



STEVE HODGSON MEMORIAL TOURNAMENT RULES

VERSION 2016.6

The Tournament at a Glance

The tournament consists of nine competitions, six “serious” competitions on Saturday and three “fun” competitions on Sunday.

Saturday

1. Tournament Beginners Competition
2. Steel Single Sword
3. Open Single Sword
4. Open Longsword
5. Open Spear
6. Steel Rapier

Sunday

7. Team Competitions
8. Display Tournament
9. Mixed Weapon

Tournament Beginners and Steel Single sword will be run concurrently. Open Spear and Steel Rapier will be run concurrently.

Competitors can enter as many competitions as they like.

Most competitions will be contested using a variant of the Fechtschule New York ruleset. This involves two winning outcomes (survivor and point scorer) and the Tournament Champion will be selected at the end of Saturday’s competitions from the person who won the most competitions (excluding the Beginners Competition).

In each competition players will be drawn to fight each other at random and will be guaranteed at least three fights. It is our intention that the scoring will reward cleanly striking vital targets on your opponent,

provided lots of bouts for players, is quick to judge, easy to understand, and entertaining to watch for spectators.

Tournament Entry

The tournament is open to members of all HEMA, WMA, Historic Fencing, or re-enactment club or society in New Zealand or overseas. Entrants must be 15 years of age or older. The tournament is not open to members of the public although they are welcome to come along and spectate.

Auckland Sword and Shield may contact the relevant clubs to ensure entrants are indeed members and have the necessary references to enter the tournament.

PLEASE NOTE THAT MINOR CHANGES TO THESE RULES MAY BE MADE UP TO 2 WEEKS BEFORE THE TOURNAMENT. THE LATEST VERSION WILL ALWAYS BE AVAILABLE ON THE AUCKLAND SWORD AND SHIELD WEBSITE.

Standing Orders

The following rules apply to all players in all competitions and must be followed to reduce the possibility of injury. Infractions of these rules will result in the Marshall taking the appropriate action which depending on seriousness may include issuing a warning, forfeiting the player from the current bout, forfeiting the player from the current competition and/or ejecting the player from the tournament.

1. Players must follow the Marshall's instructions at all times. The Marshalls ruling is final and non-negotiable
2. If any person feels a safety issue is being overlooked they must immediately raise it with the Marshall by calling 'STOP', 'HOLD' or 'BREAK'. This includes players, judges or people simply observing.
3. Upon hearing anyone call 'STOP', 'HOLD' or 'BREAK' players must immediately cease fighting and return to their corners until the reason for the call has been settled.
4. The whole body including the head is a valid target BUT there is no deliberate targeting of feet, hands, joints, spine, or the back of the head and these targets will not be counted as scoring hits.
5. Players must fight with good control. All blows should be proportionate to ensure there is minimal risk of injury. The Marshall will penalise Players for hitting too hard.
6. Players may grip the opponent's blade but only if it is more or less stationary after a parry or thrust otherwise it will count as a hit to the player grabbing the blade. If you grab the opponent's weapon, you must not attempt to twist it out of their grasp (you may hurt their hands if they get trapped in the weapon's guard).
7. Grappling is permitted but must be controlled. The Marshall will call halt if he feels a grapple is unsafe or at a stalemate after 5 seconds. Players must not apply pressure to joints during grapples or arm locks.
8. Throwing is permitted but not encouraged and must be controlled. In particular, the thrown player must be placed on the ground rather than dropped. Uncontrolled throwing will be severely penalised.
9. Pommel strikes or buckler strikes are permitted so long as they are to the mask and controlled. These blows will be counted as injury blows (see below).
10. Tripping is NOT permitted.
11. Throwing any weapon is NOT permitted.

12. Kicks and punches are not encouraged, must be controlled and will not be counted as scoring hits.
13. The Marshall will call a halt if a player leaves the marked area, players who excessively leave the marked area will be penalised.

Protective Gear

The Marshall's have the final say on the whether a specific item of gear is satisfactory protection. Additional requirements that relate to specific sections are described later in the rules.

Minimum requirements

1. All players must wear protective gloves.
2. All players must wear a fencing mask or an equivalent, the Marshall will determine if it is of suitable standard and Auckland Sword & Shield will have a range of fencing masks of different sizes that can be used during tournament.
3. Players must not have bare skin showing on the torso or arms.

Recommendations

1. Players are recommended to have HEMA suitable padded or armoured gloves
2. Players are recommended to wear elbow, forearm, and wrist protection.
3. Players are recommended to wear a padded HEMA jacket, gambeson, or equivalent. Steel body armour is permitted.
4. Players are recommended to wear back of the head protection.
5. Players are recommended to wear a gorget or similar throat protection.
6. Players are recommended to wear knee and shin protection
7. Players are strongly recommended to wear a box or chest protector (accordingly)

Scoring

Targets are broken up into *Vital* and *Non-Vital* scoring areas.

