

Longsword Technique Competition of Longpoint 2019

Regulations and Guidelines

Introduction

The Paired Technique Competition was a part of Longpoint from 2014 until 2017, and in that time it introduced scores of people to the varied and unique plays of several fencing books. This year we are trying something a bit different. Longpoint 2019's Technique Competition will be similar in many aspects to the competition of previous years, including competitors performing set techniques from historical sources, but with one big change; it will be a solo event. The decision to make this change came about for several reasons, some logistical, others to fix various problems with past iterations of the event, and still others involving the direction we want to take moving forward.

Whereas in previous years pairs of competitors would be judged upon their performances of sets of historical techniques, this year's competition requires a single competitor to perform these techniques alone. Instead of a long list of increasingly complex techniques, only seven are performed by each competitor for the duration of the competition (five prescribed and two variable). Competitors will compete against each other in head-to-head matches, two at a time, in an elimination style competition. This format has several benefits, including: competitors' ability to practice without the need of having a partner present, competitors not having to rely on the skill of a partner, judges' ability to clearly observe competitors' actions, simplification of judging and scorekeeping, providing a direct competition aspect lacking in previous years, motivation for competitors to isolate and perfect their technical skills, and emphasis on fidelity to the sources while minimizing subjectivity. One perceived downside of this format is the inability of the competitors to use *Fuehlen*, however this was already limited in the previous iteration due to the predictability of each partner's actions, and we think that all of the benefits listed above make this new format preferable overall.

We hope that the newly redesigned Technique Competition inspires you to train harder, delve deeper into the sources, and develop a fuller understanding of the fascinating techniques used in Historical European Martial Arts.

Overview of the Competition

Competitors train to perform specified techniques in the months before the competition. During the competition, two competitors at a time will individually perform all of the specified techniques simultaneously in the sequence that they are specified, until completed. They will be judged against each other by a panel of three judges according to certain criteria related to their performance. The victor will be announced and allowed to move on to the next round of competition, where he or she will repeat the same process against a different competitor. This is a single-elimination competition.

1. General Rules:

- a. **Sword** – Only functional sharp or blunt swords of appropriate historical design and in serviceable condition are permitted. These must be approved by the Director before the beginning of the Competition.
- b. **Attire** – HEMA School Uniforms, Fencing Jackets with Pants/Socks or sets of period-appropriate Historical Clothing are required. Shoes should be Athletic or period-appropriate Historical Footwear. No jewelry may be worn.
- c. **Match Court** – The Match Court will be located at a distance of six yards before the Judges. Two Match Areas will be located in the Match Court, one Blue and one Red, having one yard in width between them. Each Match Area will be seven yards long and three yards wide, forming a rectangle, one of the shorter sides of which will be facing the Judges to the front. A space of at least two yards will exist around the Match Court. Centered at a distance of four yards back from the front of each Match Area will be a Starting Line of two feet in width.

2. The Matches:

- a. **Divisions** - The competition may be comprised of divisions as determined by the organizers of the event. The divisions are subject to change at the discretion of the Director. The competition may be open and conducted without divisions.
- b. **Match Period** - Each match will be no more than four (4) minutes for seven (7) techniques. The fencer who has exceeded the match time shall be declared the loser. If both fencers have exceeded the match time, the decision shall be made according to section 2.d. Time begins when the command “Begin” is given by the Head Judge and ends when the fencer is in final position after the finishing salute to the Judges.
- c. **Procedure** - When called, each fencer shall approach and step into the court, then walk to the designated position behind the starting line in his or her respective Match Area, and stand facing the Judges. With the command of “Begin” from the Head Judge, the fencers will salute toward the Judges. Each fencer will then use his or her own knowledge of the movements in each technique, performing one after another in sequence until all are completed, each at his or her own pace without having to start or finish together. Before performing each technique, the fencer shall step forward to fully cross the starting line. After each technique is performed, the fencer shall return behind the starting line. Upon finishing all of the specified techniques in the sequence, the fencer shall return behind the starting line and perform a finishing salute (time stops) and then wait until dismissed (scoring decision will occur at this time). When dismissed, perform a small salute (optional) and walk off the court. (The style of his salute is at each Fencer’s discretion, but should be respectful and not overly complex.)
- d. **Decision** – The fencer who receives more flags than the other is the winner. Victory shall be decided based upon difference in earnestness, mechanics and grace, which is based upon correct sword-handling and techniques, correct balance, speed and focus, with correct manners. The following points will be considered when deciding victory:
 - i. Depth of Practice
 - ii. Serious Attitude
 - iii. Correct Technique

- iv. Appropriate Length and Measure
- v. Realistic Speed
- vi. Appropriate Timing
- vii. Skillful Coordination
- viii. Martial Intent

Fencers should perform each technique as if it were actually being executed against an opponent. They should make each action deliberate and precise, but at a speed appropriate for combat. No extraneous actions outside those specified or implied within reason should be taken (additional attacks/defenses, flourishes, and so on). The assumption of a guard after an action is completed, before returning behind the starting line, in order to maintain martial intent during the entirety of the match is acceptable.

