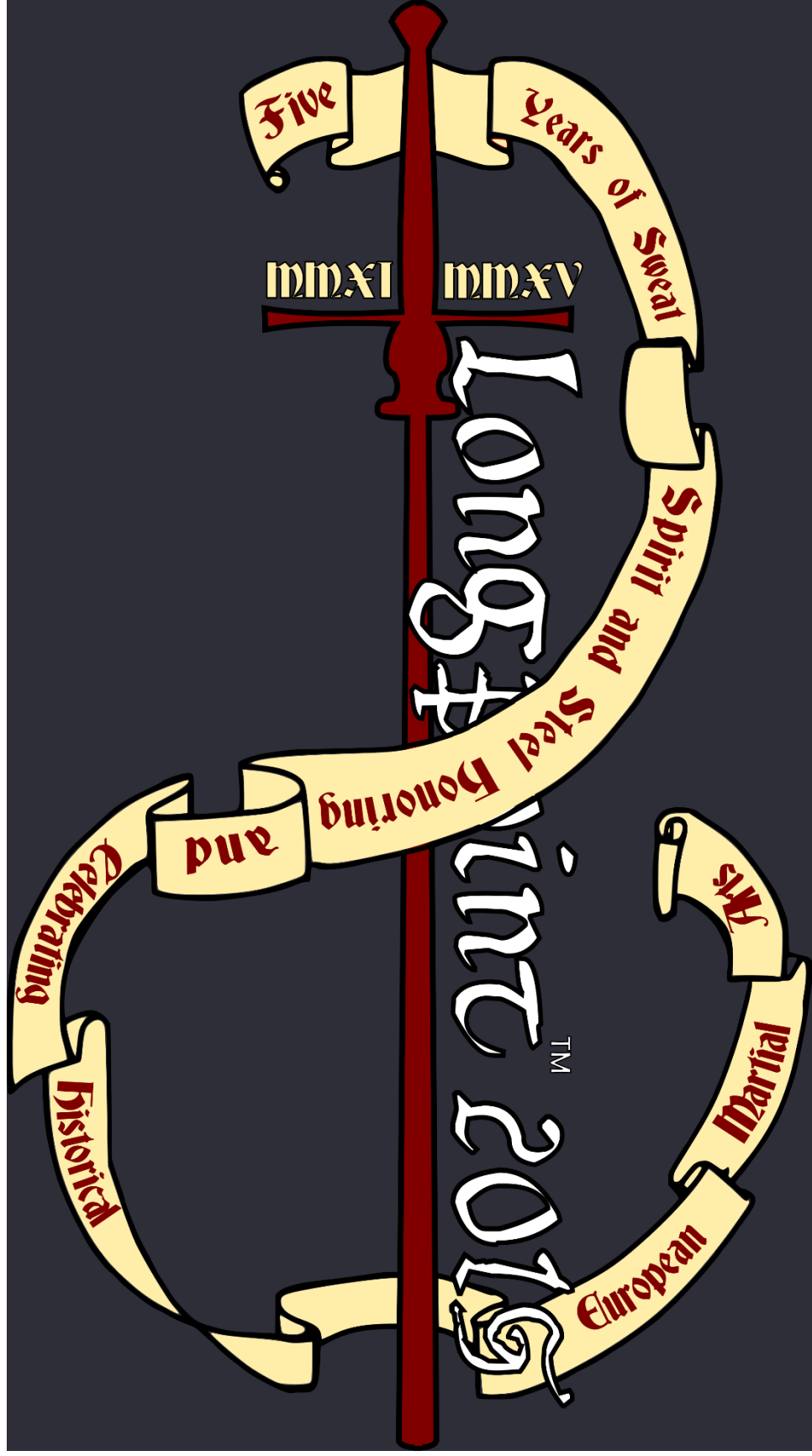


# Longpoint™ 2015 Competition Rules for Longsword and Sword & Buckler



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## Summary of Changes

The key changes are to the function of judges, and can be summarized as follows:

- Each ring will have a Director and four Line Judges. (The amount of required staff is unchanged from 2014.)
  - The two judges with the most experience will be Senior Judges with both flags, similar to judges in 2013.
  - The two judges with less experience will be Assistant Judges with a single color flag each, similar to judges in 2014.
  - These positions may be assigned in advanced based on staff assessment of a volunteer's judging ability.
- Double-hits can be called by the Director without consulting the Line Judges.
- Scoring is declared in two steps (exchange and score).
  - When the Director initially calls for judgment, the Senior Judges will flag the type of exchange (Clean Hit, Failed Withdrawal, Double-hit, Grapple, or no exchange) using the same semaphore as 2013. The Assistant Judge will merely flag Contact or special action as in 2014.
  - When the Director calls for points, up to three Line Judges may flag Quality, Target, and Control using the same semaphore as in 2014. Senior Judges who were too focused on the sequence to capture this information may abstain from scoring this step.
- The Director can modify the result of either or both steps if he/she is certain the judges are in error.

Other miscellaneous changes:

- Contact no longer earns a point; the possible scores on a Clean Hit are 1 (Quality), 3 (Target), and 6 (Control).
- The torso is only considered on-Target for thrusts, not strikes or slices.
- The After-blow (*Naerslag*) mechanic is replaced by an exchange classification called Failed Withdrawal (*Abzug*).
- Special actions no longer have a separate scoring structure; ring-outs are worth 1 (as Quality), standard takedowns are worth 3 (as Target), and takedowns or throws with weapon control are worth 6 (as Control).
- Double-hits are now categorized as Open and Closed. Open double-hits are counted as fouls, while Closed double-hits are thrown out as no exchange.

