

"WOLF'S HEAD" TOURNAMENT STATEMENT

1 GENERAL INFORMATION

1.1 The tournament is held in six nominations:

"Military saber in static" (men). Participants number: 24.

"Military saber in static" (women). Participants number: 14.

"Military saber in movement" (men). Participants number: 24.

"Military saber in movement" (women). Participants number: 14.

"Longsword" (men). Participants number: 24.

"Longsword" (women). Participants number: 14.

1.2 Date and place:

1.2.1 The dates are 15 and 16 of July 2023

1.2.2 The place is Tbilisi, Georgia

1.3 Schedule

1.3.1 The first day:

- "Longsword" (men)
- "Longsword" (women)

1.3.2 The second day:

- "Military saber in static" (men)
- "Military saber in static" (women)
- "Military saber in movement" (men)
- "Military saber in movement" (women)

1.4 Sign-up and admission

1.4.1 The registration deadline is July the 5th. Only adult participants are allowed.

1.4.2 All the participants have to provide themselves with the necessary equipment (refer to the chapter 2)

1.5 Responsibility

Organizers shed all the responsibility for all actions being able to cause traumas during fights. By signing up the participants approve that they take into account the possibility of traumas and injuries, and that they renounce any claims to the tournament organizers.

2 EQUIPMENT

2.1 Weapons

2.1.1 The weapons for all Saber nominations are provided by organizers.

2.1.2 Feders and longswords for all the longsword nominations have to meet this requirements:

2.1.2.1 The length doesn't exceed 1350 mm from the point to the pommel.

2.1.2.2 The weight is between 1400 and 1800 grams, no less and no more.

2.1.2.3 Blade must have a safe tip.

2.1.2.4 Performing thrusts, the blade has to bend without residual deformation.

2.1.2.5 Chipped spots, burrs and other potentially harmful elements on the weapons are not allowed.

2.2 Required protective gear

2.2.1 The required gear includes:

2.2.1.1 Fencing mask 350N;

2.2.1.2 Mask overlay with a hard nape protection. The overlay has to cover all the mask surface except the face area;

2.2.1.3 Quilted jacket protecting torso;

2.2.1.4 Hard chest protector (plastron) under the jacket;

2.2.1.5 Hard groin protector;

2.2.1.6 Hard neck protector;

2.2.1.7 Hard elbows protectors;

2.2.1.8 Hard knees protectors;

2.2.1.9 Hard greaves;

2.2.1.10 Protective cuffed gloves for both hands;

2.2.1.11 Sport shoes.

2.2.2 Any uncovered skin areas are **not allowed**. Organizers reserve the right to exclude any participants from the tournament in case their equipment will not satisfy the safety requirements.

3 FIGHTS PROCEDURE

3.1 Fights procedure

3.1.1 Both participants have to take their places on the ring and to be wearing the identification armbands before the fight begins;

3.1.2 Participants salute to each other and to **juries**. There is no need in special salute with open face;

3.1.3 The chief jury verifies if the participants and other juries are ready (the "**READY?**" command);

3.1.4 The chief jury gives the command "**FIGHT!**";

3.1.5 Fight goes on until the chief jury gives the command "**STOP!**";

3.1.6 Evaluating phrases, juries raise flags depending on the color of the participant performing an effective attack. The flag position indicates the target area or areas (in case of double hits or after blow);

3.1.7 Juries use red and blue flags. The risen flag means an effectively performed attack and shows the number of the points scored;

3.1.8 Any fight lasts from "FIGHT!" to "STOP!";

3.1.9 The fight duration is:

3.1.9.1 **120** seconds of actual time in all "Longsword" nominations;

3.1.9.2 **90** seconds of actual time in all "Saber" nominations;

3.1.10 When the actual time is up, the "STOP!" command will be given;

3.1.11 The chief jury announces results of every phrase and the current score;

3.1.12 When the final phrase of a fight is over, the chief jury announces the final score;

3.2 Techniques qualification

3.2.1 A cut is considered effective if weapons reached by its edge the valid target area and transferred momentum sufficient to do hypothetical damage. The second criterion is the angle of the touch.

3.2.2 The thrusts criteria are the touching the valid target area by the weapons point and the blade bending. Other criteria are visible actions on the valid target area (e.g. head shift after a thrust to the mask or opponent's inability to go on with their action).

3.2.3 Attacks to protection elements and a weapons grip are considered as effective actions.

3.2.4 Juries have the right to score cut or thrust without sufficient momentum if they decided that the action was slowed intentionally and in the obviously winning situation.

3.2.5 Showing a cut with a weapons pommel to the opponent's mask has to be strictly careful and controlled. Any real effective attacks with pommels are forbidden actions, not technical.

3.2.6 Slit is an intentional action performed with sufficient effort. Blade sliding as a result of missed thrust will not be qualified as a slit. The qualification of slits is a jury's prerogative.

3.2.7 Disarmament as a technical action has to be intentional. A weapon loss by an opponent is not a disarmament.

3.2.8 Participants have the right to admit a blow given to them and juries will take it into account. Anyway, the qualification is a jury's prerogative.

3.2.9 Participants have the right to refuse their blows.

3.3 Forbidden actions

3.3.1 Next actions are forbidden for all nominations:

3.3.1.1 Obviously tough and dangerous actions (e.g. defense neglecting; attempts to "hack through" the opponent's defense).

3.3.1.2 verbal confrontation or intimidation to other participants, juries, and spectators.