- e. **Beginning and Ending of a Match** – The start and end of a match will be announced by the Head Judge.
- f. **Suspension and Resumption** - The suspension of a match shall be announced by a Judge, and the resumption of a match by the Head Judge. If a fencer cannot continue the match due to an accident, the fencer can request a suspension of the match. The Judges will suspend a match due to the following:
 - i. Violation of rules
 - ii. Injury or accident
 - iii. Avoid danger
 - iv. Loss of control of the sword by a fencer
 - v. Filing a protest
 - vi. Calling a conference
 - Conference shall be called in the following cases:
 - Mistake in the specified technique
 - Exceeding the match time
 - Prohibited acts
 - Protest filed by a fencer’s representative
 - Conferences held by the Judges shall be as follows:
 - Announce Conference and let both fencers stand at the starting line in position and let them wait.
 - In case a Judge has announced a Conference, the Head Judge shall immediately stop the match and announce “Conference”.
 - In case it is necessary to call a Conference during a match, the match shall be stopped and Conference held as above.

The resumption of a match after suspension shall be conducted in the same manner as the beginning of the match, with the match entirely restarting.

- g. **Prohibited Acts** - Fencers are prohibited from:
 - i. Taking stimulating drugs
 - ii. Making insulting utterances or acts against Judges or their opponents
 - iii. Using a sword other than one that is approved
 - iv. Stepping outside of the court (one foot has completely crossed the line)
 - v. Requesting suspension of the match without a justifiable reason

- vi. Acting in any way that violates the Regulations
- h. **Penalties** - The fencer who has violated sections 2.g.i. or 2.g.ii. shall lose the match and be ordered to retire from the match area, whereas the opponent shall be given three flags. The fencer who has violated section 2.g.iii shall be treated as follows: The fencer who has used a wrong sword shall lose the match and the opponent shall be given three winning flags. This penalty is not retroactive to previous matches wherein the wrong sword was used but not detected. In the event both fencers have used the wrong sword, both fencers shall lose the match. Any fencer who has used a wrong sword shall not continue the competition. The fencer who has violated sections 2.g.iv-vi shall be given minus points in the decision.

3. **Court Staff**

- a. **Director** - The duties of the Director are as follows:
 - To strictly apply the regulations to matches
 - To pay attention to the smooth progress of the matches
 - To render decisions on protests
 - To decide on matters which have not been prescribed in the Regulations or the Guidelines, and on unexpected happenings
 - To call fencers and inspect their equipment
 - To signal the commencement of the first match by having the Head Judge pronounce the beginning of the match, when the first fencers stand in position on the starting line.
- b. **Judges** - Judges shall consist of one Head Judge and two Judges. All Judges have equal power to make a decision on a match. The Head Judge has the overall power to manage the match, to signal the decision with the flags and to announce the decision. The Judges shall signal the decision with the flags and assist the Head Judge in managing the match. In case of emergencies, the Judges may announce the suspension of a match. The duties of the Judges are as follows:
 - To manage the respective matches
 - To clearly pronounce and make signals
 - To keep up smooth communication with the other Judges
 - To acknowledge signals by flags made by the other Judges
- c. **Scorekeeper** – The duties of the Scorekeeper are as follows:
 - To keep the match time and make a signal at the end of the match time by standing up and holding a flag
 - To show the Judges’ decision on boards and check the Judges’ flags
 - To keep record of the Judges’ decision and the time spent for the matches

4. **Match Proceedings**

- a. **Decisions** - Judges shall proceed in the following manner:
 - When the fencers stand in position on the starting line, the Head Judge shall start the match by pronouncing “Begin”
 - When one of the fencers requests a suspension, the Head Judge shall check the reason for the request after suspending the match
 - When deciding victory or defeat, the Head Judge shall pronounce “Decision” and all the Judges shall show their decision simultaneously

