



Introduction:

The phrase "auf der Hut sein" is a German idiom often used to express that one should be vigilant or cautious in the face of a certain situation. If someone warns you to be "auf der Hut," you are being told to be watchful, wary and alert, to be on guard. In this tournament, we would like to stress that every movement matters.

Fencers, take the time you may need to find the perfect opportunity to foil your adversaries.

Events:

SAT - July 26th 2025: Longsword (w/ Dagger) & Dusack

SUN - July 27th 2025: Rapier (w/ sidearms) & Mixed Stout Steel (w/ sidearms) & Exhibition of Excellence

Building Opens at 08:00 AM

Registration Closes: 08:30 AM

Opening Statements: 08:30 AM

Start Time: 09:00 AM

Lunch Break: 01:00 PM - 02:00 PM -

Lunch time may change if the first event finishes early

2nd Weapon Start Time: 02:00 PM

Where:

Benson Community Center 6008 Maple St, Omaha, NE 68104

Tournament Entry Fee:

General Registration fee \$25.00 - Each event is \$20.00 to register

OR \$80.00 for entry into all 4 events. (Early Bird - \$65.00 through May 2025)

Prizes:

Individual prizes will be given for the top 3 fighters, in their respective events.

A Reminder from the Masters:

"I say to you truthfully: No master defends themselves without danger." - Lichtenauer

"Also I, Fiore, said to my students that were obliged to combat in the barriers that combat in the barriers is a far lesser peril than combat with sword of sharp edge and point in arming jackets. Because for him that plays at sharp swords, on a single cover that fails, that blow gives him death." - Fiore dei Liberi

General Format of the Events

Tournament Progression:

Stage 1: Round Robin Pools: 3 exchanges per match

- Pools will be determined thusly, random draw of pool with even distribution by clubs. An effort will be made so that you don't fight your clubmates in pools. *(mileage may vary)
- Upon completion of the pools, fencers will be separated based upon their performance in their pool into a Direct Elimination Bracket.

Stage 2: Direct Single Elimination Bracket: 5 exchange per match

- The Direct Elimination phase of the tournament no fencers will be cut from the competition prior to this point and will have a chance to fight for the prizes.

Matches and Exchanges:

- A match consists of a number of exchanges. (3 or 5 depending on stage of the event)
- Exchanges do not have a time limit.
- Exchanges will be called for for the following reasons:
 - An Exchange with a clean scoring action - will count as an exchange - Points Awarded by Target Area.
 - An Exchange with a blow/ afterblow within tempo - will count as an exchange - No Points Awarded.
 - An Exchange with an open/ closed double - will count as an exchange - No Points Awarded.
- In the event of a premature call from the judge or director, the exchange will be replayed.
- In the event of indecision from the director on the call, the exchange will be replayed from the center.
- In the event of a ring out, the exchange will be replayed from the center.

In the Event of a Tie:

- Non-Elimination matches may end in a tie and both fencers could leave without earning points.
- Elimination matches will continue until a victor can be determined, for the first clean point.

Tournament Officials and Roles

Directing / Judging:

Each Match will have a director and an accompanying judge for scoring the matches of the two competitors. Self calls are required by the competitors. The Director and judge will work together to make the calls, in the event of a discrepancy the director may overrule their judge.

If a decision is needed from the tournament staff by a competitor and requires an answer from outside of the ring director's jurisdiction, the quorum will convene and promptly give an answer to the party in question.

Scorekeeper:

The Scorekeeper will keep track of the scores as the tournament progresses.

Match Flow:

- At the start of the match, the director will verify that the judge(s) and fencers are ready to begin their match. Once everyone is ready, he or she will begin the fight.
- Judges are encouraged to move around the ring during the match to maintain a good view of the action.
- When a judge or director witnesses a clean hit, an official will call "Point." The director will then call "Halt" to the combatants and stop the exchange after giving the appropriate tempo between the exchange. Fencers should stop combat immediately when "Halt" is called, but should stay on guard until it is clear that the halt has been acknowledged by both sides. Then the fencers will return to their starting location.
- The director will first ask for the fencers' opinions by calling out "Fencers?"
- Once the fencers return back to their starting positions, they will then indicate with the following options:
 - (lift sword overhead) - The fencer hit their opponent
 - (sword pointed at opponent) - The opponent had a clean hit on them
 - (sword pointed at the floor) - The fencer will choose not to claim or award a point
- Simultaneously, the judge will indicate which fencer landed a valid hit to his or her opponent.
 - (one baton out) - The Judge points towards the fencer with the valid scoring action
 - (both batons out) - The Judge indicates a simultaneous double hit
 - (one baton raised in air) - The Judge indicates a valid afterblow was struck in tempo
 - (baton crossed at waistline) - The Judge did not see a scoring action.
 - (baton crossed across chest) - The Judge deems the contact was not a quality strike.