## Format

The Open and Women's Longsword tournaments consist of three phases. (1) Pools, wherein each fighter will be placed into a pool of 4-8 other fighters, each of whom will fight the others. The top fighters from the pools will be entered into an (2) Elimination phase using a bracket system. The final four will fight in the (3) Finals to determine 1st, 2nd, and 3rd place. The specific determination of format, including number of fighters in the bracket and whether bracket will be single or double elimination will be defined by the Longpoint 2015 Conduct of the Tournaments.

All matches of these tournaments will use a four-level evaluation pyramid. In this system, up to six (6) points may be awarded in a single exchange. The match is finished at the end of 90 seconds (in the pools) or two minutes (in the elimination rounds and beyond), or when either fighter's score exceeds his opponent's by seven (7) points after a Clean Hit or Grapple. This is further described below, in the section Exchange and Scoring Criteria.

## Required Equipment

All fighters will present themselves and their equipment to the equipment inspector prior to the beginning of the tournament for compliance inspection and approval.

The Longpoint 2015 Steel Longsword, Women's Longsword, Sword and Buckler tournaments are "Bring Your Own Steel;" weapons will not be provided by the event. Longpoint will provide Purpleheart Armory synthetic longswords (Type III or better) for the Rookie Training Tournament and Cold Steel plastic bucklers for the Sword and Buckler tournament, but participants may also use their own appropriate weapons.

Participants must provide and wear the following:

1. **Weapon** (Steel/Women's Longsword, Sword and Buckler Only): Fighters will provide their own sword from this approved list, all of which have seen extensive use in international competitions (or comparable events) and have reputations for durability, safety, and quality. Fighters wishing to use a sword not on this list must inquire with [contact@fightlongpoint.com](mailto:contact@fightlongpoint.com) at least one week before the tournament date. The Tournament staff and administration will not review off-brand/off-model weapons on-site at Longpoint 2015 unless previous arrangements have been made. *All models of sword not featuring an integral safety tip/button/rolled tip at least 1 centimeter wide must be tipped with a metal washer (or equivalent) and sturdy leather or arrowhead blunt properly secured with strong tape.*

### Approved makers and models for 2015 longsword and Sword and Buckler:

- Regenyei Feders
- Pavel Moc Feders
- Ensifer Feders
- Chlebowski Feders
- Pavel Moc Feders
- Albion Meyer (longsword)
- Albion I.33 (Sword and Buckler)
- Arms & Armor Fechtenspiel or Fechtbuch Sword
- Arms & Armor single-handed arming swords (must be inspected)
- Comfort Fencing "Dobringer" Feder
- Mac Arms Feders
- Darkwood Armory Feders
- Baltimore Sword and Knife Works Feders

*Additional models may be approved **in advance** by contacting [contact@fightlongpoint.com](mailto:contact@fightlongpoint.com) with photos, measurements (include weight, length of blade, length of hilt, point of balance, edge width at narrowest point, blade width 6 inches from the point), and maker contact information or website.*

2. **Mask w/ Back of Head Protection:** 3-weapon mask in good condition with no discernible rusting, breaches of the mesh, tongue, or bib. The mask must completely cover the participant's ears and be neither too large nor small to snugly fit the competitor. Other headgear (i.e. steel helmets) will be allowed pending inspection for similar criteria as above.
3. **Neck Protection:** Some form of rigid neck protection that covers the larynx must be worn.
4. **Gauntlets:** Fighters must wear gloves or gauntlets which protect the hand, fingers, and the portion of the wrist nearest the hand. Gauntlets must have rigid and padded protection; unpadded gloves are not sufficient. Steel gauntlets are acceptable but the wearer shall NOT use hand-based striking techniques in a match.
  - **Steel Tournaments** - Absolute Force gloves, Sparring gloves ("Ensifers"), Black Lance gloves, Comfort Fencing gloves, SPES plastic clamshell gauntlets, Destroyer Modz, steel gauntlets, or modified lacrosse/hockey gloves with significant rigid exoskeleton and fingertip protection are required. Contact us if you have any questions about the acceptability of your gloves. Gloves not on this list must be pre-approved. No exceptions will be granted on the day of the tournament.
  - **Rookie Invitational Tournaments** - As steel tournaments, plus Red Dragon gloves (fingertip protectors required), and lacrosse or ice hockey gloves with some rigid material outside of the padding, no gaps in coverage over the back of hands or fingers, and which have padding or similar protection along the outer sides of the pinky and index fingers and along the fingertips. Motocross gloves with rigid knuckle protection are NOT acceptable hand protection, nor are Field hockey gloves, ladies lacrosse gloves, padded fencing gloves, or equivalent.
  - **Buckler exception** - A leather, rawhide, or other medium-grade glove is acceptable for the buckler hand. Examples include street hockey gloves, padded motorcycle gloves with Kevlar inserts, and the black Kevlar/padded glove produced by Revival Clothing. Light gloves (golf glove, football glove) are not acceptable. A heavier glove is still required for the sword-hand, as given in Steel Tournaments.
5. **Groin/Breast Protection:** Use of rigid groin protection (cup/box) is mandatory for males. Females are strongly encouraged to wear rigid breast protection. Pelvic protectors are recommended for female participants. Rigid chest protection is recommended for all participants.
6. **Jacket:** Fighters must wear a padded jacket that completely covers the torso, back, and arms. Coaches fencing jackets or padded reproduction gambesons are recommended.
7. **Elbow/Knee Protection:** Use of rigid elbow and knee protection is mandatory. The protection must completely cover the knee and elbow.
8. **Footwear:** Fighters must wear some kind of enclosed toe footwear. Historical reproduction footwear is acceptable, as are "five fingers" style shoes.
9. **Shin:** Rigid shin protection is only mandatory for steel-weapon events, but is recommended for all participants.