- b. Injury or Accident** - In case a fencer is unable to continue the match due to an injury or an accident, Judges shall dispose of the matter as follows, after ascertaining its cause:
- Judges shall determine whether to continue the match or not. Such a determination shall be made within five (5) minutes as a general rule.
 - In case a fencer is unable to continue the match due to an injury, should the opponent have caused the injury, the opponent shall lose the match; whereas should the cause be unknown, the incapacitated fencer shall lose the match.
 - The fencer who has been treated as an incapacitated fencer due to an injury or accident may be reinstated in the remaining matches if the Judges allow him or her to do so.
 - The fencer who has lost the match as an offender shall not be allowed to be reinstated in the remaining matches.
- c. Default** - The fencer who has defaulted a match shall become the loser and be prohibited from reinstatement in the remaining matches. Default occurs when a fencer either does not arrive on time for a match, or retires from the match at his/her own will, because of health or other reasons.
- d. Protests** - Nobody shall be allowed to protest against a decision made by the Judges. In the case that a designated representative of a participating fencer has entertained a doubt in the application of the regulations by the Judges, the participant may file a protest with the Director before the end of the match. The protest shall be filed in the following manner before the time the fencers stand in position at the end of the match period:
- The representative shall make a signal for the filing of a protest.
 - The representative shall state the contents of the doubt to the Director.
- e. Pronouncements & Signaling by Flags** - Judges shall pronounce the beginning, the ending, the suspensions, the victory or defeat, Conference, etc. in the manner prescribed in the attached Table.
- f. Discretion** - In case such matters that have not been provided for in the Regulations happen, the Director shall decide on the course of action. In case it is difficult to abide by the Regulations because of the size or nature of the tournament, the tournament may be carried out in disregard of these provisions at the discretion of the Director.

Pronouncements & Signaling by Flags Table

Stage	Matters	Announce	Flag Motions
Beginning	Beginning of a Match	“Begin”	Flags are placed on top of table
Suspension	Suspension of a Match	“Halt”	Raising flags straight above – both hands
Conference	Calling a Conference by a Judge	“Conference”	Raising both flags straight above by the right hand
Decision	In case of 3 red/white flags	“Decision” “Match (color)”	Raising the red/white flag 45 degrees up on the side.
	In case the Head Judge indicates red/white victory and the 2 Sub Judges indicate white/red	“Decision” “Match (color)”	The Head Judge lowers the red/white flag that he has raised and then raises the other flag.
	In case one fencer has mistaken the specified technique. He continues the match till the end.	“Conference” “Decision” “Match (color)”	Raising both flags straight above by the right hand.
	In case both fencers have mistaken the specified technique. Both continue the match until the end. (Match judged normally)	“Conference” “Decision” “Match (color)”	Raising both flags above by the right hand. Raising a flag about 45 degrees up on the side.
	In case one fencer has exceeded the match time.	“Conference” “Decision” “Match (color)”	Raising both flags straight above by the right hand.
	In case both fencers have exceeded the match time. (Match judged normally).	“Conference” “Decision” “Match (color)”	Raising both flags straight above by the right hand.
	Victory by default.	“Match (color)”	Raising a flag about 45 degrees up on the side.
	Incapacitation in a match due to injury or accident.	“Match (color)”	Raising a flag about 45 degrees up on the side.
	Use of a sword that is not permitted.	“Conference” “Decision” “Match (color)”	Raising flags straight above by the right hand. Raising a flag about 45 degrees up on the side.

Techniques List (From Pseudo-Peter Von Danzig)

1. Zornhau Ort und Oben abgenommen

Mark, the Wrath-hew breaks all Over-hews with the point, and yet is nothing other than a simple peasant strike, and drive it thus: When you come to him with the pre-fencing, if he then hews at your head from above on his right side, then hew also with him wrathfully from your right side from above, without any parrying, on his sword. If he is then Soft on the sword, then shoot in the long point straight before you and stab him to the face or the breast. So Set-on him.

Mark, that is when you hew in on him with the Wrath-hew, then shoot the long point into the face or breast, as the fore-described states. If he becomes aware of the point and parries strongly and presses your sword to the side, then wrench up over it with your sword on his sword's blade, off above from his sword, and hew him to the other side, yet on his sword's blade, into the head. That is called "taking off above".

