

TOURNAMENT RUELSET

Vercingétorix HEMA Tournament 2018.

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REGULATORY FRAMEWORK

This document details the rules for the **Longsword** competition during the « Vercingétorix HEMA Tournament 2018 », to be held in Clermont-Ferrand, France on February 24th and 25th 2018.



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STEEL LONGSWORD

10 exchanges



ATTACK POINTS :

2 points

1 point

forbidden zone

disarmament, grounding

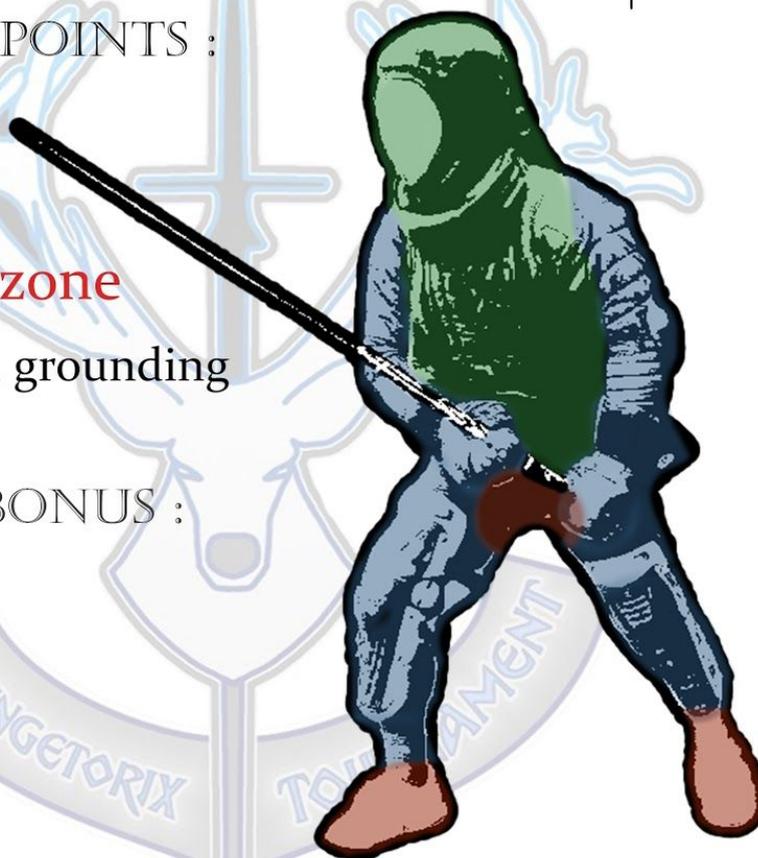
→ 2 points

DEFENSIVE BONUS :

+ 1 point

In case of :

- definitive parry
- riposte-parry
- parry after touch



IN CASE OF
DOUBLE-TOUCH :

Subtraction principle :

- Attacking fighter
wins the points
- Reacting fighter's points
are subtracted

PARTICULAR CASES :

- Single-hand touch :
One attempt allowed by assault
- Hand hit over the cross-guard :
*Point not awarded, valid parry
No halt*

Steel Longsword Open.

Level 3 protection required.

The weapons used will be **steel weapons. Not provided.**

The match has two limits : **the number of exchanges (10)** and **a 4 minute time limit** (without pause or halt, except under the express direction to HALT by the Central Judge)

Attack points :

Attack points reward a fighter who scores a hit on the opponent on a valid target (1 point for **limbs**, 2 points for **head and torso**).

Prohibited Targets (forbidden) : **groin or feet**. An involuntary hit to these zones will be discarded, an intentional hit to these zones will be sanctioned.

If both fighters hit, the **principle of subtraction** is applied: the points scored by the reacting fighter will be subtracted from those scored by the initiating fighter.

Possibilities :

A = initiating fighter / B = reacting fighter
A: 2 / B: 1 => 2-1=1
A: 2 / B: 2 => 2-2=0
A: 1 / B: 1 => 1-1=0
A: 1 / B: 2 => 1-2=0

If both fighters initiate their attacks simultaneously, both fighters are considered as initiating.

A et B = simultaneous initiating fighters
A: 2 / B: 1 ou B:2 / A:1 => 2-1=1
A: 2 / B: 2 => 2-2=0
A: 1 / B: 1 => 1-1=0

NB : no defensive bonus is awarded on simultaneous actions..

Defensive Bonuses :

The defensive bonus is only awarded in the following specific cases :

Definitive Parry :

A attacks B to a valid target (single attack or multiple attack).

B parries with the weapon and completely stops A's aggressive action without counter-attacking.

If A's attack is broken in this manner by B, the Judge can call HALT and award a defensive bonus to B.

Parry Riposte :

A attacks, B parries, ripostes and touches.

The Judge attributes a defensive bonus for the parry, if it is clearly identified. The Judge then adds attack points to the exchange.

Parry after Touch :

A attacks and touches, B attacks in turn, A defends and successfully parries.

The Judge attributes a defensive bonus for the parry, if it is clearly identified. The Judge then adds attack points to the exchange.

Special Cases:

Single-handed touches (only one hand on the weapon when attacking) :

The Judge awards points for one attempt per assault. A touch in which one hand is on the hilt of the fighter’s own weapon and the other is on the opponent's body or weapon is **not** considered to be a single-hand touch.

Touches to the hand over the guard :

We consider that strikes over the guard too often touch the glove because of its excessive volume. We have therefore decided **not** to count these touches..

Sanctioned strikes :

Group 1 Fault : substitution of a lower value target for a higher value target (e.g. intentionally defending the head or torso with the arm) or intentionally attacking a forbidden target.

Group 2 Fault (security risk) : quillion strikes, thrusts at the half-sword, punch or kick with body rotation.

Attribution of points and sanctions Open Steel			
Nature of the touch	Target	Points	Sanctions
Cut / Thrust	Arm / Hand / Leg	1	-
Cut / Thrust	Head / Torso	2	-
Pommel Strike	Head	2	-
Opponent Disarmed / Grounded	-	2	-
Defensive Bonus	-	+1	-
Unintentional Strike : Prohibited Target	Groin/Feet	-	-
Intentional Target Substitution	Any	-	Group 1
Intentional Strike : Prohibited Target	Groin/Feet	-	Group 1
Quillion strike Thrust at the half-sword Punch/kick with body rotation.	Any	-	Group 2