



Long Sword Fighting - Waster

Safety Equipment

All equipment is subject to safety inspection before entering competition arena.

A. Required Face Protection:

1. 3 Weapons Rated Fencing Mask (fencing mask must have complete head protection - front, back and side).

B. Required Gloves:

1. Required to wear full size hockey gloves (both hands) or similar.

C. Groin protection mandatory.

D. Elbow and kneepads protection are required. Mouthpieces are also suggested. All equipment must be in good condition and will be inspected by an official for safety inspection.

E. All competitors are responsible to bring their own safety equipment, none will be provided for you at the event.

2. Clothing – Athletic shoes are mandatory, bare feet is unacceptable.

A. It is recommend that you wear clothing appropriate for the event. We will not allow the following:

Work boots and Levis, shirts with profanity, any shirts or otherwise with pornographic images.

B. We encourage participants to wear their Gi's or athletic wear with your school or systems logos.



Federação Portuguesa de Esgrima Histórica

3. Rules

A. Long Sword Waster competition with 2-minute rounds.

1. No intentional stabs to the throat.
2. No kicking or punching.
- 2a. No punching or kicking as this weights the contest in favor of the bigger, stronger, heavier competitor unrealistically because if you get slashed on the arm or hand with a sword, you not going to be able to punch or kick immediately in a counter attack.
3. No takedowns or throws.
4. No wristlocks, strips, joint locks or stripping for the following reasons:
 - 4a. The hockey glove is for protection not a handle to aid in manipulating opponents hand/arm/body.
 - 4b. Hockey gloves interfere with sensitivity in joint locks so the initiator can't feel how much pressure he is exerting on the opponent.
 - 4c. Again, you could be cut by a shorter lighter weaker opponent then grab his wrist and twist it for a submission when you're dying. Very unlikely.
5. Free hand blocking is allowed.
6. Open hand passing is allowed.
7. Open hand tapping is allowed. No sword chops.
8. No clinching.
9. No hitting with pommel of sword.
10. All points and rules will be explained during tournament orientation. It is highly recommended that all competitors attend the orientation. Competitors should arrive early.



11. The fighting arena will be a 6 X 6 Meter (19.68' X 19.68') area designated to fighting competitors only. Coaches are allowed, but they must stay in the designated areas. No exceptions.

12. No hitting with pommel of sword.

4. Scoring

A. The score is based on technique and skill. There will be two judges for each match; score will be awarded if at least two of the judges agree on a score. The referee will stop the match when a successful hit has been landed and allow the judges to score immediately, and then resume the match when points have been awarded.

B. 2 points will be awarded for head and body and multiple cuts to appendages. Clean leg shots are also worth 2 pts.

C. 1 point will be awarded for single cuts to the sword arm (from shoulder to hand).

D. No score will be given to mutual cuts. We want to discourage "trading blows", as this is not likely in a real sword fight.

E. Winners will be decided on scorecards of judges. Tiebreakers will be by referee decision.

F. For clarity in judging, no more than two points per engagement will be awarded without a reset.

G. Loosing a sword during the fight will give your opponent 4 points. If the SWORD falls out of your hands for any reason (slips, drops, knock-aways, etc.) your opponent will be awarded 4 points.

5. Swords - RAWLINGS



6. In Case of Accident or Injury

A. If opponent is unable to continue, your score will be determined by averaging your previous scores form throughout the day.

7. Sword Fighting Eligibility

A. The tournament is open to good willed competitors. After that the tournament will be closed to further competitors. We reserve the right to refuse any competitor for any reason.B. All Sword Fighting competitors must over the age of 18 be registered either at the event or in advance by using an entry form, and pay the entry fee for the event. A waiver agreement must be signed on the day of the event at the tournament before you can compete.

