

# **Blizzard Brawl 2024**

January 27th, 2024 2 PM, January 28<sup>th</sup>, 10 AM  
28 Gateway Drive  
Airdrie, Alberta, T4B 0J6

## **Venue Etiquette**

Please be respectful of the Airdrie Martial Arts Centre facilities at all times.  
Please remove outdoor footwear at entry. Clean gym shoes or bare feet are acceptable.  
Food and drink are acceptable, but please discard any leftovers, and clean any spills if they occur.  
Please refrain from using exercise equipment.

## **Sabreforce Event**

### **Required Equipment:**

Masks with back-of-head protection  
Semi rigid-gloves or padded gloves  
Groin protection (cup) for men

Please note that while the stunt sabres can be used with only the required equipment listed above, they can leave bruises. All fighters are welcome to also use the following:

### **Recommended Equipment:**

Upper thigh protection  
Gambeson  
Hard shin protection  
Knee protection  
Gorget  
Hard chest protection for women

### **Weapons**

Sparring sabres with Heavy duelling blades up to 32 inches in length.  
No hilts with extra protuberance, spikes or handles are allowed.  
Competitors are welcome to use their own equipment pending an inspection but use them at their own risk. We will not take any responsibility for damage to property.  
Stunt sabers will be available for competitors.

The ring will be staffed by three judges and one referee. Any one of them may stop the action in case of a hit or for safety reasons (equipment failure, injury, etc). Any judge, combatant, or spectator may stop play for a safety issue. In case of a safety issue, it will be rectified and the fighters shall reset at their corners, if the fighters can continue. After

each bout, the judges shall rotate positions around the ring clockwise so that each judge will view a different angle with each new bout.

Bouts are fought to at least seven points and have a 90 second time limit. If the allotted time elapses without either fencer reaching eight points, the fencer with the higher score wins the bout. Time is stopped when the action is halted and resumes when the referee calls for the fight to continue. In the event of a hit, the judges shall bow their heads so as to not see the other judges. The referee shall then call for each of the following primary criteria: Contact, and Target. These criteria function as follows:

### **Primary Scoring Criteria**

- **Contact:** One point. At least two of the judges must agree that there was a successful strike with any part of the weapon to the other fighter.
- **Target:** One additional point. (Total of 2) A target point is awarded for strikes to the mask or body.

### **Secondary Scoring Criteria**

- **Afterblow:** An afterblow is a “revenge strike” given in the tempo following a successful hit. Thus if the red fencer scores a hit, the blue fencer may attempt an afterblow in the next tempo. If the second strike has been judged as a hit, it is awarded one point, regardless of target.
- **Doubles:** If both fighters strike each other in the same tempo, the action will be considered a double. No points will be awarded for doubles, and the fighters will reset in their corners.
- **Pantomimed Strikes:** If a fencer has turned his or her back, or been forced to due to a shove or grapple, the opposing fencer may strike without making contact with their weapon in a controlled and obvious manner, and will receive points as if a complete strike has landed, if the judges deem the strike would have been effective and in range. This is to discourage turning one's back as a strategy to deny a scoring target, and to prioritise safety for fighters.
- **Referee's Prerogative:** The referee may, if the situation warrants, disregard the call of the judges and impose his or her own judgment. The referee may call the judges in to confer at any time once the action has stopped. The referee may also do likewise for the fighters if they are not fencing in a reasonable manner.
- Overall score for each fighter will equal all points scored by the fighter, minus all points scored against. 2 points per double hit will also be deducted.
- No points shall be awarded for a ring out, in the event of a ring out the match will be reset with both fencers returning to their respective corners.

## Penalties

- **Brutality:** If the judges feels that a fighter is showing blatant disregard for the safety of his opponents, they may be summarily ejected from the tournament. For the first infraction, the referee shall usually issue a warning. Three warnings shall result in ejection from the competition. The referee may eject on the first warning if the infraction was especially and deliberately egregious (i.e. attacking an opponent after his mask falls off, etc).
- **Non-combativeness:** If a fencer continually disengages and retreats, he will be given a warning. Subsequent infractions result in being penalized one point. Continual non-combativeness will result in the offending fencer forfeiting the match.
- **Illegal techniques:** The following techniques are illegal for this tournament and will result in a warning, a point deduction, match disqualification, and ejection from the tournament (in that order) for successive violations: Throwing weapon, body throws, joint destruction, small joint manipulation, strikes to the back of the head or neck, chokes, unarmed strikes (punches, kicks, knees, elbows, etc), deliberately exposing the back of one's head to an opponent, striking a downed opponent with a weapon, shoving an opponent out of the ring. Three match disqualifications for illegal techniques will also result in ejection.
- **Unsportsmanlike Behaviour:** A fencer is expected to behave with decorum while in competition and on premises. Disputing judges, berating staff, losing one's temper (shouting at an opponent, throwing gear, etc) will result in warnings. Three such warnings will result in ejection. It is allowed for a fencer to be upset, but it is not acceptable to spread one's displeasure to fellow competitors, staff and spectators. While on premises, all competitors are ambassadors of the art and of their respective schools. Competitors are reminded that Blizzard Brawl is merely a tournament; it is only a game played by comrades-in-arms. Furthermore, all competitors are required to sign and abide by the Forge's Event Code of Conduct.

## Finals

- After pools fighters will be ranked according to score and placed into finals brackets.
- Finals are fought to twelve points, with a five minute time limit.
- During the finals, double hits still do not count for points, but they no longer result in elimination.

### Safety:

Three warning cards per pool/tableau will result in ejection from the event.

