

The Tournament

The tournament is inspired by the traditional « Pas d'armes » (passage of Arms) which took place from the end of the XIVth century to the XVIIth century and will be held as follow :

For a fixed time each participant could become the champion as long as he or she have previously defeated the former virtual champion. The first champion will be the first competitor to register to the tournament. The queue will take place in the order of registration. The tournament will run as a franco-belgian one (commonly know at King of the hill) where each will have 3 chances to become the chamion. Upon registration each fighter is required to declare himself as following a specific martial school or tradition (up to two masters/traditions can be accepted) : they will also be judged on how much they will respect and honour their declared martial tradition..

The fights will take place in 7 assaults. An assault ends with the attribution of points. A double hit also end an assault and brings back each fighter to a score of 1 and could also end the fight in case of several doubles occuring. Penalties will also be given in case of obvious lack of will to parry or dodge the opponent strikes (yellow card then red card).

However, a disarm or the controlled unbalancing (and pinning) of a fighter gives an automatic victory by six to zero. That also means your opponent can still win the fight until the very end. Grappling and projection techniques should be accomplished in less than 5 seconds and must not physically endanger the opponent especially by forcing a joint the wrong way. Unarmed - controlled - strikes can also score points if done on the mask or the solar plexus (chest) and are not immediately followed by another strike.

Complete line out gives a penalty of one point (given to your opponent) but does not end an assault.

Fights will last for 2 minutes maximum, not counting time stop. When time is out and of a draw the fight will end on « sudden death » : the first valid strike. If at this moment the fighters score a double they both loose and the next challenger becomes the champion. (And yes if it occurs during the last fight it means NO king at all, too bad!)

Each fighter will therefore have 3 chances to become champion. The last one standing will be declared King of the tournament!

Fights will be judged by 2 field judges (a field marshall and an assessor) helped by two judges and a King of Arms. The field marshall will judge the validity of the assaults. He will then announce his decision and ask the assessor to confirm the validity of the hit. If the assessor speaks against the marshall then the assault is cancelled and starts again. Obviously assaults which not offer a clear situation will likely be cancelled. It is then strongly advised to the fighters to do their best to avoid this case. Judges are asked to cancel the assault in case of doubt and then resume it so the fighters should be ready to resume fighting any time.

This ruleset could be subject to slight modification before the tournament due to last minute change such as the number of fighters er wathever the event staff seems relevant. Changes will be resume during the opening briefing of the tournament.

General principles

In case of disagreement or doubt the final call and decision will go to the King of Arms.

This Pas d'Armes relies mostly on the honour of the fighters, who fights for their own (not their school partners nor fellow countrymen for instance). Inappropriate behaviour intending to help another fighter especially in a collective issue, or the overuse of strength to hamper or injure another fighter will lead to a black card meaning the exclusion of the tournament – and possibly the event.

The Pas d'Arme will be integrally filmed. Judges will focus on time and score management, but also the evaluation of the behaviour and style of the fighters using a grid including : Position, guards, transition play and typical techniques of the used tradition...

In addition to the title of King, the Pas d'Armes will attribute four trophies which could be cumulated :

The lion trophy to the fighter with the best ratio of fights/wins/defeats/doubles.

The bull trophy to the fighter with the longest streak of fights.

The eagle trophy to the fighter who will display the best technical mastery and most beautiful moves according to his school.

The angel trophy for the fighter with the best ratio of fights/hits received/penalties and fair play..

At the end the judges will gather and gives the trophies with the help of the grids and video...to be announced at the Dinner on Saturday night.

POINTS

Disarming or throwing/pinning : KO – 6 points to none (except if the current score is better).

Cut or Thrust to the face or throat : 3 points.

Cut or Thrust on the mask flanks or torso : 2 points.

Cut or Thrust to the arms and legs : 1 point.

Thrust to the hands or feet : 1 point.

Percussive strike to the mask or plexus : 1 point.



DEFINITION OF A VALID HIT

Thrust : A hit with the tip of the blade with sufficient strength to be effective. The field judges will be in charge of its appreciation and will test every blade before the fight to make the best call about it.

Cut : A cut could be define in two ways. First is a hit with the edge of the blade which must follow a 45° arc trajectory at least before impact. Second is a hit with sufficient pressure and draw motion slicing at least ¼ of the blade on a valid part of the target.

Percussive : a hit with the hand on the mask or the torso.

Disarming : A disarm is valid only if you take your opponent weapon and if he fails to recover it within 5s.

