

MHS – GRAND PRIX RULESET

Version: 2.5.4 (2021.07.25.)

1. PARTICIPANTS

Fencers who are experienced, well versed in traditions and have the required equipment for the categories.

2. FENCING ARENA, JUDGES & VIDEO JUDGE

- 2.1 The fencing arenas are rectangular shaped. The minimum size is 9 x 4 meters.
- 2.2 Two judges lead the matches on every arena. One of them is the head judge who is responsible for the arena and makes the final judgements and scoring, while the other judge is his/her assistant, who helps to correctly decide on the actions. They are supported by the video judge.
- 2.3 **The head judge** is the leader of the fencing area, supervises the fights and calls the points. Also responsible for sanctions and resolving controversial cases.
- 2.4 The video judge captures the actions on video and helps the work of the head judge. Judges can use the video judge any time they want. Fencers can only use video judge once in every section of the tournament. If the video challenge is proven them wrong, then the fencer loses the video challenge ability for the rest of that section.

3. ROUND START & STOP

- 3.1 **Round start:** The rounds are started by the head judge with the loud commands “**Start!**” or “**Fight!**”.
- 3.2 **Round stop:** The rounds are stopped with one of the judge’s loud commands “**Stop!**”. When this occurs, the fencers can finish their ongoing tempo or action but cannot start a new one.
- 3.3 Fencers can stop and show the suffered hits on themselves, but only in a safe situation. Only suffered hits can be shown, not given ones.

4. TARGET AREAS, POINTS

TARGET AREAS	1 POINT	2 POINTS
Head (mask)	-	all kind of hit
Torso & shoulders	hit / cut	thrust
Limbs	hit / cut / thrust	-

Prohibited target areas: nape, groin, foot.

5. SPECIAL ACTIONS

- 5.1 **Double:** If a double hit occurs, both fencers receive points based on their hits.
- 5.2 **Afterblow:** A hit can only be negated by an afterblow to a higher rated area (2 points). If the afterblow lands on an area worth only 1 point, it can not negate the original hit and the attacker receives his/her original points.
- 5.2 **Pushing out / leaving the arena (1 pont):** Both foots have to be out of the fencing arena. If one foot touches the line of the arena, it still counts as staying in. The unintentional leaving of the fencing area also counts as pushing out.
- 5.3 **Disarming / weapon loss (1 pont):** Disarming or unintentional weapon loss is categorized as the same event.

6. THE HIT

- 6.1 Only intentional actions worth points. Sliding blades, accidental, soft touches do not count as intentional actions.
- 6.2 A hit can be achieved with the blade's tip, edge and flat.
- 6.3 In every case the first hit is the valid hit. Only exception is when in one movement or hit without changing intention or direction, the blade touches two differently rated target zones. In this case, the higher rated area will be the valid hit.

7. ATTACK, DOUBLE AND AFTERBLOW

- 7.1 **Attack:** Intentionally started action.
- 7.2 **Double:** Hits which land in the same tempo.
- 7.3 **Afterblow:** Hits which land in the consecutive tempos.

8. POOLFIGHTS, ELIMINATION, FINALS

- 8.1 **Poolfights:** They last up to 7 points or 3 minutes.
- 8.2 **Elimination:** They last up to 9 points or 4 minutes.
- 8.3 **Finals:** They last up to 11 points or 5 minutes. An optional break can be held.

9. END OF A MATCH

- 9.1 If the time is up. Timing during the rounds is continuous and can only be stopped by the head judge for safety or administrative reasons.
- 9.2 If one of the fencers reaches enough points, the match is over regardless of the amount of time left.
- 9.3 If one or both fencers are disqualified.

10. OTHER RULES

- 10.1 If a fencer tries to defend a higher rated target area with a lower one (intentionally or unintentionally), the head judge can still make the call for the higher rated target area.
- 10.2 The opponent's blade can be grabbed, held under the armpits, or stepped on it but only if it is in a calm and safe state. It is **prohibited** to try to catch a moving blade.
- 10.3 2 seconds full body contacts are possible but only for the pushing out attempts. If the attempt takes too long, the round will be stopped by the judges.

11. PROHIBITED ACTIONS

- 11.1 It is prohibited to grab the opponent's mask.
- 11.2 It is prohibited being unnecessarily aggressive and uncontrolled.
- 11.3 It is prohibited to intentionally stall time.
- 11.4 It is prohibited to intentionally start an action after the judge's "**Stop!**"
- 11.5 It is prohibited to wrestle or ground fighting.
- 11.6 It is prohibited to trip, throw or do any other action that is aimed to bring the other fencer to the ground.
- 11.7 It is prohibited to intentionally leave the fencing arena, getting on the ground or losing your weapon.

Make sure you follow these points! Of course, most of the points can happen unintentionally. Depending on the extent of the case, it is up to the head judge to decide the level of sanction against the fencer, if necessary.

12. SANCTIONS

- 12.1 **Reprimand:** The head judges' responsibility that any illegal action must be addressed – at least a verbal warning must be issued, but reprimands should be used as well. Reprimands are used to handle the minor illegal actions. Of course, this level can be skipped if the action was serious enough. If a fencer has already a reprimand in that section of the tournament, the next level of sanction has to be a point deduction.
- 12.2 **Point deduction:** Point deductions can be applied for 1 or 2 points, based on the seriousness. This punishment is in order when the fencer complain excessively, swears, insults the other fencer during or outside the bout, or for unsportsmanlike behavior.
- 12.3 **Disqualification (for excessive illegal actions):** Disqualification must be issued if a fencer receives 3 times a point deduction punishment within one match. This means that the mentioned fencer loses that match instantly.

13. CATEGORY SPECIFIC RULES

- 13.1 [LONGSWORD] **Hit with the pommel (1 pont):** It is possible to hit the masks' mesh with the pommel with controlled force.
- 13.2 [LONGSWORD] **Hit with one hand only (1 pont):** All one-handed hits & one-handed thrusts worth 1 point.
- 13.3 [LONGSWORD] It is prohibited to use the crossguard or the schilt of the feders for direct attacks.
- 13.4 [RAPIER & DAGGER] The parrying dagger can only use for defend. It is **prohibited** to use for any attacks.