- If necessary, the director can call the judge over for clarification of the actions.
- The Director will take into consideration the fighters & judges calls and announce the result of the exchange.

Note on Self Calling: By the mere fact that he enters a competition a fencer engages himself upon his honor to respect the rules and decisions of the judges, to be courteous towards the jury, and in the event the judges and jury do not see a hit, it is upon his honor that he is to acknowledge he is hit.

HemaScorecard Scoring:

- After the exchanges have finished, the exchanges will be entered into the hema scorecard.
- The person recording the matches in the ring will verify the final score with the competitors.
- If an issue arises with an entry, the director of the ring and the competitors will approach the head table for any adjustments needed.

Director Responsibilities and Prerogatives

- To halt combat, either in acknowledgement of a Judge's call or to stop an unsafe situation.
- To warn, remove points or disqualify fencers for intentionally or recklessly causing unsafe situations.
- To adjudicate between the Fencers and Judges to determine the victor of an exchange. If necessary, the Director may cast a tie-breaker vote.
- To negate the exchange and re-do it, If the result of an exchange is unable to be determined.

Fencer Prerogatives

- To make a clean scoring action against their opponent, without causing harm to their opponent.
- If a Fencer needs to call a "time-out" for any reason, they must verbally get the attention of the Director by calling "Time-Out Ref" or something equivalent.
- If a Fencer has a question about how a match was decided, they are allowed to ask the Director for clarification. This is so Fencers can get clarification about a decision, not so they can argue about the outcome.
- If a Fencer feels like a scoring action against them was missed, the Fencer may call "Halt" and point at their opponent to indicate that action.
- If a Fencer decides to leave a match for any reason, the match will be considered a forfeit.

General Scoring Actions

Target Areas:

2 Point Target Areas	Head & Torso (inside shoulder seams to bottom of standard jacket)
1 Point Target Areas	Arms & Thighs
Illegal Target Areas	Back of Head, Knees, Shins, & Feet, (Intentional groin strikes will be scrutinized)

Weapon Scoring Actions:

- Primary Weapon Scoring Action:
 - Thrusts, cuts, slices and pommel strikes may be considered scoring actions.
 - (See weapons specific actions below)
- Fencing actions should calibrate their strikes to the bloom, not to the wound.
- If a hit is considered to be “too light” or struck with the flat, the judges may overlook the strike or the director may throw it out.
 - Fighters are encouraged to fence until “Halt” is called.
- Thrusts must be planted and demonstrate reasonable flex of the blade to be considered a scoring action.
- Cuts can be made to any legal part of the body but must have at least a forty-five-degree arc from start to finish.
- Slices must be made with a pushing/pulling pressure with at least 50% blade travel.
- Pommel strikes must be made with control, and only to the top, sides, or front of the mask.
- Blows struck with the strong of the blade will be invalid.
 - Depending on the strength of the blow may, it may also result in a warning.

Wrestling Scoring Actions:

- There will be times when fencers get bound up at close range. In these cases, wrestling at the sword/body is permitted and can result in a Scoring Action.
- Scoring Actions unique to wrestling at the sword/body include: weapon/body suppression with a demonstrated structured intent to throw. This must include containment with clear dominance in posture.
- Wrestling will be given a count of 3 for resolution.
- Counter Wrestling may ensue within the 3 count, and will be given a tempo to potentially escape a dominant position.
- The intentional dropping of weapons will not be allowed.
- Valid scoring actions with the weapons during a wrestling at the sword will end the exchange.
 - The initial target that was struck during this exchange will score to that point value.

Examples of clear dominance are:

- Lifting (but not slamming) your opponent.
- Demonstrating intent to throw while controlling the opponent's body.
- Displacing Posture with intent to throw
 - These actions will **NOT** be followed through to completion of the throw.
- Containment of the opponent's arms in a way that they would not be able to counter attack.