2. Krumphau zu den flechen und hauen

Mark, you shall drive this technique against the Masters from the bind of the swords, and it drive thus: when you come to him with the pre-fencing, then stand with the left foot before and lay your sword to your right side in the Barrier-Guard (or hold it on your right shoulder). If he then hews above to the opening, then hew strongly with your long edge with crossed arms against his hew, and as quickly as the swords clash together, then... hew him with your short edge Meanwhile, from the sword to his head or to his body.

3. Zwerchhau und Stoss mit gehiltz und schlag

Mark, the Thwart hew breaks the guard From the Day and all hews that come hewing down from above, and drive the Thwart thus: when you come with the pre-fencing, then stand with your left foot before and hold your sword on your right shoulder. If he then stands against you and holds his sword high over his head with outstretched arms and threatens to hew in at you from above, then come before him with your hew and spring with your right foot well on your right side against him, and in the spring Wind your sword with the hilt before your head so that your thumb comes under, and strike him with the short edge against his left side to the head.

When you hew to him with the Thwart from your right side, if he then parries and binds strongly on your sword therewith then... thrust his sword off to the side from the Thwart with your hilt, and strike him therewith to the other side.

4. Schielhau und einschieszen

Mark, when you come to him with the pre-fencing, then stand with your left foot before and hold your sword on your right shoulder. If he then hews above in to your head, then turn your sword and hew long against his hew with the short edge, over his sword with stretched arms above in to his head. If he is then clever and Fails with the hew, and will Change-through below your sword, then let the point shoot in long before you with the hew, so he may not Change-through below.

5. Scheitelhau und Hende Drucken

When you come to him with the pre-fencing, if he then lies against you in the guard Fool, then set your left foot before and hold your sword on your right shoulder in the guard, and spring to him, and hew strongly down from above with the long edge to his head. If he then parries the hew so that his point and hilt both stand over him, that is called the Crown. Then remain high with your arms, and with your left hand lift your sword's pommel over you, and sink the point in over his hilt to his breast. If he then drives up with his sword and thrusts your point upwards with his hilt, then Wind your sword through under his Crown with the slice in his arms and press. Thus is the Crown again broken, and with the pressing slice fast in the arms, and then pull yourself off with the slice.

6. and 7. Choose Two Techniques from those listed below

- **Aussere Mynn**

When you come to him with the pre-fencing, then stand with your left foot before in the guard From the Day, and see well how he will fence against you. If he then hews long above in to you, then watch so that he does not reach you, and mark while his sword goes under you against the earth with the hew. Then spring to with your right foot and hew him above into the head before he comes up again with the sword... if he then drives up quickly with the sword and comes below

you on your sword, then remain strong thereon. If he then heaves fast upwards with the sword, then spring with your left foot behind his right and strike him with the Thwart... to his head on his right side, and work quickly again around to his left side with the Doubling...

- **Absetzen**

Mark, drive the Setting-off thus: when you come to him with the pre-fencing, if he then stands against you as if he will stab, then set your left foot before and stand against him in the guard of the Plow on your right side, and give an opening with your left side. If he then stabs to that same opening, then Wind against his stab with your short edge on his sword (and your sword on your left side), and therewith Set-off, and therewith step to him with your right foot and stab him Meanwhile to the face or the chest.

- **Durchwechselln von paiden seiten**

When you come to him with the pre-fencing, then hew in above strongly. If he then hews against your sword (and not to your body), then let the point go through his sword with the hew, below between you, before he binds on your sword, and stab into the other side to his breast. If he becomes aware of the stab, and drives quickly after the stab with parrying with the sword, then Change-through yet again...

- **Durchlaufen erst leibt ringen**

Mark, when he runs into you and drives high up with the arms and will overwhelm you above with strength, then drive also up with your arms, and hold your sword by the pommel over your head with your left hand, and let the blade hang down behind over your back, and Run with your head through your arm against his right side, and spring with your right foot behind his right, and with the spring then drive in with your right arm against his left side in front, well around his body, and grasp him thus on your right hip and throw him before you backwards on his head.

- **Ersten zwei winden**

These are the first two Windings from the Ox on the right side alone, drive them thus: When you come to him with the pre-fencing, then stand with your left foot before and hold your sword on your right side before your head in the Ox. If he then hews from above on his right side, then Wind against his hew on your left side with the short edge on his sword, yet still in the Ox, and stab above into his face. This is one Winding.

If he parries the stab with strength and forces your sword on the side, then remain on the sword and Wind again on your right side over in the Ox, and stab above into his face.