

Overview

This event is intended to give shorter fencers the opportunity to explore the techniques and situations that are only advisable or possible against opponents of similar height. And also to be silly, fun, and fast-paced. To participate, fencers should be 5'6" (168 cm) or shorter!

This event is intended to run as a rapier king-of-the-hill. If enough people come with longsword and longsword-appropriate protective gear, we'll spin off a second ring.

Format

Short King of the Hill

- Fighters are divided into larger-than-normal pools.
 - Fighters draw lots 1, 2, 3... (Logistics permitting, it might be necessary to just get in a big line and shuffle up some.)
 - #1 becomes the king and fights the challengers in order.
 - Fighters have 3 "lives" each. They lose 1 each time they lose a bout.
- Bouts are a single pass.

Challenger hits clean	Challenger wins.	-1 life old king. Challenger becomes new king.
King hits clean	King wins.	-1 life challenger
Simultaneous double (any targets)	King wins.	-1 life challenger
King afterblows (higher-value target*)	King wins.	-1 life challenger
Challenger afterblows (any targets)	King wins.	-1 life challenger Potential penalty

* The afterblow must be delivered in a single step. The value of strikes in descending order: disarm, throw, head, shoulders, torso, arms, legs.