

Swiss Gathering 2017 Open Longsword Tournament (Version 1.4)

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

3 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.* Special case: A hits B once on the head and then a second time on the hands, before B hits A on the head. Because A scored 2 hits first, there is no afterblow, and the higher of the two hits by A will count (the hit on the head).

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 referee will check if the fighters („fighters ready?“) and the judges („judges ready?“) are ready. If all agree, the referee calling out „fight!“ will commence the first exchange.

There will be 4 side judges with red and blue flags and 1 referee with a long staff. If the red fighter scores 2 points the red flag will be held vertically (skywards). If the red fighter scores 1 point the red flag will be held horizontally (sideways). If neither the red nor the blue hit then the judge crosses the flags in front of his hips. If the judge sees an unclear exchange he keeps both flags naturally hanging low on the side of his body.

The referee will not judge, but evaluate the flags of the 4 judges. For a valid exchange, 2 out of 4 judges have to indicate the same score. If there is no agreement, the exchange will be called unclear by the referee 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 judges count as indicating the same thing, making the exchange valid.

If a judge sees a hit, he calls „hit!“. After waiting one tempo for the afterblow, the referee will call „stop!“ and separate the fencers. After calling „judges!“, the judges will show the points they have seen in the interval between „hit“ and „stop“ for each fencer. (Special case: If the first two hits of the interval are made by e.g. the red fighter, he will have blocked the afterblow of blue automatically (blue scores 0), and the higher of the two hits by red will count). The referee will evaluate the flags and announce the respective hits and then the score to the scorekeeper, who will enter the score into the software.

The job of the referee is to structure the entire fight and create a civil (give warnings to fencers) and secure, possibly even enthusiastic atmosphere for the fencers. If he thinks the call of the judges is wrong, he can call for them to assemble in the middle of the ring for a discussion. This and injuries or fixing equipment are the only reasons for having the scorers stop the time. Afterwards, the side judges step back to their place on the side-lines and show their revised score with their flags when being prompted by the referee. The referee also has the authority to exchange judges in case they don't seem to perform adequately. However, exchange judges are viable for duty in the following fights.

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 for first and third place

Duration

Best of three rounds (only wins and losses count). Each round lasting 3 minutes.

Technical awards

Participants and the audience will each get 3 technical coins that they may distribute to the fighters who, in their eyes, fought technically well. Those with the most points will win this challenge. To give you some idea what to look for, we've attached suggestions in English, French and German (see below).

Thanks to our sponsors!



Technical awards (English)

Introduction

Dear Fencers

This year something new awaits you at the Swiss Gathering. For the very first time, not only those who score a lot of points will be rewarded but also those who show nice technique. The special thing about this is that you, the tournament participants and crowd will decide to whom the award for the best technique will go at the end of the pool fights. How does it work? Easy! All of you who participate at the tournament and all of the crowd who are willing and interested, will get three coins. If you see a rewardable technique, you can give a coin to the participant using it. The participant who collects the most coins until the end of the pool fights gets the technical award.

Of course, you could hold back all your coins or give them to your best buddy but that would be rather boring! We want to animate you to have a look at different fights and fencers, to analyse them and to reflect your own skills and technique. We are sure that this way we can improve the quality of the fights and give you the opportunity to get more involved in the tournament and to improve your own skills.

A short summary of the ruleset:

- All participants and all those of the crowd who want, get 3 coins at the beginning of the tournament
- Everyone with coins can give them to everyone else
- There is no limit of coins to be given per fight and participant
- More than the 3 starter coins can be given away (when there were collected more coins)
- The Coins can be given away some time after the fight (but it's better to give them straight after with a feedback)
- You can give coins to your opponent you just fought
- The Judges are not allowed to give coins to the fighter they judged.
- Have a look at our example criteria

Recommended criteria

You know the technique from a manual
Timing and action was good
The technique worked
Dominance was held throughout the round
Scoring with Indes
Clean Abzug or Nachsetzten
Very controlled action
Use of different attacks
Use of different defences
Use of different Hutten (positions)
Fluent change through different techniques
Good body control

Not recommended criteria

The other guy also gave me a coin
It looked very brutal
My best buddy deserves a coin
There were sparks OMG
Equipment was flying around
Oh wow, he/she really succeeds with this technique for the 15th time.
He/she threw his/her sword

Technical awards (French)

Introduction

Chers escrimeurs

Cette année, quelque chose de nouveau vous attends au Swiss Gathering. Pour la première fois, il n'y aura pas seulement ceux qui marquent le plus de points qui seront récompensés mais aussi ceux qui feront démonstration de belles techniques. La particularité est que c'est vous, les participants au tournoi et le public, qui pourrez décider de qui gagnera la récompense pour la meilleure technique à la fin des pools. Comment cela marche-t-il ? Facile ! Toutes celles et ceux qui participent au tournoi ainsi que toute personne du public qui le désire, recevra trois jetons. Lorsque vous voyez une technique remarquable exécutée, vous pouvez donner un jeton à la personne qui l'a placée. Le participant qui aura collecté le plus de jeton à la fin du tournoi gagnera le technical award.