## Match/Bout Conditions

1. **Ring size:** The tournament ring will be a circle, marked on the ground, approximately ten (10) meters in diameter. There will be a mark on each side of the ring for the initial starting position of each fighter (by color).
2. **Director:** The Director starts and stops the fight, communicates with the fighters, ensures all participants are ready, controls safety in the ring, and interprets the Line Judges' calls for the Scorekeeper and the audience. The Director may also overrule the Line Judges in some situations. The Director carries a staff as a symbol of office and to separate fighters as necessary. Sometimes the Director is referred to as the Referee or Head Judge.
3. **Line Judges:** Line Judges interpret and score the action of the fight. There are two types of Judges: Senior Judge and Assistant Judge. There will be four (4) Line Judges for each match: two Senior Judges and one Assistant Judge for each color (red and blue). At no point should anyone but the Ring Boss, Tournament Administrator, or Director address the Line Judges or otherwise communicate with them. Any fighter or coach attempting to communicate directly with the Line Judges will receive a warning.
4. **Fighters.** There will be two fighters for every match. No more than two fighters are allowed in the ring at the time. Each fighter may be attended by one coach. The coach may enter the ring when invited by the Director, but must otherwise stay outside of the ring and may not interfere with the Line Judges, Director, other fighters, or any tournament staff. Fighters must report to the ring when called. Any fighter called to the ring three times in a one-minute period without reporting will forfeit the match.
5. **Scorekeeper.** The Scorekeeper tracks the action of the match as reported by the Director, and updates the digital scoreboard for the match. The Scorekeeper also informs the Director and fighters of the points awarded for any exchange. Any fighter or coach attempting to communicate directly with the Scorekeeper during a match will receive a warning.
6. **Timekeeper.** The timekeeper starts and stops the time for each match and may update the digital scoreboard for the match. The timekeeper will pause the time in the middle of the match if instructed so by the Director. Any fighter or coach attempting to communicate directly with the Timekeeper during a match will receive a warning.
7. **Ring Boss.** The Ring Boss assists in organizing the queue of fighters for the ring, designates colors and fields any ring-specific questions from the fighters. If there is no Ring-Boss available, the Scorekeeper and Timekeeper may serve as Ring-Boss between matches, but are still not to be communicated with during a match.
8. **Administrative Warnings.** All fighters and coaches are subject to a three-warning system for actions made in or out of a match. Any fighter to receive two formal warnings in a single match will lose the match. Any fighter to receive three warnings over the course of the tournament will be eliminated from the tournament. Any warning issued to a coach is applied to that coach's fighter. Warnings may be issued by the Director or a Tournament Administrator. These warnings are specifically for outside-of-match conduct, separate from the penalty system for in-match actions described in Role of the Director.

## Conduct of Bouts

1. The Scorekeeper or Timekeeper will announce the immediately scheduled fighters as well as the names of those fighting in the following bout (e.g., “On deck”).
2. Fighters competing in the bout must check in with the Ring Boss to verify names and color assignments.
3. Fighters will enter the ring, dressed to compete, and take positions at the Blue and Red starting markers in accordance with their assigned colors. The Director will invite the fighters forward to take shake hands at the center of the ring. Only the Director and two fighters will be within the ring during each bout. One coach per fighter may kneel outside the ring near their fighter’s starting position.
4. Fighters must begin each exchange with their weapons (including bucklers, if applicable) in their hands and all equipment up to the standards given in Required Equipment, above.
5. The Director will signal to the fighters, Timekeeper, Scorekeeper, and Line Judges that the bout is about to begin. The Director will call “FIGHT” to signal that the bout has begun and the Timekeeper will begin the clock.
6. Upon witnessing a valid scoring technique, Line Judges will call “POINT”. The Director will call “HALT” and separate the fighters with his staff. The Timekeeper stops the clock upon hearing the halt. Both fighters are to return to their starting marks. If the Director sees a valid scoring technique that the Judges do not, he/she should allow a beat for the Withdrawal and then call “HALT”.
7. The Director will then poll each of the Line Judges regarding the type of exchange (according to the Exchange and Scoring Criteria section of these rules) by calling “Judges?” The Director will communicate the type of exchange to the Scorekeeper who will record the result.
8. In case of a Clean Hit, Grapple, or Failed Withdrawal, the Director will ask the judges of the appropriate color to assign points for the Quality, Target, and Control criteria by calling “Score?” The Director will decide what score to assign based on this information and communicate it to the Scorekeeper.
9. The Director will then call “FIGHT” to signal the resumption of competition. The Timekeeper will restart time upon hearing “Fight”.
10. The Timekeeper will signal the end of the round by calling “TIME” and the Director will halt the competition. Alternatively, the Scorekeeper will call “MATCH” indicate that the bout has reached the requisite number of points or three Double-hits, should such occur before time runs out.
11. A winner will be determined by the first fighter to exceed his opponent’s score by seven (7) points or more after a Clean Hit or Grapple, or by the fighter with the most points when time runs out. During Pool fights, if three (3) Open Double-hits are scored, the match will end immediately and both fighters will be assessed a Loss.
12. If the score is tied when time runs out, the match will enter Sudden Death and the first fighter to score at least one (1) point from a Clean Hit or Grapple will win. Failed Withdrawals are thrown out, but Open Double-hits are still counted and the possibility of a double-Loss remains.