Illegal Actions:

- Striking to the back of the head OR Striking to the knees or below
- Striking with the crossguard (mordschlag, etc.)
- Striking with a part of the body (Punches, Kicks, Striking, Headbutts, Reaping, Slamming, Etcetera)
- Arm-Bars/ Breaks (Joint-Locks), unsafe head manipulation during wrestling
- Throwing the weapon or parts of the weapon
- Continuing to fight after "Halt" is called
- Abusing the Ring-Out Reset
- Arguing with event staff or being disrespectful, in or out of the ring
- Reckless or unsportsmanlike behavior

Performance of an Illegal Action will result in a warning. At the directors' discretion, the severity of the warning may also include the following: verbal warning, point loss, forfeiture of the match, and in extreme cases expulsion from the event. All warnings will be documented and recorded.

*If you cause someone to drop out due to an injury, you may be removed from the event as well.

Event Specific Information

The event will be held on a Hardwood Gym Floor. Please wear appropriate non-marking footwear to the event. We want to protect the floor in order to ensure that the event continues to thrive. All matches will be played in a rectangular field. At this time, we are planning for 2 rings sized at (16'x18') which will be manned by our own staff for judging and directing.

Longsword:

- Weapon Specifications:
 - Industry Standard HEMA longsword made by a recognized smith. (See list Below)
 - Sword blade length may not exceed 40" (101.6cm) from the cross to tip.
 - The longsword can not have lugs on the blade.
 - Complex Hilts on Longswords may not have more than 2 rings.
 - Blades should be free of burrs, in good condition and demonstrate appropriate flex.
- Sidearms: Defensive Dagger (Cold Steel Poly Rondel Dagger)
- Scoring Actions - With the Longsword
 - Thrusts are made with the point and must be planted with reasonable flex upon impact.
 - Cuts must be made with the top 50% of the weapon.
 - Push/Pull/Draw Cuts: must be made with a minimum 50% of the traveled blade length.
 - Applied pressure must be demonstrated.
 - Grappling
 - Fighters will be given a count of 3 for resolution.
 - A demonstrated structured intent to throw is a scoring action.
 - A throw can receive full points if demonstrated to move the body of the opponent, without following through to the ground.
 - Any techniques that overtly present danger to your opponent will be halted, and may have penalties. (IE: reaping & sweeping, bump n' dump/ slams, etc.)
- Use of the non-weapon hand is allowed for martial parries, wrestling at the sword & at the body are fair game.
- Sword Grabbing is allowed, when the motion of the opponent's sword **has been arrested**.
 - If it is still in motion or is pulled during the grab; this will be considered a hand hit.
- Scoring Actions - One Handed Attacks (Dagger or Longsword)
 - A One Handed strike must be made within wrestling distance.
 - A One Handed strike will score to the point value of the valid target area.
 - Pommel Strike with the longsword must be presented to the top/ front/ side of the mask. (2 points)
- Scoring Action - Defensive Dagger (Cold Steel Poly Daggers)
 - A worn dagger may be used defensively within wrestling distance.
 - A dagger may NOT be used as the primary weapon during a longsword match.
 - A dagger may only score with the point, and will not be considered an edged weapon.
 - A pommel strike with the dagger is a non-scoring action.
 - Hits that glance off of their intended target may be overlooked by the Judges or thrown out by the Director.

Dusack:

- Weapon Specifications:
 - Leather PHA Dusack will be provided for the tournament.
 - Industry Standard HEMA leather dusack made by a recognized smith may be utilized.
- Sidearms: No sidearms allowed
- Scoring Actions
 - A valid thrust with the point of the sword.
 - Cuts must be made with the top $\frac{2}{3}$ of the true edge or $\frac{1}{3}$ of the false edge.
 - Push/Pull/Draw Cuts: must be made with a minimum 50% of the blade length.
 - Grappling
 - Fighters will be given a count of 3 for resolution.
 - A demonstrated structured intent to throw is a scoring action. (Slams will not be allowed)

- A throw can receive full points if demonstrated to move the body of the opponent, without following through to the ground.
 - Any techniques that overtly present danger to your opponent will be halted, and may have penalties. (IE: Reaping & Sweeping, bump n' dump/ slams)
- Use of the non-weapon hand is allowed for martial parries, wrestling at the sword & at the body.

