

Appalachian Highlands Historical Fencing

Tournament Rules & Guidelines

General

Appalachian Highland Historical Fencing (AHHF) hosts tournaments once a month. These tournaments comprise many individual events, each featuring a different martial art. Events are offered according to time and interest; some events may therefore be excluded one month and included the next. Events include:

- Longsword Tournament
- Broadsword Tournament
- Rapier Tournament
- Pub-Style Singlestick Tournament

Each event follows its own structure and ruleset to better showcase the martial art on display, described below. Winners from each event are honored at the end of the tournament.

Staff

Staff shall comprise a Fight Captain, two Judges, and the Table Crew. Backup staff may be appointed from among the participating fighters if good operation of the tournament requires additional staff e.g., if the Fight Captain, Judge, etc. is himself a participating fighter, then a backup staffer will assume his position during his matches.

Fight Captain

The Fight Captain governs the tournament and manages individual matches. The Fight Captain also monitors the match for any unsafe situations that could endanger either the fighters or the spectators and intervenes as necessary. This includes counting down to submission for any grappling action (See below), separating deadlocked fighters, re-securing any loose equipment, etc.

The Fight Captain must be an instructor or a senior student in good standing.

Judge

Judges observe one particular fighter and record the points he scores throughout the match. When the match concludes, Judges confer with the Fight Captain to declare a winner.

Judges must be students in good standing.

Table Crew

The Table Crew runs the clock, records points, keeps records of each match, and assists in the general operation of the tournament.

The Table Crew is open to any willing volunteers.

Longsword Tournament

The longsword is a cruciform sword from the late-Medieval and early-Renaissance periods of Europe that can be wielded with either one or two hands. Such swords were between 33" - 43" in length, between two and four pounds in weight, and were employed by the knightly class in battle, tournament, and duel, in armor and without, on foot and on horse. Appalachian Highlands Historical Fencing practices the longsword as taught by the Italian school of fencing known as *Armizare*.

Tournament Structure

The longsword tournament is structured as a double-elimination tournament. Participating fighters are randomly sorted into brackets that correspond to matches. The winner of a match gets sorted into a subsequent 'W' bracket against the winner of another match. The loser of a match gets sorted into a subsequent 'L' bracket against the loser of another match. A fighter is disqualified from the tournament after losing two matches. The winner of the tournament is the winner of the match between the last fighter standing from the 'W' bracket and the last fighter standing from the 'L' bracket.

Matches

A match is a round of combat between two fighters—Red Fighter and Blue Fighter—within a designated arena. Each fighter tries to strike the other without being struck. Matches last for 120 seconds. During this time, both fighters may engage each other within the arena as they see fit until broken up by the Fight Captain, either because time has expired, because the fighters are in danger of leaving the arena, or because an unsafe situation has occurred.

Engagements between fighters result in the exchanging of blows that may or may not score points (See below). Each Judge watches a single fighter and records that fighter's score over the course of the match. Once the match is over, the Judges confer with the Fight Captain to determine which fighter scored the most points. The fighter scoring the most points is then declared the winner of the match by the Fight Captain.

Matches that end in a tie are instead taken to Sudden Death, and the next fighter to score a point wins the match. Sudden Death matches have no time limit.

There is a three (3) minute grace period between matches. Fighters must be ready and inside the arena before this grace period expires. Fighters who are not ready at the end of the grace period will forfeit the match.

Exchanges

Exchanges occur when one or more fighters commits an offensive blade action against their opponent. Exchanges may end one of five ways: Clean Exchange, Dirty Exchange, Double Exchange, Grapple, or No Exchange. The nature of the exchange is determined by the Judges in the moment.

No Exchange

No Exchange occurs when the fighters commit an offensive blade action and then retire out of measure without scoring a Quality strike (See below) or Grapple (See below) in the meantime.

Clean Exchange

A Clean Exchange occurs when one fighter strikes the other with a Quality blade action (See below) and is not struck in return. A Clean Exchange awards full points to the striking fighter (See below).

Dirty Exchange

A Dirty Exchange occurs when one fighter strikes the other with a Quality blade action (See below) but is himself struck in the subsequent tempo. A Dirty Exchange awards reduced points to the striking fighter (See below).

Double Exchange

A Double Exchange occurs when both fighters strike each other with Quality blade actions (See below) in the same tempo. Doubles are subdivided into Closed Doubles and Open Doubles.

