

Show Me What You Got

Tournaments:

- Open Blingless Steel Longsword
- Show Me What You Got: Advance/Instructor Longsword
 - Competitors can fight in only ONE of the Longsword Tournaments
- Open Bottle Cutting Course

Entry Fee: \$35 - includes One Tournament

Additional Tournament: \$15

Cutting Only: \$20 - includes 15 tokens for cutting

Open Blingless Steel Longsword

Objective:

A regional tournament aimed for beginner to intermediate level fencers in a low stakes setting. The only criteria is that the competitor cannot have medaled in an open longsword tournament previously. This does not include URG, under 18, or a small club only tournament.

Cap 24 Competitors

Rule Set and Gear Requirement:

Same as [SoCal Swordfight](#)

Cutting qualifiers are **NOT** required

Judging Set Up: Director, Assistant Director, 2 Judges

The Director will be responsible for determining the quality and timing of hits, including doubles and afterblows.

The Assistant Director will aid the director in the same responsibilities.

Each Judge will be assigned a fighter and will specifically focus on the hits their fighter receives.

Directors are expected to have a meeting with their Judges and Assistant Director before the pools begin to discuss performance expectations and the general rules, including clarifying any confusion and addressing any questions. They will also be expected to attend a meeting after the completion of the tournament to discuss the event, ask questions and provide feedback.

Tournament Schedule:

6 Pools of 4 competitors each

Two Rings

Top 8 to Eliminations (if time permits, all will move to elimination)

Mixed Weapons Tournament:

Adding an Extra Tournament will be an additional \$15

A fun tournament aimed more for those who do not qualify for the blingless tournament but still want to have fun.

Cap 16 Competitors

Gear Requirement and General Rules:

Same as [SoCal Swordfight](#)

Cutting qualifiers are **NOT** required

Weapons blade length can not exceed 36 inches.

Weapon hand must be longsword standard protection unless the guard sufficiently protects/ encases the hand.

Offhand weapons are allowed but if the Other fighter only has an offhand weapon, the single weapon fighter must agree to fight against dual weapons, if the fighter doesn't than both fight with single weaponn

Judging Set Up: Director, Assistant Director

There are two scoring targets Deep Target and Shallow Target

Pools: 60 seconds 3 exchanges

Elims : 90 Seconds 5 exchanges.

More on the scoring and targeting at the end of the document

Show Me What You Got: Advance/Instructor Longsword

Objective:

An event for instructors, longsword enthusiasts or any competitor who has already tasted victory, and has moved beyond brutish competition, instead fighting for the sake of the art. The goal is to show off one's comprehension of the art and display it for the

enjoyment and entertainment of the masses. Clean fencing and unique technique will be rewarded while double and “distasteful” hits will not.

Cap 8 Competitors

Gear Requirement and General Rules:

Same as [SoCal Swordfight](#)

Cutting qualifiers are **NOT** required

Must Bring their own container such as a cup, a fancy hat, a bin to collect coins.

Rule Set:

- Competitors will have two matches guaranteed (one of the matches can be arranged)
 - Arrange match must be made 3 days prior to the event
- 7 exchanges
- No consensus will not count as an exchange
- Doubles will Automatically count as an exchange
- Competitors can deny their exchange if they are given the point but before scored is called they can have 3 denies
- If a competitor successfully scores an exchange, he will give a brief description of the technique that was performed
- "Point" will be called after a valid hit which will be followed by the Director calling "Hold" and fighters will be in “standby”
 - Director will then determine who will receive the point and if there are any after blows
 - Competitors may deny the point
 - Competitor must briefly explain the technique that was performed (one or two sentences)
 - Director resume match
- Each hit is 1 point
- After blow is -1 point
- Director and Assistant will separately score additional points
 - Extra point for “Deep” or “High” Value Targets: Socal rules for the upper opening or thrust to the torso
 - In Scocard “Deep & High”
 - Extra point for unique technique- a technique not used by the competitor in that match
 - Combination action can count as one technique, i.e. close parry to diagonal cut and hangen parry to diagonal cut can be considered different techniques
 - Possible list of technique will be provided
 - In Scorecard- “Advantage”

- Extra point for “ideal” execution, i.e well balance, intentional targeting, protective withdrawal or locking out the weapon
 - Score- “Controlled”
- Audience may throw a token in the their favored competitor containment vessel
 - Tokens can only be tossed in the time between “hold” and “fight”

Judging Set Up: Director, Assistant Director, 2 Judges

The Director will be responsible for determining the quality and timing of hits, including doubles and afterblows.

The Assistant Director will aid the director in the same responsibilities.

i'm i'm

Each Judge will be assigned a fighter and will specifically focus on the hits their fighter receives.

Directors are expected to have a meeting with their Judges and Assistant Director before the pools begin to discuss performance expectations and the general rules, including clarifying any confusion and addressing any questions. They will also be expected to attend a meeting after the completion of the tournament to discuss the event, ask questions and provide feedback.

Tournament Schedule:

Round One: Each Competitor will fight with names being drawn from a hat (or HEMA SCORE card). Competitors may make arrangements in this round if they want to fight someone in particular. This arrangement must be made three days prior to the event.