- ***Vital areas*** include the Head, Torso and Thighs
- ***Non-Vital areas*** include Lower legs and Arms

Players fight until the Marshall calls halt, which takes place after a judge indicates a hit. Players do not indicate hits and do not stop until direct by the Marshall. Any hit will stop the bout.

- A strike to a vital target without receiving a blow in return is 2 points to the winner and a life lost to the loser.
- A strike to a non-vital target without receiving a blow in return is 1 point to the winner and a life lost to the loser.
- A double hit to unequal targets will result in no score for either player and a life lost life to the fencer who was struck in the vital area.
- Doubles to equal targets will result in both players losing a life

Pommel strikes or **buckler strikes** to the head are considered non-vital injuries

Out of bounds: Pushing a fencer out of bounds is not a scoring action.

Grappling and throws: A grapple or throw does not score in of itself, it is the blow delivered with it that counts. The bout ends when someone is on the ground, so the blow should only be shown but not delivered.

Disarm rule: A disarm does not count as a blow and does not end play, the player must land a further blow to score. If a player disarms and lands a blow they will receive an extra +1 point for being awesome.

Quality Hits

Only quality hits count. If a blow does not meet the below it does not count and will be ignored by the Judges:

A thrust:

- Must demonstrate positive force behind it.

A cut must:

- Clearly and solidly strike the target
- Demonstrate positive force on the target fencer
- Be delivered with the edge
- Be with the weak of the blade

A slice must:

- Be delivered with the edge of the blade
- Apply positive pressure on the target fencer
- Travel at least half of the length of the blade

Competition Officials

At the outset it is to be understood that there will be mistakes. Officials have been training and practicing but it is incredibly difficult to score with 100% accurately. The format is intended to help mitigate these issues with players having three lives and many competitions to take part in. We trust that players will understand that mistakes are just part and parcel of competitions.

Each match will be presided over by a Marshall, two Line Judges and a Score Keeper

The role of the Marshall is to:

- Direct players and Judges through the proceedings of the match
- Observe both players during the match with an eye on safety
- Keep disruption to a minimum to ensure the timely completion of the competition
- Call "Halt" when a judge indicates a hit
- Have the final say in determining the outcome of the exchange
- Communicate outcome of the match to the Score Keeper

The role of the Line Judges is to:

- Watch a specific fencer during the match.
- Call "POINT" when their assigned fencer executes a counting blow
- Signal semaphores to clearly and confidently communicate the exchange
- Provide the Marshall with additional information on request

Note: A Line Judge does NOT call "POINT" in the event that a no-quality hit is delivered.

Judges will be equipped with a single baton, which they shall use to indicate their observations. The semaphores are:

- Strike to a Vital target: Batton is held vertically above the head
- Strike to a Non-vital target: Batton is held horizontally to the side
- No Strike or No Quality: cross baton downwards over opposite wrist

The role of the Score Keeper is to:

- Record points scored and lives lost as determined by the Marshall
- Draw and communicate bout partners
- Indicate time elapsed to the Marshall
- Act as a point of information for Players not currently participating in a bout

Players must follow the Marshall's instructions at all times and their ruling is final and non-negotiable. Objections to Scoring decisions can be made after the bout to the Auckland Sword and Shield President, Roger Kay. Decisions will not be overturned but feedback will be listened to so improvements can be made.

Competition Structure

Each player will start the competition with 3 lives and once a player has lost their last life then that player is eliminated from match-making. The number of lives might be varied on the day depending on the number of entrants.

Competition bout partners will be randomly determined by the Score Keeper. As players are eliminated their names will be withdrawn from the draw until there is only one player left.

At the end of the competition when there is only one player left the Score Keeper will communicate to the Marshall who has the most points. The Marshall will announce the winner.

Bout proceedings

1. Players will be prepared and ready for their bout when called upon by the Marshall. Information about the upcoming bouts is available from the Score Keeper. Players who are consistently holding up a competition by being unavailable or unprepared will forfeit the bout or competition at the Marshalls discretion.
2. The Marshall will ask the line judges if they are ready, they will clearly reply "READY."
3. The Marshall will ask if the players are ready, they will clearly reply "READY." Play will not proceed until they do so.
4. The Marshall will say "FIGHT" and the bout is live. The bout continues until the Marshall calls "HALT"

5. When "HALT" is called players will retire to their respective corners.
6. The Marshall observes the score and communicates this to the score keeper.
7. Players leave and Marshall calls on next players.

Saluting is not discouraged but there will be a lot of bouts happening quickly, generally speaking in this format it is better to dispense with or minimise it as we do not want it to slow things down unnecessarily.

Saturday

Tournament Beginners

This tournament is intended for those who are new to sword-fighting, are new to tournaments in general or who just feel more comfortable participating in a lower intensity competition.