Closed Double

A Closed Double occurs when the Double happens with crossed swords e.g., Red Fighter strikes Blue Fighter, Blue Fighter attempts to counterstrike Red Fighter, Blue Fighter's defense fails, and both fighters are struck; A Closed Double awards no points to either fighter (See below)

Open Double

An Open Double occurs when the Double happens without crossed swords e.g., Red Fighter strikes Blue Fighter on the high line, and Blue Fighter simultaneously strikes Red Fighter on the low line; An Open Double awards no points to either fighter and results in a verbal warning at the first offense and a foul for all subsequent offenses (See below)

Grapple

A Grapple occurs after a successful joint-lock or takedown. The Fight Captain begins a verbal countdown lasting five (5) seconds whenever the fighters come to grips. If the grappled fighter escapes the grapple

before the countdown expires or if the countdown expires without a joint-lock or takedown, then there is No Exchange, and the fighters are separated by the Fight Captain. The verbal countdown is obviated if either fighter strikes the other with a Quality blade action (See below) before the countdown expires. A Grapple awards full points to the grappling fighter (See below).

Scoring

Exchanges are scored based on the target struck, the quality of the strike, and the result of the exchange.

Scoring is at the Judges' discretion. The Fight Captain may resolve disputes between Judges. In the interest of good sportsmanship, fighters must accept without question any decision made by either the Judges or the Fight Captain.

Target

The entire body counts as a valid target for cuts and thrusts, but different targets carry different scoring weights proportional to the relative difficulty of striking said target and the hypothetical injury one would receive from having said target struck.

Head

Strikes to the head and neck carry the most weight and are awarded three (3) points.

Torso

Strikes to the torso below the neck are awarded two (2) points

Arms/Legs

Strikes to the arms and legs carry the least weight and are awarded one (1) point.

Quality

Strikes must be of Quality to score. We define Quality blade actions as having good edge alignment, sufficient rotation or flexion, and sufficient blade depth.

Edge Alignment

The edge of the attacker's blade must align with the direction of the strike such that the blade cuts perpendicularly to the target. Strikes made with the flat of the blade are not Quality and do not score.

Rotation/Flexion

The attacker's blade must strike his target with a reasonable amount of force. This means that strikes must rotate at least 45° prior to contact and that thrusts must produce an observable flex in the blade. Strikes that merely tap the opponent are not Quality and do not score.

Blade Depth

Strikes should be made as close to the blade's center of percussion as possible. Strikes made with either the extreme foible (e.g. scratching) or the extreme forte (e.g. pressing) are not Quality and do not score.

Result

Points resulting from the above blade actions are distributed according to the result of the exchange.

No Exchange

No points are awarded to either fighter

Clean Exchange

Full points are awarded to the striking fighter

Dirty Exchange

Points are only awarded to the fighter who struck first; Points scored by the fighter who struck second are deducted from the first fighter's score, not to be reduced below zero

Double Exchange (Closed)

No points are awarded to either fighter

Double Exchange (Open)

No points are awarded to either fighter; Both fighters are penalized with one (1) foul following the second such exchange

Grapple

Three (3) points are awarded to the grappling fighter at the conclusion of the countdown

Equipment

Fighters must provide their own longsword for this event. The weapon should equal or exceed the requirements stipulated by the 'Steel and Aluminum Trainers' section of the AHHF Safety Policy.

AHHF will provide a limited amount of safety equipment, but fighters are encouraged to bring their own. Safety equipment should equal or exceed the requirements stipulated by the 'Tournaments' section of the AHHF Safety Policy.

Any questions about the safety and acceptability of weapons and equipment can be asked of the Fight Captain. The Fight Captain's decision on any such matter is final.

Broadsword Tournament

The broadsword is a single-handed basket-hilt sword from Britain's early-Modern period. Such swords were between 35" - 42" in length and frequently paired with a small shield carried in the other hand. Appalachian Highlands Historical Fencing practices the broadsword using manuals written by Thomas Mathewson, Donald McBane, Henry Angelo, and other masters from the sword's era.

Tournament Structure

The broadsword tournament is structured as a double-elimination tournament. Participating fighters are randomly sorted into brackets that correspond to matches. The winner of a match gets sorted into a subsequent 'W' bracket against the winner of another match. The loser of a match gets sorted into a subsequent 'L' bracket against the loser of another match. A fighter is disqualified from the tournament after losing two matches. The winner of the tournament is the winner of the match between the last fighter standing from the 'W' bracket and the last fighter standing from the 'L' bracket.