13. The Director will summon the fighters to join him in the center of the ring while the scorekeeper announces the final score and the next competitors. Fighters will shake hands before departing the ring.

## Role of the Line Judges

The role of the Line Judges is to observe, identify, and indicate valid scoring techniques performed by the competitors in accordance with the rules of the tournament. There are two types of Line Judges:

- **Senior Judges:** Each Senior Judge will have one blue and one red baton or flag for signaling their votes. Each Senior Judge will watch the action between the fighters and determine the sequence of blows for scoring purposes.
- **Assistant Judges:** Each Assistant Judge will have one blue or one red baton or flag for signaling their votes. Each Assistant Judge watches the actions of one fighter only (red for red fighter, blue for blue fighter) and is expected to be an expert on where and if each strike thrown by that fighter landed.

Senior Judges and Assistant Judges begin the match standing at roughly equidistant points around the circle, with the Senior Judges opposite each other and the Assistant Judges on the same side of the ring as the fighter they are evaluating. Each Line Judge may move anywhere along his/her half of the ring. Line Judges should endeavor to not bunch up with each other; they should also be careful not to obscure the view of other Line Judges working on their side of the ring.

Line Judges will call “POINT” when they witness a valid scoring technique during the match. Line Judges will raise their batons or flags to indicate votes after the Director has halted the action and called such. Line Judges’ semaphore guidance is found at the end of this document.

Line Judges will participate with the Director and may confer to resolve some event not covered by the rules or to clarify particulars of the rules or any particular call. Expected times for such conference include symmetrical contradictory calls (e.g. Clean Hit red/Clean Hit blue) or the determination of a successful grappling technique (Ring-Out, Takedown, or Throw).

## Role of the Director

Directors will govern bouts between fighters, maintain safety in the arena, and enforce the rules of the tournament. Directors will carry a staff to serve as a symbol of office and to safely separate fighters as required.

The Director is responsible for the safety of the competitors and officials within the ring. The Director may halt the action for any reason including, but not limited to, grappling stalemates, immediate safety hazards, injuries, equipment failures, Ring-Outs, or any other reason.

The Director may stop the clock for a variety of reasons, including but not limited to, initiating judging of an exchange, conferring with judges, injuries, or equipment failure.



If necessary, the Director will coordinate with the other ring officials to resolve any problems or issues arising from concerns of the competitors.

All competitors, coaches, and spectators will obey the Director at all times. Violations of this rule are punishable by ejection from the tournament and/or the venue.

The Director has final responsibility for assessing points to competitors for all scoring actions, and makes these decisions with input from the line judges; while the Director has the ability to overrule the Line Judges at any time, this will generally take the form of supporting a minority opinion against the majority (and the Director should never overrule if all three Judges of a particular color are in agreement). The Director will most frequently take the lead in making calls regarding Double-hits and Grapples, both of which are further discussed in Exchange and Scoring Criteria.

## Penalties (Cards)

The Director may assess penalty points to a competitor, after a warning, for any disallowed technique.

1. **Yellow Card.** The first time a fighter uses a disallowed technique, the Director shall issue a penalty warning.
2. **Second Yellow Card.** If the infraction is repeated, the Director may assess a three (3) point penalty to be removed from the fighter's current score.
3. **Third Yellow Card or Red Card.** If the infraction is again repeated, the violating fighter will lose the match by disqualification.

In the event that the Director, in conference with the Line Judges, determines that a competitor has egregiously and intentionally used a one or more disallowed techniques, the Director may escalate such penalties immediately to point penalties (second yellow card) or disqualification (red card). Fighters who are identified by the Tournament Administrators as consistently using disallowed techniques across multiple matches may be ejected from the tournament.

## Role of the Scorekeeper and Timekeeper

Scorekeepers will document the results of each exchange and bout or match, based on the conclusions of the Director. Scorekeepers will document number of Clean-Hits, Failed Withdrawals, Double Hits, Grappling actions, and penalties. Scorekeepers will also announce the results of each bout and which fighters will next compete in each arena.

Timekeepers will start and stop the time-clock in accordance with the direction of the Director. The Timekeeper will signal the end of regulation time to the Director who will halt the bout. Time will only run between the calls of "Fight" and "Halt" to maximize fighter time.

Any concerns or issues regarding the officiating shall be addressed only to the Director, rather than to the Table Staff (Score- & Time-keepers).

## Injuries during a Bout

Fighters must act in a prudent and reasonable manner at all times in order to avoid injury to themselves, their opponents, tournament staff, and spectators. Any fighter who acts in an unsafe or malicious manner may receive a red card or be disqualified from further participation in the tournament at the discretion of the Tournament Administrators.

