

## The Open Rules Project – Rapier 2011

### Section 1 – The Bout

1. At the start of the bout, the referee will call the fighters into the ring and announce their names/colours to the scorer and judges (and audience if present).
2. The time keeper and scorer will each signal that they are ready to begin
3. The referee will check that all judges are ready
4. The referee will check that both fighters are ready
5. The referee will call “fight”.
6. A bout will consist of 10 exchanges or 3mins fighting, whichever happens first.
7. An exchange is a period of fighting that starts with the fighters out of measure and ends when the referee calls “halt”. “Halt” will be called when
  - (a) Any judge calls “point” to indicate a hit
  - (b) A fighter leaves the ring
8. When “halt” is called, both fighters must step back out of measure and pause before continuing the fight.
9. The scorekeeper will keep track of the exchanges fought
10. When 9 exchanges have taken place, the scorekeeper will announce “last exchange”
11. When the 10<sup>th</sup> exchange is completed, the referee will announce that the fight is over.
12. The time keeper (usually also the scorekeeper) will call “time” when the 3mins are up if required. The referee will call “halt” and declare the fight over.
13. The scorer will give the final score to the referee, who will then announce the result to the fighters (and audience).
14. The scorekeeper will fill in the score sheets as appropriate.

### Section 2 – Scoring

#### **The key points:**

- Any clean strike will always score 1pt
- Two clean strikes will score 2pts
- Double hits score 0
- A hit, followed by a *valid* counter hit scores 0 for both fighters
- Blade strikes always out score strikes with other parts of the weapon or grapples etc.
- Strikes to the left hand/arm that *would have hit* the head/body are counted as head/body hits
- Being hit, clean or double, will hurt your chances of progressing to the knock-out stages

## 1. Points can be scored as follows:

- (a) By striking your opponent to any target, with a valid part of the weapon
  - i. For rapiers and daggers these are the point, the edge, the hilt and the pommel
  - ii. Note: strikes that would have hit the head or body but are blocked by the arm, deliberately or otherwise, count *as if* they had hit the head or body.
- (b) By grappling your opponent to the ground, as long as you stay on your feet
  - i. Grapples that last longer than 5s will be stopped with no score
- (c) By forcing your opponent out of the ring, while remaining in the ring yourself
  - i. ring out = one foot placed completely out of the ring
- (d) By striking your opponent with your companion weapon, e.g. a buckler strike
- (e) By showing a controlled strike with the empty hand

## 2. When a judge sees any valid hit or point, they raise the flag of the person who made the hit.

- (a) Flags should be held vertically as soon as the point is seen and held out until the referee announces the score. It is up to the referee to interpret the flags and declare the correct score to the scorekeeper.
- (b) Judges must wait for one tempo (one combined step/action) after the initial hit is made and then announce “point” to indicate the hit to the referee. This is to allow time for the counter hit (after-blow).
- (c) The referee should wait for “point” to be called before stopping the exchange – the referee should not stop the exchange when they see the flag raised.

## 3. A fighter needs at least two judges to see their hit to score the point

## 4. NOTE: it is up to the fighters to demonstrate “good” hits. Judges will decide if a hit is good enough to score and will ignore light taps, flat hits etc.

- (a) For thrusts, the blade must flex to show character of penetration

## Double hits

## 5. Strikes that land at almost exactly the same time (“nearly simultaneous” - less than 1s between hits) count 0 for both fighters.

- (a) Judges should raise a flag for both fighters – the scorer will record this as a double hit.
  - i. Both flags are raised over the head as hits for each fighter

## Counter hits

6. If you are struck by your opponent, then you have one “action” to make a counter hit and nullify their point.
  - (a) An action may include one blade action, a step or both.
7. If you are struck while your opponent is pinning your weapon, then you do not get your action once they release your blade
8. (Optional) Counter hits must be made to the head or the torso
9. If you are struck with the blade, counter hits may only be made with the blade, not the pommel etc.
10. Judges should raise the flag of any fighter who scores a counter hit – both flags showing indicates the counter hit to the referee.
  - Judges will signal the difference between a double/near simultaneous hit and a valid counter hit for later analysis, as detailed in the judges notes
  - Judges **MUST** check that the counter hit is valid before raising their flag:
    - I.E. TO THE CORRECT AREA AND WITHIN ONE TEMPO.
11. Counter hits are scored like double hits, 0 – 0.
12. **Superiority:** If the first hit in a double or counter hit is not made with the blade (i.e. a pommel strike, grapple, buckler strike etc.) and the return hit is made with the blade, then this is counted as a point for the blade (0 – 1), not as a double (0 – 0).
13. **Two Point hits:** If you can strike you opponent twice within two actions, i.e. before they complete their counter strike, you will be awarded two points
14. Judges will indicate the first point by holding the flag out vertically and indicate the second point by pointing the flag horizontally towards the fighter who scored two points. The judge may also confirm the two point strike to the referee verbally after halt is called.
15. The scorer will award the points dependant on all the flags raised.
  - A fighter will score a clean hit if two or more flags are raised of their colour AND only 1 or 0 flags of the opposing colour are seen.
    - Two point hits must meet the same requirements to be a clean hit AND must be seen by at least two judges
  - A double hit, or the combination hit/after-blow will be recorded if two or more flags of both colours are raised. Details of all scoring combinations are in the judges notes.