Matches

A match is a round of combat between two fighters—Red Fighter and Blue Fighter—within a designated arena. Each fighter tries to strike the other without being struck. Matches last for 120 seconds. During this time, both fighters may engage each other within the arena as they see fit until broken up by the Fight Captain, either because one fighter has scored a valid exchange (See below), because time has expired, because the fighters are in danger of leaving the arena, or because an unsafe situation has occurred.

Engagements between fighters result in the exchanging of blows that may or may not score points (See below). The Fight Captain separates the fighters when he perceives a valid exchange. This stops the clock, and the Judges are polled. The Fight Captain uses the consensus of the Judges together with his own judgement to award points as appropriate, after which he resumes the match.

Matches that end in a tie are instead taken to Sudden Death, and the next fighter to score a point wins the match. Sudden Death matches have no time limit.

There is a three (3) minute grace period between matches. Fighters must be ready and inside the arena before this grace period expires. Fighters who are not ready at the end of the grace period will forfeit the match.

Exchanges

Exchanges occur when one or more fighters commits an offensive blade action against their opponent. Exchanges may end one of five ways: Clean Exchange, Dirty Exchange, Double Exchange, Grapple, or No Exchange. The nature of the exchange is determined by the Judges in the moment.

No Exchange

No Exchange occurs when the fighters commit an offensive blade action and then retire out of measure without scoring a Quality strike (See below) or Grapple (See below) in the meantime.

Clean Exchange

A Clean Exchange occurs when one fighter strikes the other with a Quality blade action (See below) and is not struck in return. A Clean Exchange awards full points to the striking fighter (See below).

Dirty Exchange

A Dirty Exchange occurs when one fighter strikes the other with a Quality blade action (See below) but is himself struck in the subsequent tempo. A Dirty Exchange awards no points to either fighter. Three (3) such exchanges in the same match result in point deductions (See below).

Double Exchange

A Double Exchange occurs when both fighters strike each other with Quality blade actions (See below) in the same tempo. Doubles are subdivided into Closed Doubles and Open Doubles.

Closed Double

A Closed Double occurs when the Double happens with crossed swords e.g., Red Fighter strikes Blue Fighter, Blue Fighter attempts to counterstrike Red Fighter, Blue Fighter's defense fails, and both fighters are struck; A Closed Double awards no points to either fighter (See below)

Open Double

An Open Double occurs when the Double happens without crossed swords e.g., Red Fighter strikes Blue Fighter on the high line, and Blue Fighter simultaneously strikes Red Fighter on the low line; An Open Double awards no points to either fighter and results in a verbal warning at the first offense and a foul for all subsequent offenses (See below)

Grapple

A Grapple occurs after a successful joint-lock or takedown. The Fight Captain begins a verbal countdown lasting five (5) seconds whenever the fighters come to grips. If the grappled fighter escapes the grapple before the countdown expires or if the countdown expires without a joint-lock or takedown, then there is No Exchange, and the fighters are separated by the Fight Captain. The verbal countdown is obviated if either fighter strikes the other with a Quality blade action (See below) before the countdown expires. A Grapple awards full points to the grappling fighter (See below).

Scoring

Exchanges are each worth one (1) point. To win this point, however, fighters must score a Quality strike (See below). Judges also consider the result of the exchange when awarding points.

Scoring is at the Judges' discretion. The Fight Captain may resolve disputes between Judges. In the interest of good sportsmanship, fighters must accept without question any decision made by either the Judges or the Fight Captain.

Quality

Strikes must be of Quality to score. We define Quality blade actions as having good edge alignment and sufficient rotation or flexion.

Edge Alignment

The edge of the attacker's blade must align with the direction of the strike such that the blade cuts perpendicularly to the target. Strikes made with the flat of the blade are not Quality and do not score.

Rotation/Flexion

The attacker's blade must strike his target with a reasonable amount of force. This means that strikes must rotate at least 45° prior to contact and that thrusts must produce an observable flex in the blade. Strikes that merely tap the opponent are not Quality and do not score.

Result

Points resulting from the above blade actions are distributed according to the result of the exchange.

No Exchange

No points are awarded to either fighter

Clean Exchange

Full points are awarded to the striking fighter

Dirty Exchange

No points awarded to either fighter on the first or second such exchange within the same match; For each Dirty Exchange following the second, one (1) point is deducted from the fighter who struck first

Double Exchange (Closed)

No points are awarded to either fighter

Double Exchange (Open)

No points are awarded to either fighter; Both fighters are penalized with one (1) foul following the second such exchange

Grapple

One (1) point is awarded to the grappling fighter at the conclusion of the countdown

Equipment

Fighters must provide their own broadsword for this event. The weapon should equal or exceed the requirements stipulated by the 'Single-Handed Trainers' section of the AHHF Safety Policy.

