

CAPITOL CLASH WASHINGTON DC HEMA OPEN 2017

TARGET CUTTING TOURNAMENT

RULES

Scoring:

Points are determined based on a competitor's performance in a particular round. The formula for determining the final score for each round is:

$$(\text{Points}) - (\text{Time}/10) = \text{Final Score}$$

Penalties are factored in after this is totaled.

- Each cut scores a specific amount of points (listed in the description).
- Failed cuts score zero (0) points. (see "What is a Failed Cut?" below)
- Inaccurate cuts score half of their full value. (see "What is an "Inaccurate Cut?" below)
- Striking the peg will incur a 10% penalty on the final score
- Striking the stand will incur a 25% penalty on the final score
- Striking the floor with heavy force will incur a 25% penalty on the final score
- Letting go of the sword will be an automatic ejection from the tournament

What is a "Failed Cut"?

A cut is considered failed if:

- It misses the target
- It does not completely sever the target
- It does not follow the instructions of the pattern. For example, if the cut says to strike downward and the competitor strikes upward, the cut is considered a failure. Similarly, if the cut requires specific footwork and the competitor does not follow this, the cut is failed.
- The mat comes off of the stand or the stand is knocked over and the mat is not completely severed. A competitor may not continue cuts on that target.

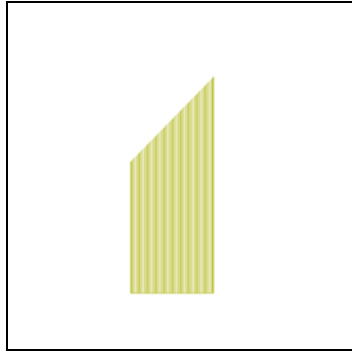
What is an "Inaccurate Cut"?

A cut is considered inaccurate if:

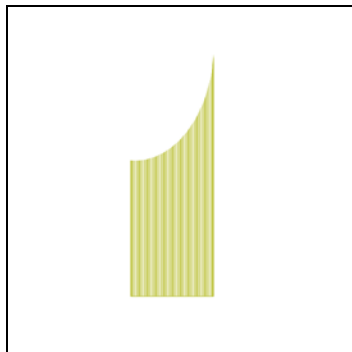
- the stand violently rocks back and forth
- pieces of the mat spray everywhere
- the cut overlaps a previous cut (often referred to as a "mountain" because of the shape it makes on the mat)
- the cut is "scalloped" (the line where the mat is severed is noticeably curved)
- the competitor lightly touches the floor with the point of the blade at the termination of the cut
- the footwork (if required) happens significantly before or after the cut.
- the cut is successful but the mat comes off of the stand or the stand is knocked

over. Should the mat fall off of the stand, the competitor may not complete any other cuts on that target.

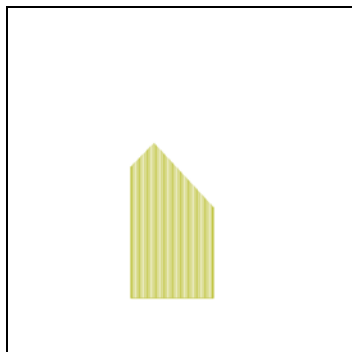
Examples:



A clean cut. No penalty.



A scalloped cut. Scored as Inaccurate.



An overlapping cut (often called a "mountain".) Scored as Inaccurate.

Time:

The timekeeper begins the clock the moment the competitor moves forward from the starting line and stops when the competitor salutes to signal that he or she is

done. The main goal of keeping track of time is for breaking ties, and therefore will only factor into a small amount of the score. Competitors should not feel the need to rush through each round recklessly, and should remember that form and accuracy are more important than time. The amount of seconds the competitor take will be divided by 10 and then subtracted from the final score. Example: A competitor scores 36 points in a round and takes 12 seconds to complete it. 12 divided by 10 is 1.2, so the final score is 34.8.

Format:

The competitor approaches the starting line (marked on the ground) and waits with the sword pointing downward. The judges will tell the competitor, "Begin when ready," but the timekeeper will not start the clock until the competitor begins to pass the starting line. If the round has more than one target, the competitor must start with the rightmost target and proceed to the left with subsequent targets. Failure to do so will result in a score of zero (0) for the round. This will be true regardless of whether the competitor is right- or left-handed.

