

# **Tournament rules:**

## **Elimination Round 1:**

Rules: You will get eliminated, if you will be hit on the head or body ONCE or three times on the arms (and hands) or legs.

**Both contestants will be eliminated in case of a double hit.**  
(Yeah, we mean it!)

Judges: You will need ONE judge and a camcorder! If the decision is not clear, the judge AND THE JUDGE ALONE! is allowed to watch the fight on the camera. Everybody who is asked to do it can be a judge.

Weapons: You can use whatever you want, but NO shinais, including weighted ones. Only nylon wasters, wooden wasters, steel swords (feder e.g.), aluminium swords.  
Both contestants must use the same kind of weapon.

Armour: You can wear whatever you want. Masks and gloves are a must have.

## **Elimination Round 2 (up to the semi-final):**

Rules: 4 Passes. A pass lasts until a hit or a double hit, or if the head judge calls a break. The hit in the first pass counts 2 points, any hit afterwards counts one point, double hits count 0 points. If there is no decision after 4 passes (2:2 or 1:1 or 0:0), the fight continues until the next clean hit (no double) will decide the fight.

Judges: You will need THREE judges and a camcorder! The three judges will consist of two side judges and one head judge, wearing an extremely silly hat. Only the head judge can interrupt a fight and/or count a hit, the side judges are only assistance. If the decision is not clear, the judges AND THE JUDGES ALONE! are allowed to watch the fight on the camera. Everybody who is asked to do it can be a judge.

Weapons: You can use whatever you want, but NO shinais, including weighted ones. Only nylon wasters, wooden wasters, steel swords (feder e.g.), aluminium swords.  
Both contestants must use the same kind of weapon.

Armour: You can wear whatever you want. Masks and gloves are a must have.

## **Elimination Round 3 (Semi – Final):**

Rules: Longest duration of the fight: 2 x 2 min. The time will be stopped at every break. Each hit will score a point. The winner is the contestant who will be 5

points in the lead or, if neither contestant can score 5 points more than his opponent, the one who has scored more points after 4 min.

A fighter can be declared the winner regardless of time and score instantly when he manages to land a “perfect hit”.

*This means:*

- good distance and “Zufechten”
- clean and effective hit on a vital point with the edge or the Ort
- good retreat from the opponent (Abzug)

“Good retreat” does also if not especially mean not getting hit within ONE tempo (one step and one sword movement (thrust, cut)) after ones hit.

Double hits will count as 0, the head judge has the right to decide that, if one hit of this double hit is more effective than the other one (e.g. hit in the head and scratch on the arm), the more effective one is awarded the point.

Judges: There will be FIVE judges, a timekeeper, a score counter (will be the timekeeper) and a camcorder! The five judges will consist of 4 corner judges and one head judge, wearing an extremely silly hat. Only the head judge can interrupt a fight and/or count a hit, the corner judges are only assistance. The judges will be nominated by *Dreynschlag*. If the decision is not clear, the judges AND THE JUDGES ALONE! are allowed to watch the fight on the camera.

Weapons: Nylon wasters only. Those will be provided by *Dreynschlag*

Armour: Masks, gloves, throat protector and cup (jockstrap). You are also allowed to wear thin cloth armour (gambeson, fencing jacket). More armour (like Hockey gear, riot control gear, etc.) is NOT allowed.

### **Elimination Round 4 (Final):**

Rules: Duration of the fight: 10 min (2 rounds with 5 min). The time will be stopped at every break! The winner is the contestant who will be 5 points in the lead or, if neither contestant can score 5 points more than his opponent, the one who has scored more points after 10 min.

A fighter can be declared the winner regardless of time and score instantly when he manages to land a “perfect technique”.

A list of techniques will be hung out in every hall, and before the fight you can choose up to three techniques, which are then YOUR perfect techniques. You have to give your decision to the head judge. If you perform one of these techniques in a perfect way (good “Zufechten”, good hit, good retreat) you have won the fight immediately.

The techniques will be from the Fiore longsword school, the Liechtenauer longsword school and the Bolognese two handed sword school.

Double hits will count as 0, the head judge has the right to decide that, if one hit of this double hit is more effective than the other one (e.g. hit in the head and scratch on the arm), the more effective one is awarded the point.

Each Fighter has the right to demand a video control ONCE in the final!

Judges: There will be FIVE judges, a timekeeper, a score counter (will be the timekeeper) and a camcorder! The five judges will consist of 4 corner judges and one head judge, wearing an extremely silly hat. Only the head judge can interrupt a fight and/or count a hit, the corner judges are only assistance. The judges will be nominated by *Dreynschlag*. If the decision is not clear, the judges AND THE JUDGES ALONE! are allowed to watch the fight on the camera.

Weapons: Nylon wasters only. Those will be provided by *Dreynschlag*

Armour: Masks, gloves, throat protector and cup (jockstrap). You are also allowed to wear thin cloth armour (gambeson, fencing jacket). More armour (like Hockey gear, riot control gear, etc.) is NOT allowed.

### **Overall rules:**

- A Hit can be a blow, a thrust or a cut.
- Grappling/Wrestling is allowed, a point can be awarded for an effective throw. A good, clean throw can also be counted as a “perfect hit” in Round 3. For being awarded a point for a throw it is not necessary to stay upright yourself, you only have to be in a superior position on the ground. But see next point ->
- No grappling on the ground, no joint locks! The head judge will call for a break if both contestants are on the ground and neither has an immediate superior position.
- Kicks are not allowed. Punches are allowed, but will not count as a point; they can only be used to gain a tactical advantage.
- The head judge is also entitled to utter warnings for inactiveness, and, if necessary, award a penalty (i.e. awarding the opponent a point)
- The head judge’s decisions are final and not to be discussed.
- Opponents have the opportunity to confess hits, even if the judge did not count them
- Unsportsmanlike behaviour will cause an immediate disqualification. That is for instance:
  - trash talk
  - insult the opponent, the judges or the audience
  - brutality
  - hitting after the “BREAK” (STOP) call of the judges
  - arguing with the judge after warning
- The winner of the tournament will be awarded the official Title “Supreme Platypus Of Vienna”