

## **Scoring**

For longsword, only attacks with the edge, point or pommel score points. In sword and buckler, only attacks with the edge, point of the sword or the boss of the buckler score points. Strikes with the crossguard are not allowed. All strikes must be executed in a controlled fashion. Sword actions take priority over grappling.

A strike, thrust or slice to the head or neck area is worth 3 points.

A thrust to the torso is worth 3 points.

All other legal attacks are worth 2 points.

Controlled strikes to the front of the mask with the pommel or boss of the buckler is worth 1 point.

In longsword, any strike made outside of grappling with only one hand holding the sword is worth 2 points, no matter what target is hit.

Lifting your opponent to the air is worth 2 points.

Disarming and breaking distance is worth 3 points.

The following targets are illegal, and are worth no points:

Back of the head

Spine

Groin

Back of the knee

Achilles tendon

Toes

Afterblows and simultaneous hits are treated the same and both can score regardless of who struck first. The hits from both fencers are scored independently by the judges; the scorekeeper is responsible for calculating the final score of the exchange.

Incidental strikes, cuts with questionable edge alignment, very light cuts with the point and cuts made with a very small arc does not score. It is up to the fencers to demonstrate "good" hits.

Only indicating attacks with sword or body due to safety reasons will still score, for example indicating a strike to the back of the head during a grappling situation.

## **Bout Time**

A bout is fought for 3 minutes or until one fencer has reached the score cap.

Timekeeping is not paused during scoring; in case there is a longer break in the bout for any reason, the referee will call a time-out.

Ten seconds before the time limit is reached the table will call "Last exchange!". That exchange will be allowed to be run to its end, as long as the fencers are actively trying to fence. If the exchange becomes too passive, the referee will call "break", ending the bout.

After this, the table will announce the score to the referee, who will officially announce the winner of the match and the final score.

### **Penalties**

The referee can give warnings followed by point deductions and even eventual disqualification in case of unsportsmanlike actions or actions that cause safety issues.