

# Paired Technique Competition Rules

Helsinki Longsword Open 2020

These rules are subject to change on any notice.

## Introduction

### Benefits of Paired Technique Competitions

The Paired Technique Competition will consist of several teams of registered training partner pairs, who have previously studied and practiced the set plays from a specific historical source. They perform and are evaluated on several criteria by a panel of judges in a series of elimination and final rounds.

The goal of the Paired Technique Competition is to promote and encourage the implementation of the historical techniques found in HEMA in a relatively pure form. This will be accomplished by basing the competition on the implementation of the techniques taken directly from primary source material under ideal conditions. In order to facilitate this, the competition is taken part in by teamed pairs working towards the same goal. This allows each technique to be judged against its idealized execution according to the historical sources, which must be studied by the competitors prior to the competition. This encourages research and interpretation.

### Overview of the Paired Technique Competition

The Paired Technique Competition will consist of a number of teams of fencers performing specific techniques from a given historical source. Before the competition date, a list of techniques that will be utilized in the competition will be released. The teams will have from this time to the competition date to practice these specific techniques. The competition itself will consist of a number of rounds made up of several techniques which will be performed before a panel of judges. These judges will then score each technique based on fidelity in regards to the source material, Distance, Speed, Intent, Balance, and Mechanics. After a number of elimination rounds, a final round will determine the winner and runners-up.

- The competition will occur between teams consisting of pairs of fencers.
- Competitors will perform a number of predetermined techniques from historical sources.
- Judges will score the competitors on their performance based on certain criteria.
- Competitors will advance through a number of elimination rounds until the winners are chosen.

## Competition Rules

### General Rules

- The competition will occur only with approved blunt steel swords, failure to comply results in disqualification.
- The competitors are required to wear approved masks during the competition, failure to comply will result in disqualification.
- Team members will choose who performs each role during the competition
- Each team will perform each technique only once.
- The “winning” member of the team must always be on the left side from the Judges’ perspective, failure to comply results in maximum penalties for the technique.
- Any moderate or serious injuries that occur will result in team disqualification.
- Team members may not communicate while they stand before the judges during each round, failure to comply results in disqualification.
- If a team does not know a technique or performs the wrong one they are penalized full points for the technique.
- All competitors will obey the Ring Boss at all times, failure to comply results in disqualification.

## **Procedure for Competitors**

### On the Day of the Competition

- Competitors will be called by the Ring Boss to take their places behind their marks at the competition area, where they will then face the judges and salute them before turning towards each other.
- The Ring Boss will then confirm that the judges are ready, and after doing so will name the technique that the team will perform, and then signal them to begin.
- Upon the signal, the competitors will execute their technique and then return to their marks.
- Once the competitors have returned to their marks, the judges will evaluate their performance by marking a Technique Fidelity Score Sheet and a Paired Technique Competition Team Score Sheet.
- After the judges have finished with their scoring they will alert the Ring Boss, who will announce the next technique and then direct the competitors to take their appropriate places, and again give the signal for the competitors to begin that technique.
- This will be repeated until all techniques of the round have been executed by the competitors.
- Competitors will then salute the judges once more and finally leave the competition area.

- The Ring Boss will then collect the judges' Score Sheets and deliver them to the scorekeepers who make score overall calculations and determine team advancement.
- Once all teams in a round have performed there is a short recess until all scores have been calculated and advancement is determined.
- The next round will then begin with the team advanced with the highest points (worst score) from the previous round, and continue in order of descending score until the round is over.
- The final round is then scored in the same way as previous rounds, and the team with the best (lowest) score for that round is declared the winner. The scores from the previous round do not carry over to the final round.

## Conditions of the Competition Area

### Competition Area

The competition area will consist of a flat surface devoid of hazards or obstructions. Two marks will be placed on the ground opposite one another with a distance between them. Behind these marks will be the starting points for the competitors during competition.

### Judges' Table

At the midway point between the two marks will stand the judges' table, behind which all judges will be seated during competition.

### Competition Staff

- Ring Boss
- Judges (2)

## The Roles of the Competition Staff and Competitors

### Ring Boss

The Ring Boss is charged with ensuring that the Paired Technique Competition runs smoothly.