When the competitor is finished, he or she is required to salute the judges so that they know to stop the clock. A salute can be a simple raising of the sword so the cross-guard is at eye level and then lowering it. Please note that if a competitor fails to salute, the timekeeper may allow the clock to continue running until certain that the competitor is finished; This will result in a lower score, so competitors should always salute the table so that the timekeeper can be more accurate.

After saluting, the competitor should wait at the starting line while the judges complete their calculations. The judges will then announce the score.

After the end of each round, the scores will be compared and a percentage of competitors will progress to the next round. Eventually only four will be left for the final round to compete for first place. The points for each round do not accumulate to the next round.

Additional notes:

A competitor may not touch any target. A competitor may not adjust a target, nor is a competitor allowed to use the sword to adjust the target before cutting. Anyone who does so fails the round with a final score of zero (0).

Competitors are expected to compose themselves in a calm manner. Competitors are allowed to yell while making a cut, however competitors that show extreme anger or rudeness to the judges' rulings will be immediately expelled from the event. Similarly, competitors who attempt to distract or disrupt another person's round will be expelled, and the aggrieved party will be allowed to redo the entire round.

Before the start of someone's turn, a competitor is allowed to request that a mat be redone if he or she feels it is not securely on the peg or uneven. This cannot be done once a competitor begins the turn. The judges always have the right to refuse this request if they believe it is unreasonable.

NOTE ABOUT RIGHT-HANDED AND LEFT HANDED COMPETITORS: All of the patterns below are assuming the competitor is right handed. If a competitor is left handed, he or she should inform the judges at the beginning of each round. The order of the targets will always be done right-to-left, however a left handed competitor may cut from the opposite side of the listed patterns. e.g. If the pattern starts with a strike from the right, a left hander performs it from the left. It is the responsibility of the competitor to inform the judges before the round starts.

NOTE ABOUT CHANGING SWORDS:

If a competitor damages a sword in the middle of a round, the judges have to right to halt the round to examine if the sword is still safe to use. If the judges feel the sword is fine, the round may continue. If the judges feel the sword is not safely usable, the round is over.

A competitor is allowed to use a different sword for separate rounds, but may not change swords mid-round without the express permission of the judges.

ROUND 1: (one target)

Tatami mat

1. Right-to-left descending long edge cut (*Oberhau*). Requires forward step of the right foot. Four (4) points.
2. Left-to-right descending long edge cut (*Oberhau*). Requires forward step of the left foot. Four (4) points.
3. Right-to-left ascending long edge cut (*Unterhau*). Requires forward step of the right foot. Six (6) points.
4. Left-to-right ascending long edge cut (*Unterhau*). Requires forward step of the left foot. Six (6) points.
5. Right-to-left horizontal long edge cut (*Mittelhau*). Footwork optional. Eight (8) points.
6. Left-to-right horizontal long edge cut (*Mittelhau*). Footwork optional. Eight (8) points.

ROUND 2: (two targets)

First target: Tatami mat

1. Cut as many clean strikes as possible until a failed cut or until the mat runs out of space. Each cut must alternate sides, but any type of cut is allowed. Any inaccurate cuts (see above) are non-scoring on this target. Footwork is optional. The first cut is worth one (1) point, with each successful cut being worth one more point than the last successful cut. (i.e. the first cut is worth 1 point, the second 2, the third 3, etc.) If a cut fails, it is not factored into

the scoring at all, and the competitor may not make any additional attempts on this target.

Second target: Tatami mat

1. Left-to-right descending long edge cut with an outward step of the right foot (*Krumphau*) Five (5) points
2. Right-to left descending short edge cut with an outward step of the left foot (*Krumphau*) Eight (8) points
3. Bonus cuts: You may perform additional horizontal cuts (*Mittelhau*), alternating sides until a failed cut or until mat runs out of space. Inaccurate cuts are non-scoring. The first is worth 1 point, and every successful one is worth 1 more point than the last successful cut (i.e. the first is worth 1, the second is worth 2, the third is worth 3, etc) If a cut fails, it is not factored into the scoring at all, and the competitor may not make any additional attempts on this target.