No fighter, coach, or spectator will enter the arena to assist with an injury unless called for by the Director or Tournament Administrators.

If a fighter injures his opponent to such an extent that he is unable to continue participating in the tournament following a five-minute recovery period, the bout will be recorded as “incomplete due to injury”. In evaluating such cases, the Director will ask the injured party if he can continue; however, the ultimate decision to allow the injured fighter rests with the Director, Tournament Administrators, and the on-site medical personnel.

If the competitor later feels they are able to complete the match, AND if opportunity exists within the tournament schedule, as determined by the Tournament Administrators, the completion of the match will be allowed. If for any reason the match cannot be completed, it will be recorded as a Loss for the injured participant.

In all cases of injury, the judges and tournament administrator will make an assessment as to whether the injury was inflicted maliciously. A fighter who injures his opponent maliciously shall be disqualified from the tournament.

Injury inflicted on any other party (Director, judges, administrative staff, spectators), accidental or otherwise, may result in disqualification, depending on the circumstances and at the discretion of the Tournament Administrator in conference with the match Director and the match Line Judges.

## Equipment Failure during a Bout

In the event that competitor-provided equipment fails in some way during a bout, the Director or any other person may call a “Safety Halt”. The timekeeper will immediately stop the clock and the Director will assess the equipment failure. The match may resume immediately if the issue can be corrected immediately. Fighters who have frequent equipment issues (three or more in a bout) or whose equipment issues take longer than 1 minute to resolve (cumulative across all issues within a bout) may be penalized with a yellow or red card (Director’s discretion).

## Allowed and Disallowed Targets and Techniques

Penalties for using disallowed techniques are covered in the Role of the Director, above.

- Fighters are expected to conduct themselves in a mature and sportsmanlike manner throughout the tournament. There will be no derogatory insulting, back-talk, or baiting of

other fighters, coaches, Director, Line Judges, staff, or spectators by any fighter or coach during the tournament. Violators will be given an Administrative Warning/yellow card.

- The entire body is a valid target area except for the groin, back of the head, neck, and spine. Strike delivered to non-valid target areas will result in warnings or penalties (yellow card).
- The point and edge are valid striking surfaces of the sword over the entire target area. Pommel strikes and strikes with the edge or face of the buckler are only valid when delivered to the mask.
- A strike which ricochets, caroms, or otherwise makes multiple contacts in a single blow will be scored as a single hit against the first target struck.
- Incidental strikes, which strike a valid target with a valid striking surface unintentionally may be recorded as a Clean Hit only (see Scoring Criteria, below), or may be not be counted at all, at the Judges' discretion.
- Fighters who step completely out of bounds with both feet for any reason will be penalized by awarding one (1) point to the opponent.
- Only "straight" kicks above the waist and below the neck are allowed. Kicks are not scoring techniques, but may be used to set up follow-on techniques (e.g., to gain a Control point), to create space, or to push an opponent out of bounds.
- Closed-fist punches are forbidden. Open-palm strikes, "straight-arms," pushes, traps, and checks are allowed (though non-scoring) hand/arm-based techniques. Fighters wearing metal gauntlets may not strike with their hands in any fashion; violators will be penalized.
- Blade grabbing is allowed provided the weapon's energy has dissipated or the weapon is generally static. For example, grabbing a blade immediately upon parrying is acceptable; grabbing a blade as it executes a cut is not. Grabbing a thrusting blade is acceptable provided the grab is performed in fashion consistent with the thrust. Judges have discretion in determining whether a blade-grab has been performed or whether to score a hit against the grabber for the blade contact.
- Fighters who lose their weapon for any reason before, during, or immediately after a strike cannot earn the Quality point; this includes dropping a buckler in the Sword & Buckler event. Fighters may discard their weapons when performing grappling techniques with no penalty.
- Fighters who fall immediately before, during, or after performing a strike will not earn the Quality point. Fighters who fall to the ground repeatedly will be warned and then penalized as with other disallowed techniques. If the Director perceives that a fighter is falling to the ground to exploit the rule against hitting fallen opponents, he/she will be penalized immediately and may forfeit the match at the Director's discretion. A fighter is considered "fallen" if any part of his body other than his feet or more than one hand or knee (or one hand and one knee) touches the ground.
- Striking with the cross of the sword is forbidden, including punching with the cross and "mortschlag" type techniques.
- Throwing the sword, buckler, or other equipment is forbidden.
- Intentionally striking a fallen or incapacitated opponent is forbidden. A fighter demonstrating that he/she is capable of striking a fallen opponent, however, may be awarded points at the Director's discretion.

- Any means of delaying the action via the tournament administration processes are forbidden. Examples include, but are not limited to, walking slowly back to the corner between exchanges, communicating with anyone other than the fighter's own coach who is outside of the ring during the bout, and excessive celebration. Violators may be given a yellow card or an Administrative Warning at Director's discretion.
- Grappling is allowed in all competitions covered by these rules. All grappling will be halted once the Line Judges or Director identify a scoring technique, or after a verbal three-count, whichever comes first.
  - Submission grappling techniques whose inherent nature is serious injury (fractured bones, dislocated joints, suffocation, and the like) **MUST** be stopped short of full application by the competitors. Failure to do so will result in ejection from the tournament.
  - All throwing techniques whose inherent nature is to deposit an opponent onto their head are forbidden. Regardless of the intent, throwing an opponent onto their head will result in ejection from the tournament.
  - Neck-wrenching and small-joint manipulation techniques are forbidden.

