

# STEVE HODGSON MEMORIAL TOURNAMENT 2018

# RULES

Version 2018.3



## The Tournament at a Glance

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The tournament consists of six competitions on Saturday, with “The Provocation” following on Sunday. Competitors can pre-register for a **maximum of 3 competitions** before the event and may enter additional competitions on the day if numbers permit. Please register early prior to the event. You can turn up and enter on the day but we can’t guarantee you’ll be able to enter the events you’d prefer.

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.

### Saturday Timetable – 8:30AM to 5PM

The timetable for Saturday is as follows. These are indicative times only and the start times for some events may change by up to 30 mins depending on the number of participants in each competition. If you don’t plan to be at the venue from 8:30AM on the Saturday please make sure you arrive at least 30 minutes before your first event.

What	When
Registration and Weapon Check	8:30 – 11AM
Synthetic Sidesword	9:00AM
Steel Single Sword	11:00AM
Tournament Beginners (synthetic)	11:15AM
LUNCH	12:30PM
Longsword (synthetic with steel option)	1:00PM
Spear	2:30PM
Mixed Weapon	3:30PM
Prizegiving	4:30PM

Please Note: Tournament Beginners and Steel Single sword will be run concurrently. Spear and Mixed Weapon will NOT be run concurrently – so YES, you can enter both!

### Sunday - 9AM to 2PM

The Sunday tournament will feature The Provocation, a tournament aimed at the best from each club in New Zealand. For more details see The Provocation notices.

### 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 16 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. The Head Marshal has ultimate right of refusal of entry.

*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

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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 by agreement only, 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 severally 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

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The Marshal will 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 (padded) gloves and wrist protection. Auckland Sword & Shield will have a range hand and wrist protection available for use during tournament.

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

## Scoring

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

- **Vital areas** include the Head, Torso and Thighs (above the knee), worth three points.
- **Non-Vital areas** include Lower legs and Arms (below the shoulder), worth one point.

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

- Players will fight in a “first to two” match.
- If a 1-point hit is called, the fight will stop then recommence.
- Once a player has 2 points against them in one fight, they lose one life. This includes double strikes.
- Once a player has no lives left, they will be cease fighting in rounds.
- After the match is complete, the player with the most points will receive competition points equal to the point differential in the match. This is to encourage players to not play it safe.
- At the end of the tournament, the last player standing will be awarded an extra 3 competition points per life left.
- The player with the most competition points scored at the end of the tournament will be decided the winner.
- In the event of a tie, the player with the most lives left will be decided the winner.
- If a tie still exists, players will fight a sudden death match, first to two points.

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

All cuts made with **rapiers** are considered to be non-vital injuries.

**Out of bounds:** Pushing a fencer out of bounds is not a scoring action. If a fencer goes out of bounds too many times they will first receive a warning and then next time they leave they will be treated as though they were struck by a non-vital hit.

**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

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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 or the ability to extend.

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

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*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 Marshal, four Line Judges, and a Score Keeper.

The role of the Marshal 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.

Marshals can disqualify players from a bout (after a warning). The Head Marshal can disqualify players from the tournament. Disqualifications will only be done for egregious behaviour. Examples might be: revenge strikes, uncontrolled throws, or ignoring safety warnings.

The role of the Line Judges is to:

- Watch a specific fencer during the match.
- Call "POINT" or "HIT" when their assigned fencer executes a counting blow.
- Signal semaphores to clearly and confidently communicate the exchange.
- Provide the Marshal 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: Baton is held vertically above the head
- Strike to a Non-vital target: Baton 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 Marshal.
- Draw and communicate bout partners.
- Indicate time elapsed to the Marshal.
- Act as a point of information for Players not currently participating in a bout.

Players must follow the Marshal'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. Decisions will not be overturned but feedback will be listened to so improvements can be made.

## Competition Structure

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Each player will start each tournament section with a minimum of 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. **The last player left receives 3 points per life remaining.** At the end of the competition when there is only one player left the Score Keeper will communicate to the Marshal who has the most points. The Marshal will announce the winner.

## Bout proceedings

1. Players will be prepared and ready for their bout when called upon by the Marshal. 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 Marshal's discretion.

2. The Marshal will ask the line judges if they are ready, they will clearly reply "READY."
3. The Marshal will ask if the players are ready, they will clearly reply "READY." Play will not proceed until they do so.
4. The Marshal 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 Marshal observes the score and communicates this to the score keeper.
7. Players leave and the Marshal 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 Competitions

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### 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.
- **Being between 750 and 1300 grams in weight.**

**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.**

## Synthetic Sidesword

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.

## Longsword (with Steel option)

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

- All players will use a synthetic Longsword, these can be provided by Auckland Sword and Shield. However, with agreement between players, steel longswords may be used so long as the Marshal is happy with the protective gear being worn.
- Appropriate padded gloves or armoured gloves are mandatory.
- A padded HEMA jacket or gambeson is mandatory.
- **Throat protection is strongly recommended.**
- If steel longswords are being used in a bout, then thigh protection is strongly recommended.

## Mixed Weapon (synthetic)

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

All weapons will be of the synthetic type. Auckland Sword and Shield can provide a range of primary weapons and side arms or Players can use their own as long as they are approved by the marshal.

Weapon combinations can include:

- Sword (side-sword, rapier, messer, sabre) and Dagger
- Sword (side-sword, rapier, messer, sabre) and Buckler
- Sword (side-sword, rapier, messer, sabre) and Cloak
- Longsword
- Case of Dagger
- Weapons as approved by the Head Marshal (No Axes, Maces, Pole weapons)

Weapon suitability will be assessed by the Marshal at the beginning of a bout. Players may change weapons between bouts but must have each new weapon assessed.



## 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.
- Gorget, Gambeson are Mandatory.
- Box is highly 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).
- One handed thrusts are acceptable (due to the flexibility of heads provided)
- One handed draw cuts are acceptable if the spear is held near the head. Line judges will use their discretion here.
- "Pool cueing" is not acceptable.

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.