Rapier:

- Weapon Specifications:
 - Industry Standard HEMA Rapier made by a recognized smith. (See list Below)
 - A Maximum blade length of 42" (106.68cm) from guard to point.
 - Blades should be free of burrs, in good condition and demonstrate appropriate flex.
 - **NO OLYMPIC SPORT BLADES.**
- Sidearms:
 - Parrying Dagger (with Flex) 18" Max or Cold Steel Poly Rondel Dagger, Buckler 14" Max Diameter, Mug, Cape, & Misc. (With Tournament Discretion)
- Scoring Actions
 - Thrusts are made with the point and must be planted with reasonable flex upon impact.
 - Cuts can be made with the top 1/3 of the blade.
 - Push/Draw Cuts: must be made with a minimum 50% of the blade length.
 - Pommel strikes to the top/front/side of the mask will be valid
 - Grappling
 - Fighters will be given a count of 3 for resolution.
 - A demonstrated structured intent to throw is a scoring action.
 - **Use of the non-weapon hand is allowed for martial parries, Grasping the BLADE is allowed towards the bottom 10" of the blade. Do not grab the Hilt/ Basket.**
 - **(Blades will be taped during weapons check.)**
- Offhand Scoring Actions
 - Fencers have the option of using an off-hand tool during their matches.
 - You must keep the sidearm selected throughout the tournament.
 - You may always drop to single rapier, but may not choose to pick up a different sidearm.

Buckler

- A steel, wood or synthetic buckler whose longest dimension does not exceed 14" may be used.
 - Any buckler that isn't round or that is made of wood must be pre-approved.
 - Bucklers cannot have any spikes or protrusions other than a rounded boss, and must have rims that are rounded for competition use.
- Scoring actions with the buckler may be made by presenting the boss to the front of the mask.
 - The edge of the buckler will not be used for offensive purposes.

Parrying/Poly Rondel Dagger

- A parrying dagger made by a recognized smith, and securely tipped.
 - They must demonstrate appropriate levels of flex.
- Only Thrusts with the parrying dagger, Pommel Strikes will be invalid strikes.

Cape

- Acceptable Cape Sizes: Shoulder or Quarter Cape; Full Cloak
 - Director Approval Required
- Cape must remain in grasp, and may not be thrown.
 - Must be used without the intent to trip or target the feet.
- Definition of a Wrapped arm: 2 wraps of fabric around the arm
- Thrust to the wrapped arm.
 - IF the thrust displaces the arm, then the thrust is hard enough to penetrate the cape. The thrust must have been obvious enough by the judges/directors to be seen in order to be called a valid strike.
 - A thrust to the cape that is pinned to the body, will count as a body thrust.
- Cuts and slices to the wrapped arm will be invalid.

Mug

- Defensive Only Use Only

Other

- Requests to use any tool not explicitly described here must be approved by the tournament organizers.

Mixed Stout Steel: (Single Hand)

- Weapon Specifications:
 - Industry Standard HEMA - Arming sword, Sidesword, Military Saber, Broadsword or Langes Messer or Blades not listed above MAY be entered upon directors discretion. The following weapons will not be allowed: Rapier, Kriegsmesser, & Longsword.
Blades must be made by a recognized smith. (See list Below)
 - Overall Maximum Blade Length: 36" cross to point.
 - Blades should be free of burrs, in good condition and demonstrate appropriate flex.
- Sidearms:
 - Parrying Dagger (with Flex) 18" Max or Cold Steel Poly Rondel Dagger, Buckler 14" Max Diameter, Mug & Cape
- Scoring Actions
 - Thrusts are made with the point and must be planted with reasonable flex upon impact.
 - Cuts must be made with the top 1/2 of the true edge or 1/2 of the false edge.
 - Push/Draw Cuts: must be made with a minimum 50% of the blade length.
- Offhand Scoring Actions
 - Fencers have the option of using an off-hand tool during their matches.
 - You must keep the sidearm selected throughout the tournament.
 - You may always drop to a single primary, but may not choose to pick up a different sidearm.