1. Before the competition begins he takes attendance for all scheduled competitors, and then assigns each team a number by which they will be identified. He also supplies the Judges with both their Technique Fidelity Score Sheets and Team Score Sheets for the competition.
2. Once the competition begins he takes his place near the judges' table and calls the first team to their marks.

3. After the team has taken their marks and saluted the judges, the Ring Boss confirms that the judges are ready to begin.
4. He then announces the first technique and gives the signal for the team to execute their technique.
  1. If the team forgets a technique, the Ring Boss directs the Judges to each award the team full penalty points, and then announces the next technique and continues with the competition.
5. This is repeated until the team finishes all the techniques of the round, after which the Ring Boss collects the judges' Score Sheets and delivers them to the scorekeeper's table, after which he returns to his place and calls the next team into position.
6. Once all teams have finished the round and all Team Score Sheets have been delivered to the scorekeepers the Ring Boss calls for a recess until the scores have been tallied.
7. After this has been completed the Ring Boss announces which teams have advanced to the next round by utilizing the Round Score Sheet provided to him by the Scorekeeper, and then resumes his place. He then repeats this entire process until the competition is finished.
8. Once the winner has been decided the Ring Boss announces the winning team, as well as the teams in second and third places.

## **Judges**

The four Judges are responsible for accurately scoring competitors.

1. Prior to the competition date the Judges must familiarize themselves with the rules, scoring guidelines, score sheets, and techniques with which they will be dealing.
2. Before competition begins they will take their places seated at the judges' table.
3. When they are ready they will alert the Ring Boss, who will begin the competition.
4. The judges will intently watch the competitors perform, and after each member of the team has retaken their place behind their mark, two of the judges will promptly fill out their Technique Fidelity Score Sheets and the other two will fill out their Team Score Sheets as honestly as possible based on their own individual perceptions.
5. They will then alert the Ring Boss that they are ready for the competition to continue.
6. This will be repeated until the end of the round, when they give their Technique Fidelity Score Sheets and Team Score Sheets to the Ring Boss, who takes them to the Scorekeeper.

7. This entire process is repeated until the end of the competition.

## Scoring Penalties

### Fidelity Score

- This is the foundational criterion that deals with the accuracy of a team's performance in relationship to the source's description. Each technique is broken down into a number of individual Components, which consist of an individual action or a group of related actions that are detailed specifically in the source material. Each Component is given the value of the total number of Components in each technique in each round. Competitors will be scored based on whether they perfectly adhere to these Components or not. Each individual Component is either passed and receives no penalties, or failed and receives full penalties. A total failure to perform the technique in a way that is recognizably consistent with the technique description will result in an automatic awarding of the maximum penalties in all criteria in that technique. IF HALF OR MORE OF POSSIBLE FIDELITY POINTS ARE INCURRED, MAXIMUM PENALTIES PER TECHNIQUE WILL BE AWARDED.

### Criteria Score

- **Distance:** Each technique should be performed with proper distance. Competitors will be penalized for being too far or too close to their partner. This applies to the body and the sword.
  - **Minor** mistakes in this criterion include: being slightly farther away than optimal, being slightly closer in than optimal. – 1 point
  - **Major** mistakes in this criterion include: being unable to reach a partner with the technique, running into a partner with the technique. – 2 points
- **Speed:** Each technique should be performed with realistic timing. Competitors will be penalized for moving at inappropriate speed for the timing of the technique or artificially low speeds. This applies to both the sword and the body.
  - **Minor** mistakes in this criterion include: slightly preempting a partner's actions, being slightly late in responding to a partner's actions, being slightly slow in each action. – 1 point
  - **Major** mistakes in this criterion include: entirely preempting a partner's actions, being entirely late in responding to a partner's actions, being extremely slow in each action. - 2 points
- **Intent:** Each technique should be performed with realistic intent. Competitors will be penalized for acting without proper strength or attempting to hit. This applies to both the sword and the body.