3.3.1.3 Attacks with a pommel or a crossguard.

3.3.1.4 Any attacks with fists, feet, head, knees, elbows etc.;

3.3.1.5 Any attacks to invalid target area: soles, groin and nape;

3.3.1.6 Any grapples against joint bending;

3.3.1.7 Foot sweeps and throws;

3.3.1.8 Painful and choke holds;

3.3.1.9 Weapons throwing;

3.3.1.10 Unnecessary strong attacks and other actions;

3.3.1.11 Intentional taking protection elements off.

3.3.1.12 Any other actions intentionally inducing traumas and harm, and violating common standards of safety.

3.3.2 All these actions will be punished with warning/disqualification. In case of second violation it will be punished with disqualification.

4 NOMINATION RULES

4.1 Longsword nomination

4.1.1 Longsword nomination is run in the Swiss system. If there are 7 or less participants, the nomination will be run in the round-robin tournament.

4.1.2 fight rules

4.1.2.1 fights last till one of the fighters gains 10 points or till the actual time is over.

4.1.2.2 The first phase: fight before swords binding

4.1.2.2.1 The target areas for the first blow delivered not in the binding are upper torso, upper arms, and head. The cuts/thrusts delivered to the head score 2 points, all the other qualified blows score 1 point;

4.1.2.2.2 All the cuts/thrusts delivered to other areas during this phase score no points;

4.1.2.2.3 All the cuts/thrusts performed with one hand score no points in this phase.

4.1.2.3 The second phase: fight in sword binding

4.1.2.3.1 The binding means performing defensive action or fencing beat (or any other impact on the opponent's blade);

4.1.2.3.2 After binding the valid target area becomes the entire body (except soles, groin and nape) during this phrase. If there were no effective actions during the phrase, then fighters return to the first phase.

4.1.2.3.3 Effective cuts/thrusts to head and torso score 2 points;

4.1.2.3.4 Effective cuts/thrusts to limbs score 1 point;

4.1.2.3.5 Any effective cuts/thrusts performed with one hand score 1 point;

4.1.2.3.6 Any effective actions performed with control on the opponent's blade (e.g. thrusts with opposition, absetzen etc.) cost 1 point more.

4.1.2.3.7 Grappling the opponent's blade is allowed in case the blade is stopped.

4.1.2.3.8 Clinch may last no more than 5 seconds. If there were no effective actions, the "STOP!" command will be given.

4.1.2.3.9 Disarmament scores 2 points;

4.1.2.3.10 Showing a blow with a weapons pommel to the opponent's mask scores 1 point;

4.1.2.3.11 Pushing the opponent out of the ring scores 1 point.

4.1.2.4 Actions in both fight phases:

4.1.2.4.1 Weapon loss scores 1 point to the opponent;

4.1.2.4.2 Falling scores 1 point to the opponent;

4.1.2.4.3 After blows cost according to the target area;

4.1.2.4.4 After blows don't score points but they can turn the first attack back to zero.

4.1.2.4.5 Doubles don't score points;

4.1.2.4.6 From the third time the doubles will effect on the initial score in the next fights: every double will cost -1 point;

4.2 Saber nomination

4.2.1 There will be two saber nominations within the "Wolf's Head" tournament: in static and in movement;

Their rules are identical except one detail: fighting in movement, participants can move inside of the ring at their own discretion. Fighting in static, they are not allowed to move their back foot from the place (such action is considered as leaving the ring);

All the rules described below are valid for both nominations.

4.2.1.1 The qualification phase

4.2.1.1.1 The qualification phase is run in a sort of Swiss system. All the participants have 20 points (or hit-points) at this phase;

- 4.2.1.1.2 Fights lasts till one of fighters loses 5 (or 6) points, or till the actual time (90 seconds) is over;
- 4.2.1.1.3 The participants who lost all their hit-points are withdrawn of the tournament even if it happened in the middle of a fight;
- 4.2.1.1.4 Pairs for the first round are seeded randomly.
- 4.2.1.1.5 Pairs for all the next rounds are set in such a way that in any pair fighters have a similar or close enough number of points. At the same time we will avoid situations when the same pair of fighters meet each other for the second time.
- 4.2.1.1.6 If the number of participants is odd when the tournament begins, then one random fighter gains technical win with the score 0:-6. In the next rounds the technical win will be given to the participant with the lowest score;
- 4.2.1.1.7 If the number of participants is odd and there are withdrawn participants, then one of them will be "resurrected" with the score equal to the lowest score between the remaining fighters (but no more than 5 points);
- 4.2.1.1.8 The qualification phase lasts till there will be no more than 6 fighters and they will proceed to the finals. In case there will be less than 3 finalists, the additional round will be performed among the participants eliminated in the last round. The winner of this additional round will also proceed to the finals.

4.2.1.2 The finals

- 4.2.1.2.1 The fights in the finals are run in the way "every fighter fights every fighter once". All the participants have 25 hit-points;
- 4.2.1.2.2 The medal places are appointed according to the number of remaining hit-points;
- 4.2.1.2.3 If some participants have equal score at this time, additional fights will be run.

4.2.2 The rules of fights

- 4.2.2.1 Any cuts/thrusts performed to the head, torso or upper limbs take 2 points from the opponent;
- 4.2.2.2 Any cuts/thrusts performed to legs take 1 point from the opponent;
- 4.2.2.3 Any qualified slits take 1 point from the opponent;
- 4.2.2.4 Any cuts performed by the back or the flat of the blade take no points;
- 4.2.2.5 Doubles take points (according to the target areas) from both fighters;
- 4.2.2.6 Thrusts to the torso and all effective attacks to the head have a stopping effect and after blows performed after them will have no result;
- 4.2.2.7 Any other after blows take points from opponent as if they were just qualified attacks according to the target areas (i.e. the after blow performed to a hand will take 2 points, and the after blow performed to knee will take only 1 point);
- 4.2.2.8 Weapon loss takes 1 point from the fighter;
- 4.2.2.9 Falling takes 1 point from the fighter except situations when the falling is a part of technical action.