AHHF will provide a limited amount of safety equipment, but fighters are encouraged to bring their own. Safety equipment should equal or exceed the requirements stipulated by the 'Tournaments' section of the AHHF Safety Policy.

Any questions about the safety and acceptability of weapons and equipment can be asked of the Fight Captain. The Fight Captain's decision on any such matter is final.

Rapier Tournament

The rapier is a single-handed sword with either a swept- or a cupped-hilt from Renaissance-era Europe. Such swords were between 45" - 51" in length and frequently paired with a defensive device carried in the other hand, such as a parrying dagger, a buckler, or a cloak. Appalachian Highlands Historical Fencing practices the rapier as taught by the masters Salvatore Fabris, Ridolfo Capo Ferro, and Girard Thibault.

Tournament Structure

The rapier tournament is structured as a round-robin tournament. Participating fighters are randomly assigned an opponent for each round of matches. Rounds continue until each fighter has fought every other fighter. The winner of the tournament is the fighter that won the most matches.

Matches

A match is a round of combat between two fighters—Red Fighter and Blue Fighter—within a designated arena. Each fighter tries to strike the other without being struck. Matches continue to First Blood, and the first fighter to score a thrust wins the match. Fighters may engage each other within the arena as they see fit until one scores a valid exchange (See below). The Fight Captain may temporarily separate the fighters, either because the fighters are in danger of leaving the arena or because an unsafe situation has occurred.

Engagements between fighters result in the exchanging of blows that may or may not be valid (See below). The Fight Captain ends the match when he perceives a valid exchange, and the Judges are polled. The Fight Captain uses the consensus of the Judges together with his own judgement to award points as appropriate and end the match.

There is a three (3) minute grace period between matches. Fighters must be ready and inside the arena before this grace period expires. Fighters who are not ready at the end of the grace period will forfeit the match.

Exchanges

Exchanges occur when one or more fighters commits an offensive blade action against their opponent. Exchanges may end one of five ways: Clean Exchange, Dirty Exchange, Double Exchange, or No Exchange. The nature of the exchange is determined by the Judges in the moment.

No Exchange

No Exchange occurs when the fighters commit an offensive blade action and then retire out of measure without scoring a Quality strike (See below) or Grapple (See below) in the meantime.

Clean Exchange

A Clean Exchange occurs when one fighter strikes the other with a Quality blade action (See below) and is not struck in return. A Clean Exchange wins the match for the striking fighter.

Dirty Exchange

A Dirty Exchange occurs when one fighter strikes the other with a Quality blade action (See below) but is himself struck in the subsequent tempo. A Dirty Exchange loses the match for both fighters.

Double Exchange

A Double Exchange occurs when both fighters strike each other with Quality blade actions (See below) in the same tempo. Doubles are subdivided into Closed Doubles and Open Doubles.

Closed Double

A Closed Double occurs when the Double happens with crossed swords e.g., Red Fighter strikes Blue Fighter, Blue Fighter attempts to counterstrike Red Fighter, Blue Fighter's defense fails, and both fighters are struck; A Closed Double loses the match for both fighters

Open Double

An Open Double occurs when the Double happens without crossed swords e.g., Red Fighter strikes Blue Fighter on the high line, and Blue Fighter simultaneously strikes Red Fighter on the low line; An Open Double loses the match for both fighters and results in a verbal warning at the first offense and a foul for all subsequent offenses (See below)

Scoring

Exchanges win the match for the striking fighter. Such exchanges, however, must be a Quality strike (See below). Judges also consider the result of the exchange when awarding the match.

Scoring is at the Judges' discretion. The Fight Captain may resolve disputes between Judges. In the interest of good sportsmanship, fighters must accept without question any decision made by either the Judges or the Fight Captain.

Quality

Strikes must be of Quality to score. We define Quality blade actions as thrusts that demonstrate sufficient flexion. Cuts are not permitted.

Rotation/Flexion

The attacker's blade must strike his target with a reasonable amount of force. This means that thrusts must produce an observable flex in the blade. Strikes that merely tap the opponent are not Quality and do not score.

Result

Points resulting from the above blade actions are distributed according to the result of the exchange.