ROUND 3: (three targets)

First target: 1/2" Free hanging rope

1. Cut the rope between the markers (3" target area). Any cut and/or footwork is allowed (this test is purely about accuracy). Competitors may not aim by putting the sword next to the target before cutting; If the competitor lets the point of the sword pass the target before preparing the cut then this will be treated as a failed cut. Eight (8) points. This target is scored pass or fail.

Second target: Tatami mat

1. Double cut: Upward diagonal cut (from either side; footwork optional) followed immediately by a downward diagonal cut on the severed portion of the tatami mat before it falls. The first cut is worth two (2) points; The second cut is worth eight (8) points. If there is a noticeable pause between the cuts, both will be scored as inaccurate cuts. If the first cut fails, the second may not be attempted.

Third target: Tatami mat

1. Lightning cut: Downward diagonal cut (from either side; footwork optional) followed immediately by an upward diagonal cut from the opposite side, followed immediately by a downward diagonal cut from the opposite side. The name "Lightning cut" comes from the zig-zag pattern. The first cut is worth two (2) points; The second cut is worth four (4) points; the third cut is worth eight (8) points. Bonus: If the third cut is done on the severed part of the tatami before it falls, it is instead worth twelve (12) points. If there is a noticeable pause between the cuts, all will

be scored as inaccurate cuts. Similarly, if any cut fails, the following cuts may not be attempted, and all successful cuts will be scored as Inaccurate.

FINAL ROUND: (three targets)

First target: 1/2" Free hanging rope

1. Cut the rope between the markers (1.5" target area). Any cut and/or footwork is allowed (this test is purely about accuracy). Competitors may not aim by putting the sword next to the target before cutting; If the competitor lets the point of the sword pass the target before preparing the cut then this will be treated as a failed cut. Twelve (12) points. This target is scored pass or fail.

Second target: Tatami mat

1. Right-to-left downward short edge strike (*Sturzhau*) followed immediately by a long edge strike (*oberhau*) in the same trajectory. Footwork is optional. The competitor may choose to strike from either the right or left provided that both strikes come from the exact same side (i.e. both right-to-left or both left-to-right) and that there is no noticeable pause between strikes. The first cut is eight (8) points and the second cut is also worth eight (8) points. If there is a noticeable pause between the cuts, both will be scored as inaccurate cuts. Similarly, if the first cut fails and the second succeeds, the second cut will be scored as inaccurate.
2. Bonus: Competitor may make single handed cuts from any direction or angle until a failed cut occurs or the mat runs out of space. Footwork optional. The competitor may use either hand as long as the other hand is not in contact with the sword in any way. The first cut is worth four (4) points, and each successful one thereafter is worth two points more than the previous (i.e. 4, then 6, then 8, then 10, etc).

Third target: Tatami mat

1. Short edge rising cut (*Wechselhau*) from either side. Four (4) points.
2. Long edge descending cut on the opposite side as the first cut on the severed part of the mat before it falls. Eight (8) points.
3. Bonus: Competitor may make single handed cuts from any direction or angle until a failed cut occurs or the mat runs out of space. Footwork optional. The competitor may use either hand as long as the other hand is not in contact with the sword in any way. The first cut is worth four (4) points, and each successful one thereafter is worth two points more than the previous (i.e. 4, then 6, then 8, then 10, etc).

Fourth target: Tatami mat

(Note for below: A *Zwerchhau* is defined as a horizontal strike where the hands are held head level or higher and the thumb is on the bottom flat of the blade)

1. Right-to-left *Zwerchhau* with the short edge and a forward step of the right foot. Eight (8) points.
2. Left-to-right *Zwerchhau* with the long edge and a forward step of the left foot. Ten (10) points.
3. Bonus: You may continue to cut with alternating *Zwerchhaus* until a failed cut or the mat runs out of space. The first bonus cut is worth four (4) points, and each successful one afterward is worth two (2) more than the previous. (i.e. the first bonus cut is 4, the second is 6, the third is 8, etc). Failed cuts will not be penalized, however no additional attempts may be tried on this mat.