## Exchange and Scoring Criteria

There are six (6) types of exchange possible, and the scoring depends in large part on which one the judges determine. The types of exchanges (and the maximum points possible in each one) are:

1. Clean Hit (6)
2. Failed Withdrawal (1)
3. Open Double-hit (penalty)
4. Closed Double hit (0)
5. Grapple (6)
6. No Exchange (0)

### Clean Hit

For this exchange, at least two (2) Judges (including the Director) must agree that (a) a fighter hit his opponent and (b) the fighter's opponent did not hit him back. The four criteria for a Clean Hit are Contact, Quality, Target, and Control (of the opponent's weapon). Gaining points for each successive criterion is dependent on having also received the one before it in the pyramid, i.e., you cannot receive points for Target if you did not receive a point for Quality.

1. **Contact.** Any intentional strike against a fighter's opponent will be called as contact. Incidental, caroming, ricocheting, or otherwise accidental strikes will not be considered contact. Contact alone is worth no (0) points.
2. **Quality.** To earn this point, the blow must have been delivered with sufficient authority, force, stability, balance, and poise. This does not mean that the blow needs to be "hard". To earn this point the fighter must be in full control of his/her movement—balanced or grounded, not stumbling, falling, or wildly lunging. This criterion also is worth one (1) point.

*Sufficient Force:* Sufficient force in scoring Quality is defined by the following criteria:

- *Cuts:* The blade must travel approximately 45 degrees or more and strike the target with obvious intent. The blow must hit with the weak (schwech) of the weapon. Light snips that travel little distance, lazy blows, and strikes with the strong or flat will not score Quality points.
- *Thrust:* Any touch with the point with forward motion of the blade (motion towards the opponent with the point) that obviously makes contact. Bending the blade is not necessary.
- *Slice/Press:* Drawing cuts must be clearly demonstrated, drawing or pushing at least half the length of the blade. Pressing slices (*Schnitt*) are set-ups for control points, not scoring actions in their own right.

A Judge will also withhold the Quality for unintentional or grazing blows and other sloppy strikes. A fighter who falls, fumbles their weapon, or runs out of bounds immediately following his/her strike will not be awarded the point for Quality.

*Withhold the Quality Point for:*

- Blows that are sloppy, wild, twist in the strike, or otherwise fail to show authoritative control, angle, and blade presence. Judges should especially look for these indicators when single-handed/off-handed strikes such as *daz gayszlen* are performed with a longsword.
- Blows made with the strong (*starck*) of the sword, especially during a grapple.
- Weak blows made blindly against an opponent in a grapple, such as “wrap shots” around the opponent’s back or over one’s own shoulder with the back edge.
- Strikes that ever-so-barely scrape an opponent’s clothing or mask, but made no significant contact.
- Blows made wildly from “Hail-Mary” leaps, rolls, stumbles, etc. If it doesn’t look like it would have hit with presence and placement, it should not get the point for quality.
- Any strike made without the buckler in-hand (because it was lost, dropped, or thrown).

*For emphasis: Judges will NOT assess the Quality point differently for different fighters. The standard will be universally applied to all fighters, regardless of the perceived skill level of the fighter in question.*

3. **Target.** These bonus points are awarded for strikes to the head and neck, and thrusts to the head, neck, and torso (except for blows to the back of the head or neck, which are illegal). The top of the shoulder, to the “seam” at the point of the shoulder, is considered part of the torso, as the inside of the hip and any torso or hip area normally covered by the fighter’s jacket just above the hip. This criterion awards two points, for a total of three (3).
4. **Control (of the opponent’s weapon).** These bonus points are awarded when the scoring action is performed on an opponent who is unable to immediately respond due to active, intentional techniques performed by the scoring fighter. Examples include attacks from

crossed swords or the bind which momentarily trap or frustrate the opponent's weapon, off-hand grapples which allow for an undefended strike, and slicing or pushing actions which unbalance an opponent prior to striking (the follow-on strike must still be performed). This point is not awarded for striking an opponent who has missed wildly, fallen down, voluntarily turned their back, or has otherwise become ineffective through their own actions; to earn this point, the Judges must rule that the scoring fighter has actively controlled his opponent's ability to immediately respond or defend himself with his weapon. This criterion awards three points, for a total of six (6).

### *Examples of Control*

- Red binds Blue sword-on-sword, then thrusts down along Blue's blade. Blue's weapon is momentarily trapped in the action and cannot be used for defense or offense.
- Red kicks Blue in the chest and strikes at his head while Blue staggers back. In this example, the kick gains no extra points, but allows Red to earn points for Control.
- Red wraps his left arm around Blue's weapon and strikes blue in the side or with the pommel or buckler to the mask.
- Red uses a "slice" to push Blue's arms back or to the ground, then follows up with a strike to the mask or chest.

### *Control with the Sword and Buckler*

Due to the nature of two-weapon fencing, judges will not score Control points for exchanges where one weapon is used to pin the opponent's weapon or weapons while another weapon strikes the opponent unless the pin is clean, decisive, and smartly executed. See the examples below.

