



Competitor's

Booklet 2023

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PROTECTIVE EQUIPMENT

HEAD:

Fencing mask or related style (Horsebow mask, SCA cut & thrust mask) with neck and back of the head protection.

NECK:

Gorget (not required but highly recommended).

TORSO:

Level 1 puncture resistant jacket, Plastron and chest protector recommended, Rigid chest protector (not required but highly recommended)

LEGS:

Protection not required but recommended.

JOINTS:

Rigid elbow and knee protection required. Forearm and shin protection recommended.

HANDS:

Heavier weapons may require heavy gloves with rigid protection. Lighter weapons may require lighter gloves.

FIGHTING EQUIPMENT

“SWORDS”:

Weapons will be provided to all participants for competition. The weapons will be rattan; however, the rattan weapons will be of varying lengths to accommodate the appropriate weapons division.

- **Long Range Swords – 39” to 43”**
- **Mid-Range Swords – 28” to 36”**
- **Knife Range – 15”**

ADDENDUM [2023]

New for 2023 -- Competitors who enter the long sword division may opt to utilize two mid-range swords instead of 1 long range sword as their fight method of choice.

As a result of the new addition, the bouts could also produce the following match-ups:

1 Long Sword v. 2 Mid-Range Swords

2 Mid-Range Swords v. 2 Mid-Range Swords

TOURNAMENT FORMAT

- Combatants should check in before the check-in close time.
- Gear check will occur during check-in.
- The tournament will begin and move into Double or Direct Eliminations.
- Due to multiple levels of skill set, pools/competitor placement will be completely randomized in order to ensure fairness.
- There will be one competition rings with at least 3 referees.
- If there are many participants, there *may* be a second ring for Direct Eliminations, starting at opposite sides of the bracket.

RULES

WINNING:

Scoring will be based on “point-sparring” rules. Willing occurs when a combatant accumulates the most points after each respective round.

ETIQUETTE:

Combatants will salute before and after every bout.

Combatants will endeavor to not buy time including but not limited to:

- Stepping out of the ring

EXCHANGES:

Will be halted and scored after a clean blow or strike upon the other combatant or when the judge sees a viable action or penalty, or if a safety halt is called. After a halt is called, combatants automatically return to their en garde lines. If exchanges happen simultaneous to one another then the exchange is washed.

TIME:

Knife Division: 1 minute

Short Sword & Long Sword Division/Double Sword: 1 minute 30 seconds (*NEW for 2023*)

LAST EXCHANGE (next score determines the bout):

- 10 seconds or fewer remain on the clock during a pause.
 - The scoring table will announce “Last Exchange” before turning over to the director.
 - The purpose of running over or under the 10 seconds here is to prevent combatants from bull-rushing their opponent if they are behind.
- If time runs to zero during an exchange.
 - The scoring table will announce the winner after tallying score in this instance.

TIE BREAKER:

First clean exchange. Doubles and afterblows wash exchange.

EXCHANGE WASHED:

For any reason, combatants reset to en garde lines.

VALID TARGET AREAS:

- Head (neck and up)
- Arms (shoulder seam down to the crease of the wrist; hands are invalid)
- Torso (shoulder and neck down until hips)
- Legs (below hips)

VALID SCORING TECHNIQUES:

- Thrust (*blade thrust sufficiently*)
- Cuts (*must have proper push/pull*)

POINTS:

	Head	Torso	Arms	Legs
Cut	1	1	1	1
Thrust	2	1	1	1

AFTERBLOW:

Subtractive, but cannot become negative:

Ex: Combatant A lands a cut to the leg. Combatant B afterblows the head. Combatant A is awarded 0 points for the exchange.

DOUBLES:

Wash the exchange and all subsequent exchanges. An “Action Unclear” also washes the exchange and all subsequent exchanges.

However, if one of the hits in a double was determined to not score, the scoring action is taken and points are awarded. Subsequent exchanges will also be taken into account. Double-taps do not gain points.

BLADE GRABBING:

Blade grabbing is prohibited.

INVALID TECHNIQUES: (These will incur a penalty and wash the exchange)

- Kicking
- Punching
- Striking an opponent on the ground or is otherwise helpless
- Throwing the sword
- Excessive force
- Revenge blows
- Purposely striking back of the head
- Purposely striking the back of the body

SAFETY:

All present may call a safety halt. A safety halt stops and washes the exchange. After the issue is addressed, combatants reset.

Examples:

- Weapon gets stuck in opponent's guard
- Someone's shoe is untied
- Someone falls on their own
- Protective gear is missing or askew

OFF HAND:

Said combatant's off-hand will count towards points if struck by the other combatant.

SELF-CALLING:

- Can be done any time during the bout. A self-call can only negatively impact oneself, such as declining their own attack, or calling a hit made on them.
- In the rare case there is a simultaneous call and declension, the judge makes the final call to either: take someone's side, go to judges, or wash the exchange.

PENALTIES

Infraction	1st Time Penalty	2st Time Penalty
Excessive Force (Uncontrolled strikes, revenge blows, attacking with the cross, etc.)	+2 pts to opponent or ejection	Ejection from tournament
Grappling or Throwing without control, ballistically, or with harm	Judge's discretion up to and including tournament ejection	
Striking helpless opponent	Ejection from tournament	

JUDGING

PERSONNEL:

Ideally the ring will have (1) head judge and (2) line judges. If able, a scorekeeper/timekeeper should also be present to facilitate faster bouts.

HEAD JUDGE RESPONSIBILITIES:

The head judge is in charge of checking readiness of the combatants, beginning and stopping the exchange, calling the action and resolving disputes. The final call for the exchange and the bout will come only from the head judge. With reasonable discretion, the director might continue an exchange even if a line judge raises their hand.

LINE JUDGE RESPONSIBILITIES:

The line judge observes and calls out in the event anything occurs during an exchange, such as stepping out of bounds, safety calls, and viable touches.

CALLING:

- Touch: TOUCH!, STOP!, POINT!, etc.
- Safety: SAFETY STOP!, STOP!, etc.
- Out of Bounds: OUT OF BOUNDS!, STOP!, etc.
- Line judges are encouraged to both raise their hands and audible their call.

SCORING THE EXCHANGE:

When a scoring halt is called, and no combatant speaks up to self-call during the 5 second lull before pulling judges, the director will call the last exchange beginning with who initiated and ending with the last exchange before the HALT was called. Judges are expected to **keep their heads down** so as to not be influenced by any self-calls or other judges. The director will then call the first action and see what their call is, tally votes, and repeat for the second exchange.

- **YES (+1), "I clearly saw the exchange land without a doubt."**

- If affirmation is given, the judge must indicate the target affected by the touch.

Cut	Sawing motion with hand on target area
Thrust	Thumb poking motion with finger pointed to target area

- **NO (-1), indicated by a thumbs down:** “I clearly saw that the exchange did not land or was otherwise insufficient.”
- **ABSTAIN (0), indicated by hand covering eyes:** “I may have seen something, but because of various circumstances, I am unsure if the blow landed.”

Each line judge’s vote is worth (1). The head judge will then cast their vote worth (1) or they may abstain. Based on the vote score, the following will happen:

- Majority YES: Combatant is awarded points appropriate to their action and target.
- Majority NO: Combatants reset
- All abstain: Action unclear. Simultaneous action and all subsequent actions are thrown out. Combatants reset.
 - Example: Simultaneous counterattacks, one action is all abstain throws entire exchange.
 - Example 2: Combatant A’s attack is NO. Combatant B’s parry riposte is abstained on. That action and all following it are thrown out.

After the points are awarded, the director resets the combatants and begins the next exchange.