Round Two: Each Competitor will be randomly assigned a Fighter to fight

Round Three (if time allows): Top 4 Competitors

Final Round: Top Two Scoring Competitors

Open Cutting Bottle Course:

Objective: A low barrier cutting “competition” where the competitor must only have to be able to accomplish the feat in order to move on. There will be no finals, only competitors who are able to accomplish all feats.

Judging: One piece of the bottle must land within 2 feet of the stand

Entry: A token must be paid for each feat attempt.

Entry fee will include enough tokens that a competitor may be able to complete the course without buying additional tokens/bottles

Feat 1: 2 stands with 1one bottle each in front of the competitor. Must perform 2 unique cuts in a continuous motion. ~~Stand will be "refilled" once and feat must be done again two new unique cuts, so 4 cuts total.~~

Feat 2: 2 stands with 1one bottle each in front of the competitor. Stands will be about 3 feet apart from each other. Must perform 1 cut across both bottles. Stand will be "refilled" once and feat must be done again 1 new cut, so 2 cuts total.

Feat 3: two stands with the competitor in the middle , the stands must be at least one passing step away from each stand. the judge will indicate which side to do the first cut and the competitor will cut that first then immediately cut the other with out stopping 3 ~~stands with one bottle each in front of the competitor. Competitor stands behind the designated spot. Sepherphor, where the judge would stand in front display one of the 4 quadrants to cut Competitor approaches and cutsand reset behind the designated spot before the next target is given. The stand will be "refilled" once so 6 cuts total.~~

Feat 4: 2 stands with one bottle each. one action must be a cut the other action must be a thrust. for the thrust to qualify it either must go through %50 of the diameter. must be done in a continuous motion

~~2 stands with 2 bottles each stacked on top of the other. Cut all the bottles.~~

Feat 5: 2 stands with 2 bottles each stacked on top of the other. Competitor is between the stands. Cut all the bottles in a continuous motion.

Mixed Weapons rules Expanded.

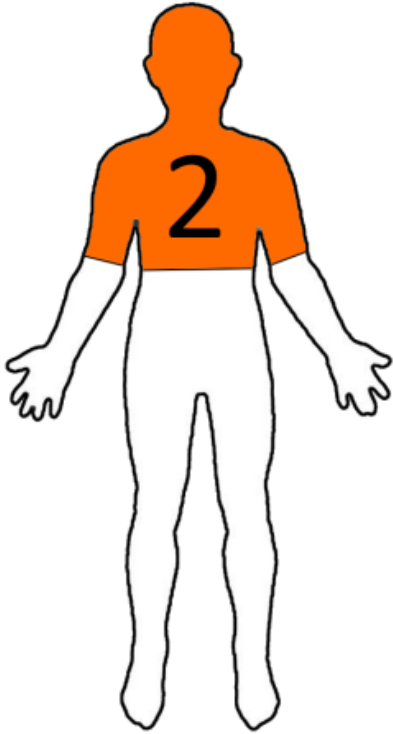
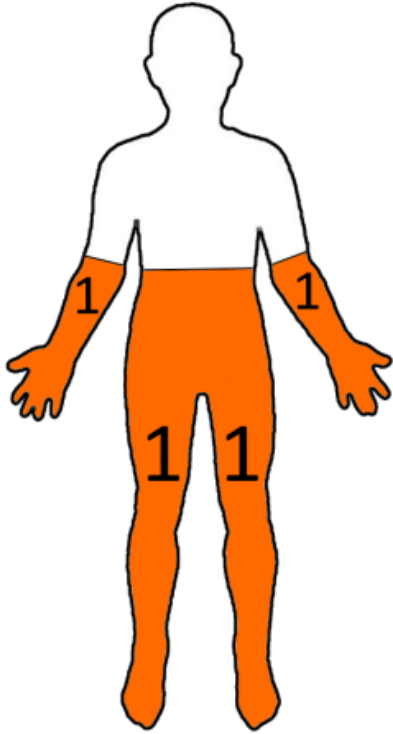
In order to make judging easier, all legal targets are considered "DEEP" or "SHALLOW." Target classification is defined below.

Rules favor "DEEP" targets

Target Definitions

DEEP The head, neck, torso, upper arms (shoulder to above the elbow)

SHALLOW Below the waist and lower arms (elbow to hand) Targets (Points)

Targets (Points)	
DEEP	SHALLOW
	

Points

The following table shows how points are calculated based on the type of strike.

Target	Cut	Thrust	Pommel
DEEP	2	2	2
SHALLOW	1	1	0

AFTERBLOW & DOUBLE STRIKE SCORING

Rules favor “DEEP” targets

No Points for Simultaneous Strikes (Doubles)	In cases of SHALLOW/SHALLOW or DEEP/DEEP exchanges, neither fighter scores points. <u>Avoiding doubles</u> allows participants to maximize their total points
DEEP/SHALLOW Exchange (Afterblows & Doubles)	If one fighter strikes a DEEP target and the other strikes a SHALLOW target, 1 points will be awarded to the fighter striking the DEEP target, regardless of strike order
DEEP/DEEP or SHALLOW/SHALLOW Exchanges (Afterblows)	If both fighters strike a DEEP or SHALLOW target as the result of an afterblow, neither fighter is awarded points
Timing (Afterblows)	Execute afterblows within one complete tempo after a scoring action. Use no more than a single step or strike
Multiple Hits	If a fighter hits a “SHALLOW” target and then a “DEEP” target then the “DEEP” is counted. Required within a single tempo