Fencers must cease play when judges call "Halt, Stop, or Safety." Ignoring this rule will result in a warning card.

Calls of brutality will be visually or verbally confirmed with the fencers. (Judges to ask the fencer who received the attack "Was that strike too hard?") Each confirmed brutality hit will result in a warning card.

Loss of protective gear results in the immediate halting of the match.

Fencers are responsible for ensuring their opponent does not take serious injury.

## Dussack Events (Novice and Open)

### Required Equipment:

Masks with back-of-head protection  
Padded gloves (lacrosse or Red Dragon)  
Groin protection (cup) for men

### Recommended Equipment:

Upper thigh protection  
Gambeson  
Hard shin protection  
Knee protection  
Gorget  
Hard chest protection for women

### Weapons

The Forge will supply leather dussacks.

The ring will be staffed by three judges and one referee. Any one of them may stop the action in case of a hit or for safety reasons (equipment failure, injury, etc). In case of a safety issue, it will be rectified and the fighters shall reset at their corners, if the fighters can continue. After each bout, the judges shall rotate positions around the ring clockwise so that each judge will view a different angle with each new bout. In the case of a safety issue, even a spectator may call a halt to the action from the seats.

Bouts are fought to at least eight points and have a 90 second time limit. If the allotted time elapses without either fencer reaching five points, the fencer with the higher score wins the bout. Time is stopped when the action is halted and resumes when the referee calls for the fight to continue.

In the event of a hit, the judges shall bow their heads so as to not see the other judges. All rulings are based on 2/3rds majority of judges, or correction by the Referee. The referee shall then call for each of the following primary criteria: Contact, Target, and Control. These criteria function as follows:

### Primary Scoring Criteria

- **Contact:** One point. At least two of the judges must agree that there was a successful strike with the edge of the weapon to the other fighter. Contact that is flat, grazing or that would have missed an unarmoured target may be disregarded by a judge. Points will not be awarded for strikes that are done while the attacking fencer was stumbling, nor in the process of dropping a weapon. If there is agreement, the fencer is awarded one point.

- **Target:** One additional point. (Total of 2) A target point is awarded for strikes to the mask or body.
- **Control:** Three additional points. (Total of 5) If a fencer has been awarded points for Contact and Target, they may be eligible for Control points. Control points are awarded for successfully controlling the opponent's weapon while delivering the scoring hit. Examples include a grab or shove that keeps the opponent's weapon from being brought to bear. If a majority of judges agree that there was control all five points will be granted, otherwise no control points shall be granted.
- Upon being called for their judgment, the judges will raise their batons as needed to display their perceptions of the exchange. A judge may not award points for further criteria if previous criteria are not met. Such as, judges may not award control if they have not awarded target. For example, if a judge awards contact to the red fencer, but the other two award contact to the blue fencer, the judge may not award any more points to either fencer as they have been outvoted.
- **Take downs:** One point. Take downs must be conducted safely, with control. Uncontrolled or dangerous take downs may not receive points, based on Referee's prerogative.
- **Pantomimed Strikes:** If a fencer has turned his or her back, or been forced to due to a shove or grapple, the opposing fencer may strike without making contact with their weapon in a controlled and obvious manner, and will receive points as if a complete strike has landed, if the judges deem the strike would have been effective and in range. This is to discourage turning one's back as a strategy to deny a scoring target, and to prioritize safety for fighters.

## Secondary Scoring Criteria

- **Afterblow:** An afterblow is a "revenge strike" given in the tempo following a successful hit. Thus if the red fencer scores a hit, the blue fencer may attempt an afterblow in the next tempo. If the second strike has been judged as a hit, it cancels one point awarded to the first scored hit in that exchange. However, the first strike may still receive the target point if the judges agree that the mask was struck. The award of an afterblow prohibits any awarding of points for control. Thus a strike to the torso or extremities followed by an afterblow results in no points whereas a strike to the head followed by an afterblow results in 1 point for the fencer who struck first, and no points for the fencer who struck second. Also note that a bout may not be won on an afterblow.
- **Referee's Prerogative:** The referee may, if the situation warrants, disregard the call of the judges and impose his or her own judgment. The referee may call the judges in to confer at any time once the action has stopped. The referee may also do likewise for the fighters if they are not fencing in a reasonable manner.
- Overall score for each fighter will equal all points scored by the fighter, minus all points scored against. 2 points per double hit will also be deducted.
- No points shall be awarded for a ring out, in the event of a ring out the match will be reset with both fencers returning to their respective corners.

## Penalties

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- **Non-combativeness:** If a fencer continually disengages and retreats, he will be given a warning. Subsequent infractions result in being penalized one point. Continual non-combativeness will result in the offending fencer forfeiting the match.
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- **Double Hits:** If two fencers score hits on each other in the same tempo, it is termed a double hit. No points are scored and the fencers will reset. If a bout produces three double hits, it is recorded as a loss for both fencers. Note that a fencer's total double hits are deducted from their score for placement in finals.
- **Unsportsmanlike Behaviour:** A fencer is expected to behave with decorum while in competition and on premises. Disputing judges, berating staff, losing one's temper (shouting at an opponent, throwing gear, etc) will result in warnings. Three such warnings will result in ejection. It is allowed for a fencer to be upset, but it is not acceptable to spread one's displeasure to fellow competitors, staff and spectators. While on premises, all competitors are ambassadors of the art and of their respective schools. Competitors are reminded that Blizzard Brawl is merely a tournament; it is only a game played by comrades-in-arms. Furthermore, all competitors are required to sign and abide by the Forge's Event Code of Conduct.

## Finals

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