- **Minor** mistakes in this criterion include: employing less than adequate force in each action, not fully attempting each part of a technique which threatens or attacks a partner. - 1 point
- **Major** mistakes in this criterion include: employing minimal force in each action, entirely not attempting each part of a technique which threatens or attacks a partner. - 2 points
- **Balance:** Each technique should be performed with good stability. Competitors will be penalized for lack of balance, tripping/falling, or dropping the sword.
  - **Minor** mistakes in this criterion include: slight stumbling, slight tripping, slight lack of balance. - 1 Point
  - **Major** mistakes in this criterion include: almost falling over, completely falling over. - 2 points
- **Mechanics:** Each technique should be performed smoothly and deliberately. Competitors will be penalized for imprecise or uncontrolled movements. This applies to both the sword and body.
  - **Minor** mistakes in this criterion include: imprecise motions of the sword, imprecise form of the body.
  - **Major** mistakes in this criterion include: erratic motions of the sword, contorted body.

## Scoring

A panel of judges scores each team individually by issuing penalties in the six criteria listed above on each technique the team performs in the round. Two of the judges will score on Fidelity, and the same two will score on the remaining five Criteria. At the end of the round the judges combine the number of penalties they've dealt out, and the teams are ranked accordingly. They are then either eliminated or advanced into the next round.

To obtain the total Fidelity Score, the number of Components failed is multiplied by the total number of Components in each technique. This process is repeated until all techniques in the round are completed, at which time the total Fidelity penalties from each technique are added, resulting in the total Fidelity Score.

To obtain the total Criteria Score, the total number of Criteria penalties for the round from Distance, Speed, Intent, Balance, and Mechanics are multiplied by five (5), resulting in the total Criteria Score.

The total Fidelity Score is then added to the total Criteria Score, resulting in the Total Technique Score for the round.

## Round Structure

Each competition will consist of 2 rounds (Qualifiers and Finals)

Round 1 consists of 4 techniques and the Finals will consist of 3 techniques, for a total of 7 techniques.

Each round will consist of techniques more difficult than those in the last.

## Tie-Breakers

In the event of a tie score that would affect advancement or placement the following will be used as determiners in descending order of priority, taken cumulatively from the most recent round's Team Score Sheets:

- The Team with the least Fidelity Penalties
- The Team with the most perfect scores in Criteria (0 penalties per criterion)

## Plays

Note that we are not providing a "dummy" partner, which means that you need to pair up for this event beforehand. Hence "paired" technique.

### Round 1:

#### Technique #1

Source: Pseudo-Peter Von Danzig

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".

#### Technique #2

Source: Pseudo-Peter Von Danzig

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.

### Technique # 3

Source: Pseudo-Peter Von Danzig

Mark, when he hews above to you from his right shoulder, then hew also from your right with him, likewise above strongly to the head. If he parries and remains Strong on the sword, then drive up Meanwhile with your arms and thrust your sword's pommel with the left hand under your right arm, and strike in with the long edge with crossed arms behind his sword's blade on his head.

### Technique #4

Source: Sigmund Schining ain Ringeck (MS Dresd.C.487 – 29r)

Description: This is how one shall strike going-to with the thwart to all four openings; understand it thusly: When you come to him with the onset, so note when it is just right, so spring towards him and strike him with the thwart to the lower opening of his left side. This is called "striking to the plow".

Note, when you have struck with the thwart to the lower opening, so quickly strike up above with the thwart to the other side to his head. This is called "striking to the oxen". And then furthermore swiftly strike a thwart-strike to the oxen and the another to the plow crosswise from one side to the other, and with that cleave-in an over-hew above to the head, and with that withdraw yourself.

### **Finals:**

#### Technique # 1

Source: Pseudo-Peter Von Danzig

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...

### Technique #2

Source: Pseudo-Peter Von Danzig

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.

### Technique #3

Source: Pseudo-Peter Von Danzig

Description: Mark, when a fencer has bound you on his sword, if he then strikes around from the sword with the Thwart to your other side, then fall in on his hands or on his arm with your long edge, and press his arm from you with your sword...

Mark, when you strike him with the Thwart to his right side, if he then follows you with the slice on the arm, then strike him in his mouth with the Doubling, behind his sword's blade with the short edge.

Mark, break him thus against the Doubling: when you slice him above on his arm, if he then strikes above with the Doubling to your head, then drive up against the strike and Wind your sword under his, and drive in with the short edge, with your sword on his neck.