### *Sword and Buckler-Specific Examples of Control*

- Red binds Blue's sword with his buckler, then strikes Blue in the head. Blue's buckler is still in play, though Blue failed to defend with it. No Control point awarded.
- Red binds Blue's sword and buckler with Red's sword, but one of Blue's weapons slips out immediately before Red hits Blue with a Buckler strike to the mask. No Control point awarded.
- Red binds Blue's sword and buckler down with his sword, and cleanly strikes Blue's undefended mask with his (Red's) buckler. Control point awarded.
- Red wraps Blue's sword arm up with his (Red's) buckler arm and turns Blue so that the Blue's buckler arm is on the far side of Blue. Blue is unable to defend his head because of the turn. Red strikes Blue in the mask with the sword. Control point awarded.

### *Common Longsword Techniques likely to earn the Control Point*

- a. *Absetzen*

- b. *Abwenden*
- c. *Verkehrter* (elbow push and strike to the back)
- d. *Mutieren*
- e. *Duplieren*
- f. *Zorn-Ort* (if bind is maintained)
- g. *Schielhau vs. Plfug* or *vs. Oberhau*
- h. *Zwerchhau vs. Oberhau*
- i. *Abschneiden* or *Hende Trucken*, if followed by a strike to the head or Torso
- j. Throw or takedown performed with the point against the torso in half-sword (c.f. Codex Wallerstein); see below for more information
- k. Straight Kick (“Talhoffer/Wiggins/Sparta Kick”) followed by head/torso strike
- l. Most thrusts made from the bind as a result of winding
- m. Arm trap with thrust, pommel-strike, or controlling slice to the neck
- n. Weapon-grabs followed by a strike or thrust (c.f. Fiore)
- o. Disarms followed by a strike or thrust (c.f. Fiore)

## Failed Withdrawal

A Bad or Failed Withdrawal (*Abzug*) is when a fighter lands a successful hit as given above, but fails to defend himself afterward; in a sense, it is the opposite of Control. Once a hit is scored, the Director will allow a brief moment to elapse before the bout is stopped (roughly the time required to execute a single step), during which time the other fighter can attempt a “revenge strike”.

- Any fighter who Fails to Withdraw safely following a valid strike (i.e. fulfilling the criteria for Contact) can only receive one (1) point for Quality (see above). Any potential points for Contact and Target will be negated (obviously, a fighter who earns Control points will not be vulnerable to a revenge strike in the first place). *If the scoring blow receives no point for Quality, the fighter receives no points for the action.*
- Points gained from a Failed Withdrawal that raise the lead of any fighter above six points will not end the match. A match will only be stopped (through points) after a Clean Hit or grapple.

## Double-Hit (Open and Closed)

Double-hits are those which occur when two fighters strike each other at the same time, often as their first action. Double-hits also include near-simultaneous hits, such as those landing immediately after a successful hit from the opponent but which were begun at the same time as the successful attack.

Double-hits may be **open** or **closed**. An **open double hit** means that the blades made no contact and the blows were delivered “freely” along non-intersecting lines. *An open double hit suggests that neither fighter made an attempt at defense.* A **closed double** hit happens when the weapons are in contact but both blows managed to go through anyway, indicating a failed defense or single-time attack under cover.

Only open double hits will be penalized as a foul against both fighters. Closed double hits will be thrown out as “no decision”.

- If three (3) open double-hits are accumulated in a single pool match, the match will be stopped and both fighters will record a loss for that match. If three (3) or more open double-hits are accumulated in an elimination match, the winner will progress to the next fight, but his/her next opponent will begin the match with 3 points. There is no additional penalty for open double-hits in the finals.
- A Failed Withdrawal differs from a double-hit in that a double-hit requires both fighters to compromise their defense before the scoring strike, whereas a Failed Withdrawal begins as a Clean Hit, but the scoring fighter drops his/her defense after the strike lands.

## Grapple

As with Clean Hits, there are four scored criteria for Grappling; however, since there is only one category of technique that fulfills each criterion, those techniques are referred to by name: Ring-Out, Takedown, Throw, and Control. If a fighter succeeds at both a Clean Hit and a qualifying Grapple in the same match, he/she will be awarded the higher score value between the two. Grapples which do not result in a scoring action will be halted by the Director after a verbal three-count.

1. **Ring-Out.** A fighter is out-of-bounds when both feet clearly leave the ring, whether they touch down or not. It is the Director’s responsibility to assign points for this situation. If the Director or ANY Judge determines that a fighter has been forced out-of-bounds, the fighter remaining in the ring will earn one (1) point.
  - A fighter does not need to physically push or throw his/her opponent out of the ring to earn this point; any method pressuring an opponent out of the ring is acceptable.
  - If a fighter strikes his/her opponent and then travels out-of-bounds (even under his/her own power), no points will be awarded for the scoring action and the opponent will be awarded one point for the ring-out.
  - If both fighters exit the ring before the Director stops the bout, the exchange will be judged as a Double-hit; if both fighters were in contact during the Ring-Out then it will be thrown out as a Closed Double, whereas if the fighters exited the ring separately (including one fighter shoving the other out and then stumbling out after him/her) then it will be recorded as an Open Double.
2. **Takedown/Throw.** A Takedown is defined as an intentional technique whose result is to bring an opponent to the ground and immediately establish a position of dominance, and in which the dominant fighter also leaves his/her feet. A Throw is defined as any technique whose inherent nature is to project the opponent to the ground while the applier remains standing; these include shoulder throws, hip throws, and tripping or shoving techniques. The opponent is “on the ground” when any part of his/her torso, hips, head, or shoulders touch the ground. The Director will determine the assessment of these points in conference with the Judges. A clean Takedown or Throw awards four (3) points total, equivalent to the Target criteria.
  - If both fighters go to the ground but neither establishes clear dominance, the exchange will be thrown out with no score.



