



Bolognese rule set

Tournament rule set for all weapons

Official DDHF rule set

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General

All rules of the DDHF rule framework (5.0) apply except for the following change:

1. An exchange is not interrupted immediately after a hit. Hit fencers can still make one action with a maximum of one step.

The Bolognese rule set was developed in early 2021 by Schildwache Potsdam based on the HALAG rule set (2.0) and Antonio Manciolino's *Opera Nova* (1531). The rule set requires participants to directly engage with their opponents and focus on their own protection. The scoring of the afterblow with a maximum of one step as well as the scoring rules are taken directly from Antonio Manciolino's *Opera Nova* (1531). The direct and indirect comparison of the participants is given by the application of a round robin tournament. The event provides excitement and entertainment through semi-finals and finals.

„Nachdem du einen Treffer erhalten hast, darfst du nicht mehr als einen Gegenangriff mit einem einzigen Schritt nach vorne durchführen; konzentriere all deine Gedanken auf diesen Gegenangriff, denn mit diesem wirst du deine Ehre zurück erlangen.

Ein Schlag zum Kopf zählt für drei, aufgrund der Nobilität dieses Teils des Körpers. Ein Schlag zum Fuß zählt für zwei, in Ehrerbietung der Schwierigkeit einen solchen niedrigen Angriff durchzuführen.“ (Antonio Manciolino, 1531 - translated to German by Martin Höppner)



Conventions and hits

The rule set is intended to serve as a performance check for trainees as well as for sporting competitions. The highest premise is therefore collegial and sportsmanlike behavior as well as the protection of the health of all participants.

In order to implement these goals, the scoring is carried out in such a way that primarily the bouts survived unharmed are counted and only secondarily the scored hits are evaluated. This is to promote a safe, self-protective fencing style.

The hit definitions of the DDHF rule framework apply.

Scoring a point

1. Hit

Longsword and Sabre:

Strikes, cuts or thrusts to the head and torso as well as successful actions from wrestling according to DDHF rule framework count for 3 points.

All other hits count for 1 point.

Rapier:

Thrusts to the head and torso count for 3 points.

Strikes or cuts to the head as well as successful actions from wrestling according to DDHF rule framework count for 2 points.

All other hits count for 1 point.

Throwing and disarming techniques are prohibited.

All weapons:

Red cards = bout lost and 3 points for the opponent.

Black cards = disqualification and invalidation of all fights.

On the first instance of crossing the boundary line, in accordance with the DDHF framework ruleset, a **yellow card** will be issued. Any further crossings will result in a **red card**.

2. Double hit

Double hits are counted for both fencers according to the above scoring system. (Of course, the bout does not count as survived unscathed).

3. Counterattacks

A counterattack after a received hit may be performed with a maximum of one step. Particular attention must be paid here to the appropriate intensity to ensure the health of the fencers.



Bout procedure

A bout is a fight between two fencers. The bout consists of several encounters.

An encounter is considered over as soon as a fencer is hit and potentially has executed a counterattack with a maximum of one step.

In the first instance, it is counted how many encounters were survived unharmed. In the second instance, the scored points are counted.

Tournament procedure

In order to ensure a broad data base, similar types of opponents and consequently a valid evaluation, the tournament is generally conducted in the style of everyone-against-everyone (round robin tournament). The number of times each fencer fights against each other (= number of bouts per encounter) is determined by the number of available fencing floors, the time available for the tournament and the number of fencers. We **are fencing five** rounds of encounters per bout.

In the case of a large numbers of participants, pools can also be formed, which should consist of at least 8 fencers.

The position in the final ranking is determined by the sum of the number of fights without any counter hits (=uninjured) (more is better). In case of a tie, the number of points scored will decide (more is better). If there is also a tie here, the sum of the scored head hits counts (more is better). If there is also a tie here, the winner is decided by lot.

The top-ranked fencers from the resulting ranking will advance to the eliminations. The two best fencers emerging from the eliminations will compete in a final for first and second place. The third and fourth ranked fencers from the eliminations will face off in a small final for third place.

Thereby 5 bouts each are to be fenced according to the same rules (1. less hits suffered, 2. points scored, 3. head hits scored, 4. no lot, but further bouts until a clear decision). **In the elimination and final matches, a fencer must achieve at least two survived unharmed encounters. If this condition is not met, the number of encounters will increase until it is fulfilled.**



Example

Received hits	Hits dealt	1. Walburga	2. Giovanni	3. Antonio	4. Achille	5. Joachim	Encounters without being hit
1. Walburga		x	0	0	0	0	4
2. Giovanni		3	x	0	0	0	3
3. Antonio		3	3	x	1	0	1
4. Achille		3	3	2	x	0	1
5. Joachim		3	3	3	3	x	0
Points		<u>12</u>	<u>9</u>	<u>5</u>	<u>4</u>	<u>0</u>	x