Bien entendu, vous pourriez garder tout vos jetons ou les donner à votre meilleur pote, mais ça serait un peu naze. Notre but est de vous pousser à observer les différents combats et escrimeurs, les analyser et réfléchir à vos propres compétences et techniques. Nous sommes certains que cela nous aidera à améliorer la qualité des combats et vous donnera la possibilité d'être encore plus impliqué dans le tournoi en améliorant vos propres compétences.

Un rapide résumé des règles:

- Chaque participants et toute personne du public qui le veut reçois 3 jetons au début du tournoi
- Tous ceux qui possèdent des jetons peuvent les donner à n'importe qui d'autre
- Il n'y a pas de limite de jetons pouvant être donné par combat et participant
- Vous pouvez donner plus que vos trois jetons de départ (lorsque vous en avez collecté)
- Les jetons peuvent être donnés un peu après le combat (mais il est plus intéressant de les donner immédiatement après avec un feedback)
- Vous pouvez donner des jetons à l'adversaire que vous venez de combattre
- Les juges ne sont pas autorisés à donner des jetons aux combattant qu'ils ont jugés
- Jetez un oeil à notre exemple

Critères recommandés

Vous connaissez la technique à partir d'un manuel
Le tempo et l'action étaient bon
La technique à fonctionné
La dominance a été maintenue tout au long du round
Un point marqué avec un Indes
Un Abzug ou un Nachsetzten bien propre
Action avec une excellente maitrise
L'usage d'attaques variées
L'usage de parades variées
L'usage de différentes positions (gardes)
Le passage fluide entre différentes techniques
Une bonne gestion du corps

Critères non recommandés

L'autre m'a aussi donné un jeton
Ça avait l'air méga brutal
Mon meilleur pote mérite un jeton
Ça a fait des étincelles!!! OMG \o/
Il y a eu des morceaux d'équipements qui volaient
Il/elle a balancé son épée
Oh, wow! Cette attaque a marché pour la 15ème fois

Technical awards (German)

Einführung

Liebe Fechterinnen und Fechter

Dieses Jahr erwartet euch am Swiss Gathering eine interessante Neuigkeit. Erstmals wird nicht nur das Fechten nach Punkten belohnt, sondern auch eure Technik. Das Spezielle dabei ist, dass ihr, die Turnierteilnehmer und -Teilnehmerinnen sowie die Zuschauerinnen und Zuschauer, entscheiden wird, wer am Ende der Poolkämpfe den Preis für die beste Technik erhält. Wie funktioniert? Ganz einfach! Alle von euch die am Turnier teilnehmen und auch diejenigen die zuschauen wollen, erhalten je drei Coins. Diese Coins könnt ihr dann an die Kämpferinnen und Kämpfer abgeben, bei denen ihr eine belohnenswerte Technik gesehen habt. Die Person, welche nach den Poolkämpfen am meisten Coins gesammelt hat, erhält den Technikaward.

Selbstverständlich könnt ihr eure Coins alle selber behalten oder alle eurem besten Kumpel geben, das wäre aber langweilig! Wir möchten euch dazu animieren, verschiedene Kämpfe und Personen zu beobachten, zu analysieren und so eure eigenen Fähigkeiten und Techniken zu reflektieren. Wir glauben fest daran, dass so die Qualität der Kämpfe verbessert werden kann und sich mehr Leute für das Turnier interessieren.

Stichwortartige Zusammenfassung der Regeln:

- Alle Kämpfer und Kämpferinnen und die Zuschauerinnen und Zuschauer die wollen, erhalten am Anfang des Turniers 3 Coins.
- Alle mit Coins können diese an andere Personen abgeben (unabhängig wer in welchem Pool kämpft).
- Es können beliebig viele Coins pro Kampf und Person abgegeben werden
- Es können mehr als die anfangs erhaltenen Coins vergeben werden (wenn ihr vorher selber Coins erhalten habt)
- Die Coins können auch erst eine gewisse Zeit nach dem Kampf übergeben werden (besser ist unmittelbar danach, da dies auch ein direktes Feedback ist).
- Ihr könnt auch eurem Gegner, eurer Gegnerin einen Coin geben.
- Die Judges dürfen, im Kampf den sie betreuen, keine Coins verteilen.
- Beachtet die Liste mit vorgeschlagenen Kriterien

Empfohlene Kriterien

Technik aus einem Fechtbuch erkannt
Timing und Aktion waren gut
Die Technik hat funktioniert
Dominanz hervorragend durchgesetzt
Aus Indes gepunktet
Saubere Abzug oder Nachsetzen
Sehr kontrollierte Aktion
Verschiedene Angriffstechniken wurden angewandt
Verschiedene Verteidigungstechniken wurden angewandt
Verschiedene Huten wurden angewandt
Flüssiger Wechsel zwischen verschiedenen Techniken
Körperbeherrschung

Nicht empfohlene Kriterien

Die andere Person hat mir auch einen Coin gegeben
Es sah besonders brutal aus
Mein bester Kumpel verdient den Coin
Es hat Funken geschlagen OMG
Ausrüstungsteile flogen umher
Er hat das Schwert geworfen und getroffen
Die gleiche Technik war schon beim 15. Mal erfolgreich.