



2023 Midwinter Armizare Open Tournament Rules

TOURNAMENT ONE: LONGSWORD

Combatants will be divided into pools, fought under the below conditions, with an award to the overall victor. Combatants may also carry a dagger on their belt and switch to it when coming to grips.

TOURNAMENT TWO: SINGLE-HANDED SWORD

Due to the diversity of single-handed sword styles (and scarcity of focused exponents of the same), this will be a mixed-weapon tournament with the following, permissible weapons:

- Medieval arming-sword;
- Messer of steel dussack in a style appropriate to the 15th and 16th centuries;
- Side-sword in a style appropriate to the 16th century;
- Rapier (mid blade length 37", max blade length 45");

Note: Sabers, backswords, broadswords, smallswords, etc are **not** permitted. (We love them, too, but we're keeping this to fencing styles c. 1600 and earlier.)

TOURNAMENT THREE: SINGLE-HANDED SWORD and COMPANION WEAPON

Arming sword, sidesword or rapier as defined above, used alone or accompanied by:

- Dagger
- Buckler
- Rotella of no more than 24" diameter

THE WINTER KING

As a culmination of the event, the victors of the three tournaments shall fight a mixed-weapons bout using the previously denoted scoring conventions, with the victor to be declared the winner of the overall tournament.

HOW IT WORKS

CONVENTIONS OF COMBAT

With the Sword

- Each bout is fought to a total of five landed blows;
- The entire body is a target;
- For our purposes a "blow" constitutes any "fight-ending action":
 - a solid cut with the edge, thrust, disarm or throw;
 - a pommel strike to the center of the face;
 - a thrust to the center-of-mass with the dagger.
- Incidental blows, light touches, flicks or hits rather than cuts, punches and open-handed strikes that do not end in a throw or lock, etc will not be scored.

With the Dagger

- Combatant may carry a dagger on their belt in the longsword tournament, and switch to its use as they see fit.
- Combatants choosing a shield or buckler in the Companion weapon tournament may not also carry a dagger.
- Daggers may only strike with the point.
- If a dagger hit is scored, combatants **must**, after the halt, switch back to their sword.

Grappling

- Grapples that end in a throw with party dominant will score a point.
- Grapples lasting more than 5 seconds or deemed to be dangerous will be halted by the judges;
- Grapples that go to the ground with no one dominant will be halted.

Buckler and Shield Strikes

Are expressly forbidden in the interest of safety

SCORING

Once a fight is concluded, the combatants will report their score-keeper. Fights are scored as follows:

- Person who scored the most blows is the Victor and receives 2 pts;
- If the Victor was not struck, they receive 1 pt additional;
- The person who scored the first blow receives 1 pt;
- If there were *any* double hits during the match, both parties lose 1 pt.
- Therefore, in any match a combatant could score between 4 and -1 points.

These rules are not meant to be "realistic", simply to prioritize drawing first blood and avoiding being hit and, most especially double-hits. No matter how many double hits, for the sake of simplicity, only 1 pt is

lost. However, additional double hits are not refought, so if you rack up too many double-hits, the victory in that match is going to go with who scored the first blow, and your overall score is going to go down!

ADVANCEMENT: INDIVIDUAL TOURNAMENTS

After the Pool Round ends, total scores for each will be totaled, and the combatant with the highest score from each pool will move to the finals. (If two or person tie, then the person with the highest total of first blood scores will advance. If there is still a tie, the combatant with the most "never hit" scores will advance.)

FINAL ROUND

Once the Finalists are assembled, they shall fight with the prior scoring conventions in a simple single elimination tree.

ADVANCEMENT: MIDWINTER KING

The first and second place finalists of each of the three tournaments advance to the Midwinter King round.

Once the finalists are assembled, they shall fight with the prior scoring conventions in a simple single elimination tree. Fighters will be paired randomly.

APPENDIX A: SAFETY REQUIREMENTS

WEAPONS

All weapons will be tempered steel, flexible in the thrust, in good repair and free of burs or rust. A list of acceptable and prohibited weapons follow, along with reasons why a weapon is not permitted. Any weapons produced by an "unknown manufacturer" (see list) will be evaluated by the judges.

Swords with a rounded point the width of a quarter or built-in button/nail do not need a blunt, otherwise they should have a standard rubber blunt or equivalent. Steel daggers must have a secured blunt; the Cold Steel rondel trainer is the preferred weapon for the Longsword tournament.

Acceptable Weapons/Manufacturers

- Albion Arms -- All Maestro Line weapons other than the messer;
- Alchem -- "Fiore" longsword;
- Balefire Blades
- Arms & Armor -- Fechtenspiel, Spada da Zogho, Scholar Sword, Messer;
- CAS IBERIA -- Practical Bastard Sword, Flexi-blade rondel dagger
- Castille Armouries – all weapons permitted.
- Cold Steel – Rondel dagger trainer

- Danelli Arms -- All basic and custom models;
- Darkwood Armory -- All rapiers, daggers, sideswords and messers;
- Ensifer -- Heavy Feder, Messer
- Malleus Martialis – All models permitted.
- Pavel Moc -- Feders and blunt longswords/messers permitted.
- Regenyei -- Feders and blunt longswords/messers permitted.
- Seven Embers Forge
- Sigi -- Feders, longsword and Arming swords permitted
- VB Longsword

Banned Weapons

- CAS Hanwei Feder (too flexible and prone to breaking)
- Ensifer Light (too light, too flexible)
- CAS Hanwei Tinker Longsword (too narrow an edge for safety)

"I don't see XYZ sword..."

As noted, bring it and we'll have a look. However, keep the following in mind:

- Minimum weight: 1350 g (longsword), 1000 g (one-handed sword);
- Maximum length: 130 cm
- Edge-width: 1.5mm
- Overly-flexible weapons are just as likely to be refused as overly-stiff ones.

ARMOUR

Head

Head protection must cover the entire head and front of the throat. There should be no gaps in coverage that would allow a thrust or strike to the face. A 3-Weapon Mask with SPES-style overlay or Absolute Force HEMA mask with back of head protection, should be considered minimally acceptable protection.

Throat

A covering to protect the throat. A solid, vs. foam gorget is *strongly* recommended, as is coverage for the cervical vertebrae and clavicle.

Torso

Clothing should be puncture resistant, or three layers and completely cover the torso and arms completely. Padded jackets are *strongly* recommended for longsword fencing. Rigid chest protection, such as a modern fencing chest guard, is *strongly* recommended for female fencers.

Groin

A hard cup for all male combatants, which must not be visible while fencing. (*Honestly, **no one** wants to see your cup and jock strap.*)

Elbow and Forearm

Hard plastic, leather or steel elbow protection that protects the back and sides of the joint. Forearms should be protected by additional heavy padding, plastic, leather, etc.

Hands

Sturdy gloves or gauntlets must be used to protect the hands and wrists. Gloves must include protection on the sides and tips of the fingers sufficient to resist hard strikes from steel. An unsupplemented lacrosse glove is not sufficient. Most HEMA-dedicated synthetic gloves or gauntlets, such as Sparring Gloves, THOKK and Black Lance or steel gauntlets are acceptable.

Feet and legs

Shoes must be worn. Special fencing pants are not required, but all skin must be covered (no shorts, bare ankles, etc).