This competition is intended to encourage people of all skill levels to join in so will be Marshalled at a lower threshold of tolerance for hard hits at full speed

These rules are in addition to the standing orders:

- All players will use synthetic singlehanded swords. These will be available from Auckland Sword and Shield if required

Steel Single Sword

These rules relate to the steel single sword competition and are in addition to the standing orders:

- Appropriate padded gloves or armoured gloves are mandatory.
- A padded HEMA jacket or gambeson is mandatory.

All players will need to provide their own steel blunted single handed sword. This must be shown to the Marshall prior to commencement of the bout. The Marshall will determine its suitability which is based on, but not limited to:

- A safe point for thrusting. Typically this means a rounded point with a minimum thickness of 1.5mm and minimum diameter of 10mm
- Enough flex to be safe for thrusting
- Free of burs and rust

Open Single Sword

These rules relate to the open single sword and are in addition to the standing orders:

- All players will use synthetic singlehanded swords. These will be available from Auckland Sword and Shield if required.

Open Longsword

These rules relate to the longsword section and are in addition to the standing orders:

- All players will use a synthetic Longsword, this can be provided by Auckland Sword and Shield.
- Appropriate padded gloves or armoured gloves are mandatory.
- A padded HEMA jacket or gambeson is mandatory.

Steel Rapier

These rules relate to the rapier section and are in addition to the standing orders:

- A puncture resistant fencing jacket, HEMA jacket, gambeson, or other clothing must be worn and must cover the torso and arms.

All players will need to provide their own blunted steel rapier. This must be shown to the Marshall prior to commencement of the bout. The Marshall will determine its suitability which is based on, but not limited to:

- A safe point for thrusting
- Enough flex to be safe for thrusting
- Free of burs and rust
- No sign of metal fatigue

Special rules for the Rapier competition which clarify or overrule relevant parts of the Standing Orders are:

- Cuts to any part of the body apart from the head do not score.
- Gripping of the blade for more than a tempo will be scored as a non-vital hit against the player gripping the blade

Open Spear

These rules relate to the spear section and are in addition to the standing orders:

- Knee protection is mandatory.
- Padded hand and wrist protection is mandatory.
- Neck and whiplash protection is strongly recommended.

All players will use the same type of weapon, a pine spear with a synthetic tip provided by Auckland Sword and Shield.

Special Rules for the Spear competition which clarify or overrule the relevant parts of the Standing Orders are:

- Draw cuts will score if the spear head drawn along the other player for a minimum distance of 300mm.
- Draw cuts with no head to player contact do not count (i.e. shaft draw cuts).

Players must be extra careful that all blows and strikes must be pulled so that they hit the other player at an acceptable strength. Excessive force will not be tolerated. This will be marshalled at a lower threshold of tolerance for hard hits at full speed.

Sunday

Team Competitions

This is a fun competition for fighting in groups rather than individually. Team sizes are limited to up to 5 players (depending on number at the tournament) and are self-selecting. If a player does not have a predetermined team they can ask a Match Official to find them a team.

These rules relate to the team competitions and supersede the standing orders:

- Back of the head protection is mandatory for this competition
- There will be no line judges for this competition, hits will be recorded by players upon their honour. All hits, vital or non-vital, will count equally. Players who receive a hit will remove themselves from the bout. The bout continues until all the players from one side are out.
- Each team will have three "lives" one of which is lost when all the players are removed from a bout. The team remaining with a life once all the other teams are eliminated is the winner of the competition.
- Players can use mixed weapons in this competition, this means up to two weapons with only one allowed to be a primary weapon. Primary weapons include: sword, longsword or spear. Secondary weapons include: dagger, buckler, target, shield, cloak etc.

Players must be extra careful that all blows and strikes are targeted to correct scoring areas and that blows must be pulled so that they hit the other player at an acceptable strength: in a dynamic environment it is very easy to accidentally strike people.

- A blow placed on an opponent's back with the flat of the blade will be considered to signify a quality hit and will be scored.

Display Tournament

This is a fun competition intended to allow people to show off their skill.

These rules relate to the team competitions that supersede the standing orders:

- There will be no line judges for this competition, instead bouts will last 2 minutes and then the Marshall will direct the audience to vote for whomever they think played the best. The player with the majority vote will be the winner of that bout.

Mixed Weapon

This is a fun competition intended to allow people to fight against opponents with different weapon combinations.

These rules relate to the mix weapon competition and supersede the standing orders:

- Players can use mixed weapons in this competition, this means up to two weapons with only one allowed to be a primary weapon. Primary weapons include: sword, longsword or spear. Secondary weapons include: dagger, buckler, target, shield, cloak etc.
- All players will use a synthetic weapons, these can be provided by Auckland Sword and Shield.
- Weapon combinations must be chosen at the beginning of the competition and must be retained throughout.