

Rules of padded sword competition (with Go-Now longswords)

Specially for:

- unexperienced fighters with only few gears
- who want to try his/her fencing skill without risks of steel weapon in a friendly competition
- and of course for high-level fighters as challenge and fun :)

Equipment requirements:

- The internationally prescribed 350N or 1600N fencing mask is obligatory. But if you haven't got one, don't worry, we give one to you :)
- Throat protection: Only equipment covering the whole throat, at the back of the neck fixable, produced specially for this task are acceptable. But still: if you haven't got one, don't worry, we give one to you :)
- Male participants have to wear suspensors – and yes, we provide it if need, but good tip for beginners: please, try to bring (and buy) as much personal as soon as you can.
- have to use simple leather gloves at least. (You can use better protection of course.)
- Participants have to use Go-Now longswords. But if you haven't got one, don't worry, we give one to you :)

Rules:

We ask fencers to be fair and show their taken blows. Please take into account that this competition is not for win by any means, but it is a friendly competition in the Gathering's program to reach and attract as much people for HEMA competitions (including beginners) as possible. Only one judge for one pair, who can ask from fencers, his word is supreme in case of moot points.

- Zones to hit are divided into two sections:

Head: 2 points; Torso and Limbs: 1 point (except forearms, hands and nape). The forearms and the hands are not valid targets. But if you (intentionally or unintentionally) defend a blow to valid target with these parts, the judge will score the points for hidden parts. Only intentional hits score points, unintentional ones don't score points (like off-sliding hits).

- Points can be scored both by the edge and the flat of the sword. But for safety reasons prohibited to thrust. **(It may change, under test and discussion¹.)** You can't take valid hit by one handed actions – you have to touch by both hands your sword

- Doubles and after blows: in case of same worth targets, no score. In case of higher lever blows (e.g. head contra torso) one point for higher lever hitter.

¹ In case of allowing we provide male and female fencing breast protectors.



- It is prohibited to launch an attack after a judge's "Stop!" mark, however already launched attacks do not get invalidated by the "Stop!" mark. The bout and any actions can start after the judge's "Start!" mark.
- In every situation, the first valid point counts (does not matter if the sword jumps further or it changes directions) – except in the case of a clear hit, where the blade moves further without changing directions and hits an area worth a higher amount of points.
- Leaving the fighting circle (pushing out the opponent) is worth 1 point – but for a valid push out, one has to leave the fighting circle (or the area above it) with both feet. Pushing out can be unintentional, it will still score points.
- Disarming, even in the case of an unintentional loss/drop of the weapon instantly scores 2 points.
- It is prohibited to use the pommel, the cross guard to score hits (it can result in a penalty), just as it is to hit with the hands and kick. Prohibited to grab the opponent's sword. It is allowed to shove the opponent in order to push him out, but prohibited any wrestling techniques!
- There is no time limit. The end of the bout is announced after five valid hits. (Valid hits of both fencers are all in one counted – so afterblows and doubles are counted as two hits of course.)
- At the end of the pool only the score difference(s) counts.

With any questions about the ruleset please contact Dr. Tibor Pávay via email: pavaytibor@gmail.com