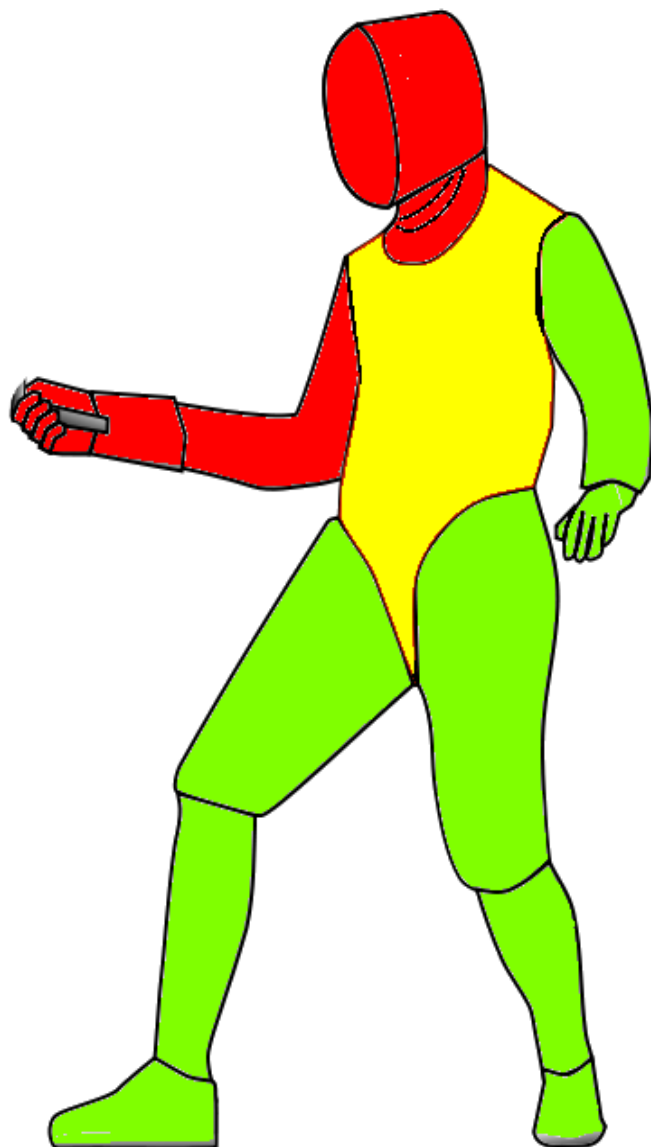
Pinning/throwing : It should be controlled and the opponent should stay 5s on the ground.

Recognized hits: Every fighter have the right to declare having been hit by raising his companion weapon or free hand. After the break he should then show where he thinks having been hitten and how (see gestures). Please note that the field marshall could disagree and cancel the exchange (example: a cut given with the flat part of the blade). The same way as for other points the assessor could cancel the marshall points. Recognizing hits could give behavior points used in different trophies.

THE AFTERBLOW

An afterblow is defined as a valid hit in answer of another valid hit following a failed attempt of dodging of parrying and sanctioning the lack of covering and guard of the opponent after his successful attack. In that case both fighters score their respective points.

BUT please be aware that an afterblow could only be valid IF if the first attack doesn't hit **the mask** or the **weapon arm** or is **a thrust to the torso**.



WEAPONS and GEAR

1. The fighters use their own weapon and gear and fight their way so they are responsible of their own safety. Then the event staff decline any responsibility in case of accident. The safety rules of the tournament are intended to reinforce the safety of fighters without guaranteeing it..
2. French HEMA Federation safety rules applies during the tournament. They are available online.
3. Weapons and gear are checked by the staff before the tournament. In case of non conformity the staff will not provide any replacement.
4. The weapons that could be use is a one hand rapier or épée as usually understood from 1550 to 1700 and with a blade lenght of maximum 120 cm from the guard. Blades should be flexible enough to ensure the fighters safety. The rapier could be use with one of the following companion weapon: dagger with a blade up to 50cm, fonctionnal cloack made of heavy wool or equivalent, XVII^e century hat or lantern. Hanwei/Paul Chen blades are forbidden. Foil type blades are forbidden too as are FIE dry or electric blades. The weapons should be in good shape and ready for the fight. The tips should be secured with an adequate blunt, at least with heavy leather and duck tape, both new. In case of doubt feel free to send pictures and characteristics of your weapons..
5. Minimum protective gear:
 - An officially rated fencing jacket
 - Rigid chest protection.
 - Officially rated fencing mask (CEN2)
 - Back of the head protection
 - Flexible gorget (PBT style)
 - Heavy leather gloves in good shape or better hands protections.
 - Groin protection
 - Additional protective gear is highly recommended especially for arms and legs..
 - Fighters should use clean and indoor sport shoes. No part of the body should be left unprotected.
6. Equivalent protective gear could be accepted as long as it will be presented and evaluated by the staff before the tournament..

REFEREE SIGNS

In order to be understandable by all a signs language will be in use between referees. :

Field Marshall :

- Arm and hand open aiming to a fighter means the following refers to him..
- Two fingers following the arm direction means a valid thrust hit.
- Open hand with a “cutting” move of the arm means a valid cut hit.
- Fist forward means a valid percussive hit.
- The left arm grasped by the right means a valid grappling.
- A finger raised in both hands means a double hit
- An open hand touching a body part show the impact zone.
- One finger raised above the head means one point scored.
- Two fingers raised above the head means two points scored..
- Three fingers raised above the head means three points scored.
- In case of a possible KO the referee will count by rising fingers above his head. If then he show a fighter with the hand, this one is declared KO, if not both fighters go back to their corner.

Assessor :

- Hands covering the face means he cannot give an opinion (Marshall prevail)
- Crossing arms above the head means he cancels the hit.
- Both arms raised above the head means a valid hit.

Common gestures :

- Both hands forming a T means a time out.
- A finger describing circles above the head means a referee gathering..
- Left hand raising a card and right hand showing a fighter means a penalty given.
- Yellow card : Warning= 1 point penalty
- Red card : Fault = 3 points penalty
- Black card : Unforgivable Fault = exclusion of the tournament or from the event if two are given.