

## **Cutting Tournament**

**IMPORTANT:** Participation in the cutting tournaments represents a potential risk to participants/staff/spectators, to include serious injury or death, as well as to equipment. Participants in the cutting tournaments are knowingly choosing to accept this risk of their own violation and understand that the event organizers and staff as well as the tournament organizers/staff are not responsible for any injury or damage to equipment that comes from the actions of the participant. Participants also accept and acknowledge that the steps taken by the tournament staff to prevent those injuries are satisfactory and sufficient. Participants agree to hold FrightFight and the tournament staff blameless and free from any and all liability. Please read the safety waiver carefully and fully. A competitor will not be allowed to compete without a signed safety waiver.

**It is recommended that you enter advanced cutting only if you have taken a gold or medalled multiple times in other large events. All participants can only enter either Open or Advanced. Not both.**

Disqualifications: This document will serve as the ONLY warning for disqualifications based upon unsafe actions. If a competitor conducts themselves in an unsafe manner placing themselves, staff, fellow competitors or spectators in danger they will be disqualified from the cutting events without further warning. Safety goes beyond the written rules of the event and requires common sense and respect for the dangers inherent in cutting with a sharpened sword.

Examples (not all inclusive): Horseplay while holding a sharp sword (to include acting as cutting towards another person), losing control of the sword where another person is placed in danger ("throwing" the sword).

In each round of the cutting tournaments each cut (single cut or multiple cut task as explained in each round) is worth a total of 20 possible points (10 points from each judge). For each cut a competitor starts at the max point value with deductions applied for errors in form and the result of the cut (as detailed below). Each judge will be tasked with scoring a certain portion of the cut (person or mat) and take note of deductions observed. After each cut the judge will indicate in the competitor's scoring packet the highest deduction observed for that cut. Only the highest deduction will be applied per cut (i.e. the mat judge observes 2 errors in a cut, a scallop which is -2 and a successful cut where the sword strikes the stand which is -5, only the -5 is applied to the cut score) per judge. Deductions are either -10, -5 or -2. A failed cut (single cut or multiple cut task) will not earn any points, the cut/task was failed and there are no points for partially completing the task, points are only awarded for successful cuts.

## SAFETY

**Safety:** Competitors are required to observe the following safety guidelines at all times. Violations of these guidelines may result in a warning or immediate dismissal from the cutting tournaments at the sole discretion of the tournament staff.

<b>Respect Tournament Staff</b>	<b>ALWAYS</b> obey tournament staff instructions promptly and without argument. Their guidance ensures a safe and orderly event
<b>Stay Aware</b>	<b>MAINTAIN</b> constant awareness of your surroundings to prevent accidents and ensure everyone's safety
<b>Mind Your Swing</b>	<b>DO NOT</b> swing your sword when people are nearby, especially behind you. Prioritize the safety of others
<b>Dry Hands and Hilt</b>	<b>ENSURE</b> your hands and sword hilt <u>are dry</u> before making any cuts to maintain a secure grip
<b>Mat Handling</b>	<b>AVOID</b> handling mats during the tournament. Tournament staff will handle setup, adjustments, and removal of mats
<b>Wait for Staff</b>	<b>REFRAIN</b> from cutting until tournament staff indicates they are ready for you to begin
<b>Correct Approach</b>	<b>ALWAYS</b> approach the target from the specified direction as directed
<b>Respect the Weapon</b>	<b>REMEMBER</b> that a sharp sword is a lethal weapon capable of causing harm or worse. Handle it with the utmost care
<b>Sword Handling</b>	<b>KEEP</b> swords in their closed cases except during the cutting tournament. Sharp swords should only be on the tournament floor during this event, otherwise, store them safely in your designated area

## POSSIBLE SCORING DEDUCTIONS

The judges are responsible for observing the cut or form and assigning deductions to the score as appropriate.

**NOTE:** Form failures are cumulative per feat execution. E.g. Off balance and chopping will cause a total deduction of -7 points. E.g. Small overcommitted shoulder roll and chopping will cause a total deduction of -4 points.

<b>Two Primary Judges</b>	
Mat Judge	Form Judge
<b>Responsible For</b>	
Judging Cuts	Judging Form
<b>Catastrophic - Ends Round</b>	
<u>Cutting yourself at any point in the feat</u>	
<b>Failed &amp; Unsafe Cutes</b>	
<b>-10</b>	<b>-10</b>
Failed Cuts	If the cut isn't successful no points are awarded for form
Striking the stand without successfully cutting through the mat	Unsafe Cutes
In semaphores making a cut not indicated by the staff	Cutting towards yourself in an unsafe manner
Missing the mat while cutting	Cutting towards the lead leg in an unsafe manner
Failing to complete a mat cut	In long sword letting go with 1 hand while cutting
<b>Major Deductions</b>	
<b>-5</b>	<b>-5</b>
Successful mat cut, but striking the stand	Competitor off balance
Large Mountain	Competitor measures up to the target