Buckler

- A steel, wood or synthetic buckler whose longest dimension does not exceed 14" may be used.
 - Any buckler that isn't round or that is made of wood must be pre-approved.
 - Bucklers cannot have any spikes or protrusions other than a rounded boss, and must have rims that are rounded for competition use.
- Scoring actions with the buckler may be made by presenting the boss to the front of the mask.
 - The edge of the buckler will not be used for offensive purposes.

Parrying/Poly Rondel Dagger

- A parrying dagger made by a recognized smith, and securely tipped.
 - They must demonstrate appropriate levels of flex.
- Only Thrusts with the parrying dagger, Pommel Strikes will be invalid strikes.

Cape

- Acceptable Cape Sizes: Shoulder or Quarter Cape; Full Cloak
 - Director Approval Required
- Cape must remain in grasp, and may not be thrown.
 - Must be used without the intent to trip or target the feet.
- Definition of a Wrapped arm: 2 wraps of fabric around the arm
- Thrust to the wrapped arm.
 - IF the thrust displaces the arm, then the thrust is hard enough to penetrate the cape. The thrust must have been obvious enough by the judges/directors to be seen in order to be called a valid strike.
 - A thrust to the cape that is pinned to the body, will count as a body thrust.
- Cuts and slices to the double wrapped arm will be invalid.

Mug

- Defensive Only Use Only

Other

- Requests to use any tool not explicitly described here must be approved by the tournament organizers.

Safety Equipment

These are the minimum requirements. Please feel free to armor up further than the minimum.

Please note: **Safety Equipment WILL be checked.** If an athlete does not have appropriate equipment, they may try to borrow some from other athletes. If none is available, they will not be allowed to participate. All gear is subject to a Gear Check/ Safety Check by the Tournament Directors for use.

Head & Throat Protection:

- A fencing mask, 350 newton minimum, in good condition, with appropriate bib.
 - Other masks, including steel, by permission only.
- A Rigid Back of head protection is required for all events.
- A Rigid Gorget is required for all events, be it a standalone or built into the jacket.
- Mouthguards are recommended.

Hard Covering Protection:

- Hard protectors for the knees and elbows are required for all events.
- Men are required to have a cup for all events.
- Chest Protectors are recommended for all participants.
- Shin Protection is **highly** recommended.

Jacket & Clothing Requirements:

- Industry standard HEMA jackets.
 - Minimum 350 newton puncture resistance or equivalent.
 - Subject to Safety Check & Director Discretion.
- Clothing needs to cover the entire body.
- No exposed skin on the body allowed.

Forearm Protection:

- Forearm protection is required for the Longsword & Mixed Steel events and recommended for all other events.

Hand Protection:

- Longsword:
 - Gloves with hard hand protection are required. (Industry standard gloves.)
 - Lacrosse Gloves/ Red Dragon Gloves will not be permitted.
 - Metal gauntlets may be permitted after being scrutinized by the Tournament Director.
- Mixed Stout Steel & Sidearm:
 - Either hard gloves or a combination of a soft glove and a hard glove for the sword hand
 - (Industry Standard Gloves Required)
 - A soft glove is acceptable if the off-hand tool is a buckler or has a complex hilt to cover the hand.
- Rapier & Sidearm:
 - A padded fencing glove.
 - Coverage on off hand required.
- Dusack:
 - Gloves must provide sufficient padding to protect from hard strikes.
 - Lacrosse gloves with Fingertip protectors is recommended.
 - Red Dragon gloves represent a recommended minimum level of protection.

Leg & Foot Protection:

- Closed toed shoes are required for all events.
- Hard shin protection is recommended for events, but not required.

Sword Tips:

- They must be spatulated, rolled, properly blunted or tipped with a rubber, plastic or leather.
- No Sharp Edges or Burs

Acceptable weapon vendors are:

Albion, Arms n' Armor, Aureus, Bellatore, Bloss, Castille, Chelblowski, Darkwood Armory, Destrezania, Ensifer, Fabri Armorum, HF Armory, Krieger, Kvetun, Regenyi, Landsknecht Emporium, Marco Danelli, Malleus Martialis, Pike Armory, Poval Mac, Sigi, Soldat, SPES, Seven Embers, Viktor Berbekucz(VB) & Zen Warrior.

- If not on this list, you must seek the permission of the tournament organizers for use in the tournament.