No Exchange

The match is awarded to neither fighter

Clean Exchange

The striking fighter is accorded a win, and the stricken fighter is accorded a loss

Dirty Exchange

Both fighters are accorded a loss

Double Exchange (Closed)

Both fighters are accorded a loss

Double Exchange (Open)

Both fighters are accorded a loss; Both fighters are penalized with one (1) foul following the second such exchange

Equipment

AHHF will provide rapiers for this event. If fighters supply their own rapier, then the weapon should equal or exceed the requirements stipulated by the 'Thrusting Trainers' section of the AHHF Safety Policy.

A defensive device is permitted. Fighters must supply their own defensive device. The device should meet the following requirements:

- Daggers produced by mainstream HEMA and SCA manufacturers are broadly acceptable. Daggers may be of any length but must have sufficient flex in the thrust.
- Bucklers are broadly acceptable. Spiked bucklers are not permitted. Striking with the buckler is not permitted.
- Rotellas and other round shields are broadly acceptable. Shields should be no greater than 20" in diameter. Strikes with shields are not permitted.
- Cloaks are acceptable defensive devices. Any piece of fabric is acceptable for use as a cloak. Fabric may be of any length, provided that the fabric wraps around the fighter's arm at least once. Thrusts delivered to a cloak-wrapped hand do not count as valid and do not end the match.

AHHF will provide a limited amount of safety equipment, but fighters are encouraged to bring their own. Safety equipment should equal or exceed the requirements stipulated by the 'Tournaments' section of the AHHF Safety Policy.

Any questions about the safety and acceptability of weapons and equipment can be asked of the Fight Captain. The Fight Captain's decision on any such matter is final

Pub-Style Singlestick Tournament

The singlestick is a single-handed basket-hilt training weapon from Britain's early-Modern period. Such weapons were approximately 35" in length, comprising a wooden rod thrust through a basket hilt, and were used to train soldiers in the use of similar, basket-hilted swords. Appalachian Highlands Historical Fencing uses the singlestick as a supplementary weapon in our broadsword practice.

Tournament Structure

The pub-style singlestick tournament is structured as a double-elimination tournament. Participating fighters are randomly sorted into brackets that correspond to matches. The winner of a match gets sorted into a subsequent 'W' bracket against the winner of another match. The loser of a match gets sorted into a subsequent 'L' bracket against the loser of another match. A fighter is disqualified from the tournament after losing two matches. The winner of the tournament is the winner of the match between the last fighter standing from the 'W' bracket and the last fighter standing from the 'L' bracket.

Matches

A match is a round of combat between two fighters—Red Fighter and Blue Fighter—within a designated arena with a bottle of water placed behind the foot of each fighter. Each fighter must try to strike the head of the other without moving his feet. Matches last for 120 seconds. During this time, both fighters may engage each other until broken up by the Fight Captain, either because one fighter has scored a valid exchange (See below), because one fighter has tipped over his water bottle, because time has expired, or because an unsafe situation has occurred.

Engagements between fighters result in the exchanging of blows that may or may not score points (See below). The Fight Captain separates the fighters when he perceives a valid exchange. This stops the clock, and the Judges are polled. The Fight Captain uses the consensus of the Judges together with his own judgement to award points as appropriate, after which he resumes the match.

Matches that end in a tie are instead taken to Sudden Death, and the next fighter to score a point wins the match. Sudden Death matches have no time limit.

There is a three (3) minute grace period between matches. Fighters must be ready and inside the arena before this grace period expires. Fighters who are not ready at the end of the grace period will forfeit the match.

Exchanges

Exchanges occur when one or more fighters commits an offensive blade action against their opponent. Exchanges may end one of five ways: Clean Exchange, Dirty Exchange, Double Exchange, or No Exchange. The nature of the exchange is determined by the Judges in the moment.

No Exchange

No Exchange occurs when the fighters commit an offensive blade action and then retire out of measure without scoring a strike (See below) in the meantime.

Clean Exchange

A Clean Exchange occurs when one fighter strikes the other (See below) and is not struck in return. A Clean Exchange awards full points to the striking fighter (See below).

Dirty Exchange

A Dirty Exchange occurs when one fighter strikes the other (See below) but is himself struck in the subsequent tempo. A Dirty Exchange awards no points to either fighter. Three (3) such exchanges in the same match result in point deductions (See below).

Double Exchange

A Double Exchange occurs when both fighters strike each other (See below) in the same tempo. Doubles are subdivided into Closed Doubles and Open Doubles.