## Time Out:

17. If neither fighter engages for a significant amount of time, the referee will begin an audible 10s countdown. If no exchange has started by the end of this countdown, the referee may award a point to the fighter who was attempting to engage, or call “exchange, no score”.

## **Final Score:**

18. The winner is the fighter who scores the most points in the bout
  - (a) Double hits and after-blows will be recorded for the purposes of tie breaks and to fill places in repêchage style tournaments – the fighters with the fewest hits against them, including double hits and after-blows will be rewarded.
  - (b) If a clear winner is required, e.g. in elimination bouts, and a tie is scored, then the fight will continue until the next clean hit is scored.
19. A win will be scored as 1 – 0 to the winner
20. A tie is scored as ½ - ½
21. Placings will be determined as follows
  - (a) Total number of bouts won (total points)
  - (b) Fewest hits received (clean hits against + double hits/after-blows)
  - (c) Most clean hits scored

## **Section 3 – Penalties**

<b>Offence</b>	<b>Penalty</b>
Failure to present ready to fight	Loss of fight
Excessive or uncontrolled hard hitting	Warning
Seriously dangerous fighting, including unsafe grappling	Disqualification
Unsportsmanlike conduct	Severe Warning, loss of 1pt

Two warnings in any bout = Severe Warning and loss of 1pt

Two warnings across separate bouts = Severe warning, no loss of pt

Two severe warnings = disqualification

(Note: if two warnings are converted into a severe warning for a fighter, then the number of basic warnings is reset to 0)

## **Section 4 - Other Logistics**

1. Fighters must ensure that they are in the right place, at the right time, ready to fight.
  - (a) Fighters who are not ready to step into the ring when called by the referee will forfeit the fight. The winning opponent will be awarded their average score from their other bouts.
2. Fighters must present themselves with appropriate equipment, including armour and weapons as indicated in the event rules
3. At any one time, two fighters should be engaged in the ring, two fighters should be ready to fight and two fighters should be “arming up” in the designated area.
4. All equipment must pass the safety checks made by the marshals for the bouts, as appropriate to the event.

## **Section 5 – FAO and Sample Situations**

Q: I strike my opponent in the head and they hit me in the leg after a step, what is the score?

A: 1 – 0 to you, as their counter hit is not valid (head or torso)

Q: I strike my opponent in the leg and they hit me in the body at the same time, what is the score?

A: 0 – 0 for a double hit

Q: My rushes in and strikes me in the face (repeatedly) with the pommel, but I hit them with a thrust as they step in, what is the score?

A: 1 – 0 to you, as the blade beats the pommel, as long as your hit was before (or simultaneous with) theirs.

Q: I strike my opponent and they strike me three times in return, what is the score?

A: 0 – 0, because they have countered your strike. Nothing after the counter hit scores. However, your opponent must be careful that they are not excessive, or they may get a penalty.

Q: My opponent hits me then retreats out of the ring. What is the score?

A: If you do not counter the hit in 1 step, then the score is 1 – 0 to your opponent.

## **Section 6 – Rules for Rapier and Dagger, Rapier 2011**

### *Organisation*

1. Competitors must ensure that they are registered by the evening of the day before the tournament.
2. The tournament will follow a pool system, with the top placing fighters (4 or 8 depending upon the number of entrants) progressing to the knock-out stages

### *Equipment*

3. Protection: Full fencing mask (rear head protection preferred), protection against thrusts for body and throat (fencing jacket + gorget), gloves, elbow and arm protection (if desired), knee protection and protection for the groin area (men) or breast protection (ladies). A second layer of thrust protection at 800N is highly recommended.
4. Rapier and dagger which are deemed safe for use in sparring, brought by the participant. All weapons will be checked for damage. Swords and daggers should be steel and tipped.
5. Companion weapon:
  - i. Daggers: Should be steel, have a blade no more than 18" length and must also be tipped.

### *General Conduct*

6. Control of the weapon is of prime importance: uncontrolled use of any weapon, including parts of the body, will result in minus points. Continued uncontrolled use or un-gentlemanly conduct will result in disqualification.
7. **Important:** If, through a fighter's actions during a bout, the opponent cannot continue in the competition, or finish the ongoing bout, the person who caused the problem will be removed from the competition. (Reinstatement will be dependent upon the judges' ruling.)
8. Polite gentlemanly conduct will be considered the norm. All participants will conduct themselves honourably in all fights.
9. All injuries which occur in a fight must be reported to a judge at the time of their occurrence. Injuries that have occurred before the commencement of the current bout must be declared by the fighter to a judge before the start of the current bout.
10. All medications that could cause deterioration in the participants control must be declared by the fighter to a judge before the start of the current bout.
11. The use of illegal drugs or alcohol prior or during a bout will result in disqualification.
12. Weapons that thrust can be deflected by hands where historically noted.
13. Striking with a shield, pommel etc. to a body part or weapon must conform to all rules pertaining to weapons in general, that is: with control and without injury to the opponent.
14. Pushing with a weapon, including a shield is allowed.
15. The judges' decision is final.