	Exposing the back to the target
	Large overcommitted shoulder roll were the shoulder is fully turned away from target and presenting the back to the target
<b><u>Minor Deductions</u></b>	
<b>-2</b>	<b>-2</b>
Frayed or Rough Cut	Whole body movement doesn't align with cutting motion
Excessively flying mat piece = cut piece goes more than 4' from the stand	Cut must flow from start to finish
Small Mountain	After the cut is complete the competitor is not in a guarded position.
Scalloped cut	Chopping motion were the sword is pulled back extra after ready to cut
	Starting too close to the mat when the feat doesn't call for this need
	Small overcommitted shoulder roll were the side is completely exposed to the target
	Conducting a baseball bat swing
	Over committed strike

## Explanations

A cut should start from any guarded position and flow into a cut and then back to a guard. This means you should be ready to strike or defend, once you strike/cut you must be ready to strike or defend again. Some examples might include: Posta di Donna, Posta Longa, Vom Tag, Zornhut, etc... If you are conducting multiple cuts you should still start from a guard, they should flow, and then return to a guard. A guarded position doesn't necessarily have to follow an exact HEMA manual or play, but it should be obvious you are ready to defend or attack and return to a position enabling you to attack or defend.

Points will not be deducted for a shoulder roll if it is obvious you are transitioning safely from a combatives perspective to a new position in which you could attack or defend. Remember the target is the mat you intend to cut, and as such, your shoulder or back might move if you are doing continuous cuts and the next cut is intended for the part of the mat that is no longer stationary.

While you are competing against yourself and your opponent is a mat, your intent is to emulate a strong sense of combat. The main focus is the cut, but all other actions should follow an understanding of combat. This is why form is judged on the holistic understanding of movement before, during, and after cutting.

# TOURNAMENT ROUNDS

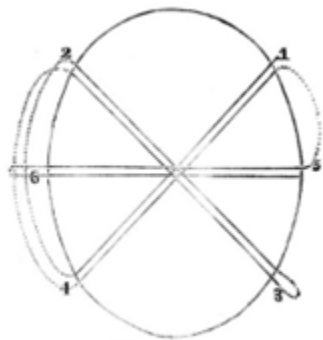

There are two tournaments, Open Cutting and Advanced Cutting. Please note we will not divulge advanced cutting rounds until the event to make it more challenging for the competitors. Open cutting rounds are described below:

## OPEN FEATS

<b>Elimination Rounds</b>		
<b>Feat 1</b>	Six True-Edge Cuts	The competitors will be required to successfully complete 2 descending, 2 ascending and 2 horizontal true edge cuts on a single mat target. Penalties will be applied as described in the "Possible Scoring Deductions" table in the previous section
<b>Feat 2</b>	Semaphores	The competitors will be required to successfully complete as many cuts as safely possible as directed via semaphores. The cuts will be all true-edge either descending or ascending from the right or left as directed. The semaphore will indicate the direction from which the cut is to originate. The cut must be completed before the next cut is signaled via semaphore. If a mat comes off of the spike there will NOT be any re-spiking of mats during this round
<b>Feat 3</b>	Two Mat Cuts	The competitors will be required to complete the 4 basic true-edge cuts through 2 mats.
<b>Final Round</b>		
<b>Feat 4</b>	Thrust to Cut	The competitors will be required to complete a thrust through the middle third of the mat, then cleanly extract the sword in one motion and finally perform a cut on the mat. The competitor should not stop between the last two actions, but rather flow continuously from extraction to cut. The competitor will perform up to 6 of these thrust/extraction/cut combinations, assuming they can safely be performed on the mat without hitting the spike or stand
<b>Feat 5</b>	Double Cut	The competitors will be required to complete an ascending cut (true edge) followed immediately by a second cut that cuts the severed piece (not the piece spiked to the stand)

## Saber Feats

Elimination Rounds		
<b>Feat 1</b>	Six True-Edge Cuts	The competitors will be required to successfully complete 2 descending, 2 ascending and 2 horizontal true edge cuts on a single mat target. Penalties will be applied as described in the "Possible Scoring Deductions" table in the previous section
<b>Feat 2</b>	Semaphores	The competitors will be required to successfully complete as many cuts as safely possible as directed via semaphores. The cuts will be all true-edge either descending or ascending from the right or left as directed. The semaphore will indicate the direction from which the cut is to originate. The cut must be completed before the next cut is signaled via semaphore. If a mat comes off of the spike there will NOT be any re-spiking of mats during this round
<b>Feat 3</b>	Elbow moulinet	The competitors will be required to successfully complete 4 elbow moulinets from the hanging guard into a descending cut.
Final Round		
<b>Feat 4</b>	Two Mat Cuts	The competitors will be required to complete the 4 basic true-edge cuts through 2 mats.
<b>Feat 5</b>	Double Cut	The competitors will be required to complete an elbow moulinet from a hanging guard into descending cut then followed up by the double cut.

Six True Edge Cuts	
 <p><i>The Six Cuts.</i></p>	

## Hanging Guard



*Hanging Guard*