Closed Double

A Closed Double occurs when the Double happens with crossed swords e.g., Red Fighter strikes Blue Fighter, Blue Fighter attempts to counterstrike Red Fighter, Blue Fighter's defense fails, and both fighters are struck; A Closed Double awards no points to either fighter (See below)

Open Double

An Open Double occurs when the Double happens without crossed swords e.g., Red Fighter strikes Blue Fighter on the high line, and Blue Fighter simultaneously strikes Red Fighter on the low line; An Open Double awards no points to either fighter and results in a verbal warning at the first offense and a foul for all subsequent offenses (See below)

Scoring

Exchanges are each worth three (3) points. To win this point, however, fighters must score a Quality strike (See below). Judges also consider the result of the exchange when awarding points.

Scoring is at the Judges' discretion. The Fight Captain may resolve disputes between Judges. In the interest of good sportsmanship, fighters must accept without question any decision made by either the Judges or the Fight Captain.

Quality

Strikes must be of Quality to score. We define Quality actions as cuts that strike the head without moving the feet. Thrusts are not permitted.

Targeting

The head is the only valid, scoring target. Strikes to other parts of the body are not permitted.

Movement

Fighters must not move their feet during the match. Moving the feet will incur a warning on the first offense. Subsequent offenses will incur increasing point deductions e.g., one (1) point for the second offense, two (2) points for the third offense, and so on. Tipping over a water bottle awards one (1) point to the other fighter.

Thrusts

Thrusting is not permitted. Each offense will incur increasing point deductions e.g., two (2) points for the first offense, four (4) points for the second offense, and so on.

Result

Points resulting from the above blade actions are distributed according to the result of the exchange.

No Exchange

No points are awarded to either fighter

Clean Exchange

Full points are awarded to the striking fighter

Dirty Exchange

No points awarded to either fighter on the first or second such exchange within the same match; For each Dirty Exchange following the second, one (1) point is deducted from the fighter who struck first

Double Exchange (Closed)

No points are awarded to either fighter

Double Exchange (Open)

No points are awarded to either fighter; Both fighters are penalized with one (1) foul following the second such exchange

Equipment

AHHF will provide stinglesticks for this event. If fighters supply their own singlestick, then the weapon should equal or exceed the requirements stipulated by the 'Single-Handed Trainers' section of the AHHF Safety Policy.

AHHF will provide a limited amount of safety equipment, but fighters are encouraged to bring their own. Safety equipment should equal or exceed the requirements stipulated by the 'Tournaments' section of the AHHF Safety Policy.

Any questions about the safety and acceptability of weapons and equipment can be asked of the Fight Captain. The Fight Captain's decision on any such matter is final.

Fouls

A fighter is disqualified from the tournament after accruing three (3) fouls. Fouls are preceded by one (1) verbal warning. Continued offense following this warning incurs the foul. Fouls are announced by the Fight Captain at his discretion and may not be disputed. Fouls occur for the following reasons:

Double Exchange (Open)

An Open Double occurs because fighters focus entirely on hitting their opponent and give no thought to their own defense. The tournament is a testing ground for martial prowess; attempting to game the system for points defeats its purpose and spoils the experience for both fighters and spectators.

Striking Out of Turn

Strikes are considered 'out of turn' when they occur before the Fight Captain has begun the match or after the Fight Captain has separated the fighters. Such strikes are unsportsmanlike and indicate a lack of control that represents a serious safety issue.

Excessive Force

Excessive force is force beyond what is necessary to accomplish the specific martial technique or force that may bypass the protection of a fighter's safety equipment. Appalachian Highlands Historical Fencing practices fencing as recreation, not earnest combat, and fighters must make good-faith efforts to preserve their opponents' safety.

Disputing Calls

Calls made by tournament officials are final. Judging the tournament is difficult and officials will make mistakes. Fighters are encouraged to have fun and use the tournament as an opportunity to grow as fencers rather than worry about the distribution of points. Suggestions for improvements are welcome, but only after the tournament has concluded.

Gross Violation of Rules

Fighters must familiarize themselves with and follow the Appalachian Highlands Historical Fencing Code of Conduct, Safety Policy, and Tournament Rules. These rules exist for the safety and enjoyment of both participants and spectators, and the preservation of our club in particular and Historical European Martial Arts in general as safe, fun activities. Violation of the rules jeopardizes all of these goals and will not be tolerated.