO</b> Taunting or any provocative behavior
<b>Ring Maneuvers</b> (White Card)	<b>NO</b> pushing, shoving, or tripping an opponent out of the ring. <b>NO</b> intentionally leaving the ring
<b>Hands and Feet Strikes</b>	( <b>NO</b> punches or kicks) - Strikes using hands and feet, such as punches or kicks, are not permitted
<b>Controlled Strikes</b>	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

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# 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

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

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



## ELIMINATIONS AND FINALS PROCEDURE

<b>Advancement and Seeding</b>	
<b>Advancing to Elimination Rounds</b>	<p>Progress to the elimination rounds is based on the HEMA Score Card Algo throughout the preliminary matches or pools</p> <p><b>NOTE:</b> 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>
<b>Seeding in Elimination Rounds</b>	<p>Your seeding position in the elimination rounds is determined by the HEMA Score Card Algo in the preliminary matches</p>
<b>Uniformity in Format</b>	
<b>Consistency in Format</b>	<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>

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# 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.

<b>Warning</b>	
<b>White Card</b>	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.
<b>Penalty Escalation</b>	
<b>Verbal Warning</b>	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"><li>• 1 warning per match prior to escalation</li></ul>
<b>Yellow Card</b>	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
<b>Red Card</b>	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
<b>Black Card</b>	A black card leads to disqualification from the tournament without reimbursement. This occurs when actions pose significant danger
<b>Cumulative Effect</b>	Remember, the escalation process accumulates across the entire tournament. Repeated violations result in higher penalties. Point deduction limited to match
<b>Impact on Points</b>	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.

<b>Excessive Force Evaluation</b>	Upon a participant's notification of excessive force the director will ask if the participant wants a medical evaluation
<b>Injury Assessment</b>	Fighters who signal injury will receive a chance to continue the match after an evaluation by a medical professional
<b>Collecting After an Exchange</b>	Fighters needing a moment to gather themselves after an exchange will be assessed via a medical evaluation
<b>Medical Evaluation</b>	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
<b>Repeat Incidents</b>	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

No skin can be exposed/showing ( <b>including calves, ankles, and wrists</b> )
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.

<b>Fencing Mask</b>	<b>Required</b>	350N minimum, back of the head protection
	<b>Rejected</b>	Significantly damaged and/or improperly fitted, head exposure
<b>Mask Liner Internal</b>	<b>Suggested</b>	This is highly suggested such a scrum cap
<b>Gorget</b>	<b>Required</b>	Must sufficiently cover the throat, rigid
<b>Jacket / Gambeson</b>	<b>Required</b>	Good condition, fully close, overlapping, 350N minimum, N rating required
	<b>Rejected</b>	No tears or fabric failures, no skin showing
<b>Chest Protection</b>	<b>Suggested</b>	Rigid chest protection is suggested
<b>Gloves Side Sword</b>	<b>Required</b>	Heavy Gloves E.g. SPES / Sparring Gloves / AF style gauntlets/ HF Armory /Koenig /kvetun-Xiphosura / ProGauntlet / Gabriel
	<b>Rejected</b>	Red Dragons, Lacrosse, Welding, Gardening, Combatives / Rapier, Gloves-Dagger, etc...
<b>Forearm</b>	<b>Suggested</b>	This is suggested but not required

<b>Elbow</b>	<u>Required</u>	Hard elbow protection, that covers the 3 points of the elbow
	Rejected	No elbow protection, or 1 point of coverage
<b>Groin</b>	<u>Required</u>	Rigid groin protection as anatomically necessary
<b>Leg</b>	<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
<b>Footwear</b>	<u>Required</u>	Closed toed shoes
	Rejected	Bear feet, sandals, or any show showing skin

## Side Sword and Bucklers **TBD**

Competitors are expected to provide their own swords for the tournament and must be presented at gear check for approval **regardless of them being on this list or not.**

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