3. **Control.** This is actually a special case of the Control criteria listed under Clean Hit. A fighter who sends his/her opponent to the ground as described above, retains his/her sword, and shows capability to immediately strike the grounded opponent with a scoring hit has achieved Control. A fighter who has dropped his/her buckler but retains his/her sword may still qualify for Control. This criterion awards three points, so a Takedown or Throw with Control awards six (6) points total.

## The Scoring Process

The basic steps for scoring are:

1. When a Line Judge witnesses a scoring action, he/she calls out "POINT!"
2. The Director will wait for a brief moment (to allow for the Withdrawal), then stop the match by calling "HALT!" After a halt the fighters should immediately return to their corners. The Timekeeper stops time.
3. The Director will call "Judges?"
  - The Senior Judges will raise their batons/flags to indicate if there was a Clean Hit, a Failed Withdrawal, an Open or Closed Double-hit, or a Grapple.
  - The Assistant Judges will raise their batons/flags to indicate if the fighter made contact or if a special scoring consideration such as a throw or a fighter stepping out of bounds took place.
4. The Director interprets the judges' batons/flags and calls out the type of exchange:
  - Clean Hit [color]
  - Failed Withdrawal [color]
  - Open Double-hit
  - [Grappling action]
  - No Exchange

If at least two Line Judges do not agree, and the Director is unable to make a decisive call, the Director calls out "No Score" and resumes the match.

*Note: If at any time the Line Judges fail to come to agreement, the Director may make his/her own determination by choosing a Line Judge to support, though the standard response should be to go with the higher scoring vote. He/she may also ask one or more Line Judges to explain what they saw before deciding the score, and should do so if the various Judges make strongly contradictory calls (the Director may even call in all the Line Judges for a private conference, though this is discouraged).*

5. The Director calls out "Score", and the Assistant Judge indicates his/her call with the appropriate semaphore; the Senior Judges should also flag Quality, Target, and Control if they have clear memory of the strike (bringing the total potential Line Judges for each color to three). If they are uncertain about further scoring, they should simply show crossed flags. Note: If the bout was called as a Failed Withdrawal, only the Quality is considered and the highest possible score is 1 point.

6. The Director interprets the Line Judges' batons/flags and calls out the points earned to the scorekeeper one color at a time (e.g., "One Point Red!") If at least two Line Judges do not agree, the Director either makes a determination or calls out "No score" and jumps to Step 8 (below).
7. After the Director calls out the result, all Line Judges will lower their flags/batons. The Scorekeeper repeats the type of exchange and the number of points awarded.
8. If either fighter has accumulated seven (7) more points than his opponent (after a Clean Hit or Grapple), the scorekeeper will call "MATCH! - Red (or Blue) wins" and the final score. If neither fighter has yet accumulated enough points to win, the Director will call "Ready, FIGHT!" and the match will continue.

## Line Judges' Semaphores

All flag positions should be held out along bold, clean lines, to prevent confusion. When not scoring an action, the flags should be at rest, pointed vertically down beside or behind the judge. It is appropriate for a Judge to speak their ruling out loud as well as show it with the semaphore.

### Semaphores for Determining Type of Exchange

#### *Senior Judges Only*

- Abstain/Nothing Seen (0 pts) - Baton and arms sweeping outward from a downward position.
- Clean hit for [color] - Baton of the fighter who delivered the clean hit held horizontally outward.
- Failed withdrawal for [color] - Baton of the fighter who made the initial (lead) hit held horizontally outward; Baton of the fighter who struck the revenge blow held directly upward.
- Open Double-hit - Both batons held out horizontally outward.
- Closed Double-hit - Both batons swept from the "abstain" position out to the "open double-hit" position repeatedly.
- Grapple - as a clean hit

### Semaphores for Scoring the Lead Hit

#### *Senior and Assistant Judges*

- Abstain/Nothing Seen (0 pts) - Baton and arms sweeping outward from a downward position.
- Contact Only/No Quality (0 pts) - Forearms held crossed in front of the chest/neck, with baton back over one shoulder.
- Contact + Quality (+ Target) (1 pt/3pts) - Baton held out horizontally, then brought in to point at the body part struck. If Baton is directed at the Head, Neck, or Torso (for thrusts), the Target points are awarded.
- Contact + Quality + Target + Control (6 pts) - Baton is held directly upward above head, with a periodic "rally" motion.
- Out of Bounds (1 pts) - Line judge points at the ring edge and says, "Out of Bounds on [color]."
- Takedown or Throw (3 pts) - Line judge points at the ground and says, "Takedown (or throw) by [color]."

- Thow or takedown with Control (6 pts) - As Contact + Quality + Target + Control, baton is held directly upward above head, with a periodic “rally” motion.
- Line Judge Requests Conference - Baton pointed at Head Judge. Head Judge should get all other judges’ votes before calling them together for conference.