

# Swiss Gathering 2017 Open Longsword Tournament

## Equipment

### Necessary

Feder sword of a standard size. If another sword or size is to be used, both fighters will have to agree.  
Fencing helmet 1600N with back of the head and neck protection  
Throat guard  
Fencing jacket  
Heavy fencing gloves. Lacrosse gloves at your own risk!  
Hard elbow and knee protectors  
Groing guard (cup) for men, breast protection for women

### Recommended

Recommended: Chest plates, fencing pants, shin guards, solid shoes.

### Equipment Check

10min before each poolround, the equipment will be checked. If you do not have the adequate equipment, you will have to find adequate equipment immediately or else be disqualified.

## Scoring

### Duration

10 exchanges or 5 minutes

### Valid techniques

Any connection with the „3 wonders“ of hitting, cutting or thrusting performed with sufficient force and proper edge alignment for hits and cuts (not the flat of the blade).

### Target Zones

Head and torso: 2 points.  
Arms (including hands) and legs: 1 point

### Tempo

No discrimination between a double hit and an afterblow (hits landed within 1 tempo after the first contact). All hits will taken into account and subtracted from one another. Meaning if A strikes to the hand of B and B makes an afterblow to the head, A made a 1-point hit and B made a 2-point hit → B scores 2-1=1 point. If A strikes to the head and B makes an afterblow to the hand, A still scores 2-1=1 point. If A strikes to the head and so does B, both made a 2-point hit → both get 2-2=0 points (and lose a round where they could have collected points for qualifying). *Rationale: Tested System (Swordfish 2014-2016), easier judging, reinforcement of avoiding afterblows, doubles have some but not severe punishment, which is important for beginners*

### 3-point technique

Disarming the opponent

### 1-point techniques

Pommel only to the mesh of the mask.  
Making the opponent leave the fighting area with both feet.  
Establishing dominance during wrestling/ringen. If one fighter does not wish to fight with werstling/ringen, he or she may say so before the duel and then wrestling/ringen will not count.

### Limited techniques

Geissler only 2x per fight.  
Kicks only to the torso with the flat of the foot.

### **Illegal techniques**

Punches, kicks with the knee, kicks to the legs. Strikes to the spine and the back of the head. Use of excessive force. Additional after the referee has stopped the exchange. Actions of serious or malicious nature may result in the disqualification from the tournament.

### **Courtesy**

For time reasons, players are not allowed to dispute points they have scored themselves. However, in the spirit of fairplay they may voluntarily give up points, by indicating where they themselves were hit.

### **Judging**

Before each round, the main judge will check if the fighters („fighters ready?“) and the judges („judges ready?“) are ready. If all agree, the „fight!“ will commence the exchange.

There will be 3 side judge and 1 main judge. Red fighter scores 2 points → Red flag will be held vertically (skywards). Red fighter scores 1 point → Red flag will be held horizontally (sideways). Neither A nor B hit → Judge crosses the flags in front of his hips.

The main judge will not judge, but evaluate the flags of the 3 side judges. For a valid exchange, 2 out of 3 judges have to indicate the same score. If there is no agreement, the exchange will be deemed unclear and will be repeated. The exception is if the only disagreement is whether or not the same fighter got a 2 or 1 point hit. In this case, the lower value (1) will be used, but despite the difference both referees count as indicating the same thing, making the exchange valid.

If a side judge sees a hit, he calls „hit!“. After waiting for the afterblow, the main judge will call „stop!“ and separate the fencers. He will then evaluate the flags and announce the respective hits and then the score to the score-keeper.

### **Video**

To illustrate, a video showing the 90% of the rules as described above can be found here:  
<http://bit.ly/2tEV2ND>

### **Changes for the Finals**

#### **Duration**

2 x 5 minutes with 30 seconds rest. No round limit.

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