#	Name	Encounters without being hit	Points for dealt hits
1	Walburga	4	12
2	Giovanni	3	9
3	Antonio	1	5
4	Achille	1	4
5	Joachim	0	0

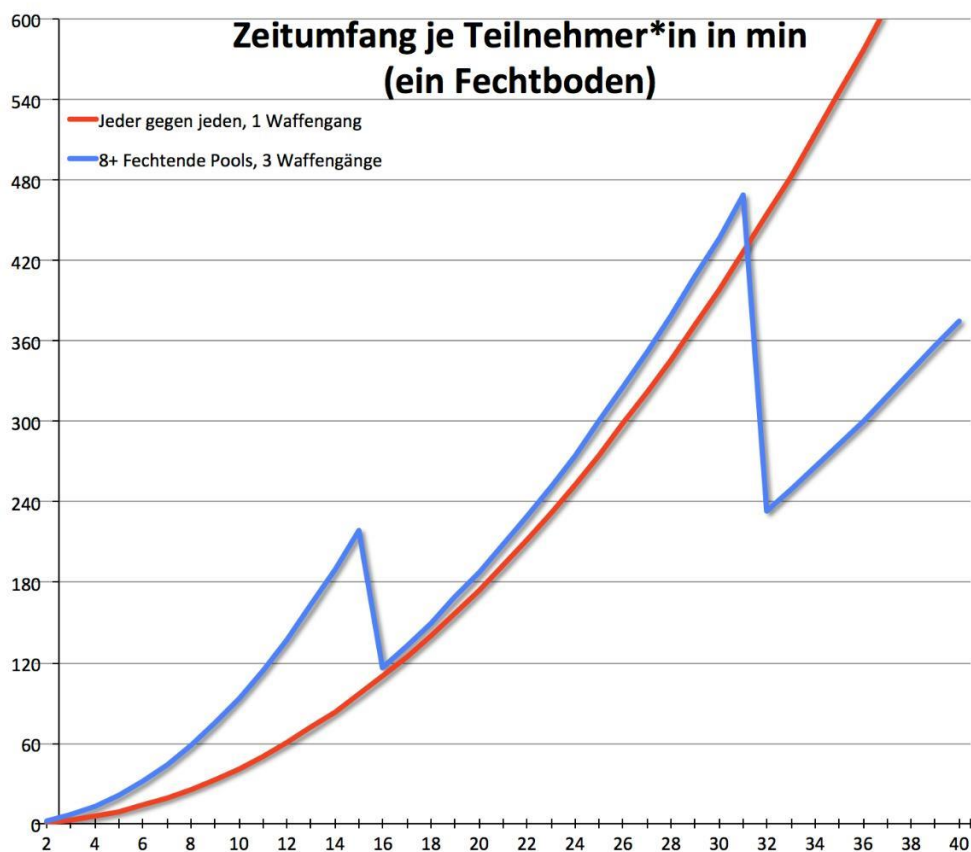
Organization and scheduling

Encounters in a round robin tournament form a mathematical series with increasing number of participants n . The number of total encounters G can be calculated via:

$$G = \frac{n^2 - n}{2}$$

Especially with large numbers of participants, this means an ever-increasing number of engagements. From the data of our previous tournaments with more than 300 bouts, the required time is on average 35 seconds per bout and about 20 seconds until a pairing has been found.

For a fencing floor, this results in the following average processing time for the preliminary rounds:



Approximately 20 minutes should be allowed for the four finals.



Source references

„In der Kunst des Fechtens mit stumpfen Waffen, was Spiel genannt wird, ist es einem Fechter nicht erlaubt, mehr als einen Schritt nach vorne zu gehen, um seinen Gegner anzugreifen, nachdem man selbst einen Treffer erhalten hat. Der Grund ist, dass diese Freiheit - sich zu bewegen wie man will - nicht aus dem Spiel kommt, sondern daher, was man in einem ernstem Gefecht tun würde. Denn es passiert sehr oft, dass ein Kämpfer Vergeltung üben will, nachdem er getroffen wurde. So wird er, geboren aus seinem Ärger, den Gegner in einer brutalen Art und Weise angreifen, die seinen Körper ungeschützt lässt vor jedem Schlag, den sein Gegner gegen ihn führen könnte. Daher ist es unvernünftig solchen Kämpfern mehr als einen Schritt vorwärts zu erlauben.

Und nun, weil ich gesagt habe, er solle nicht mehr als einen Schritt nach vorne gehen, nachdem er einen Schlag erhalten hat, und andere sagen mögen, er sollte so viel Schreiten dürfen, wie er möchte, sage ich: Solche Aktionen kommen in der Welt des Kampfes vor, wo auch nachdem man einen Treffer erhalten hat, man sich entscheiden kann nach vorne oder hinten zu gehen, wie man will. Aber es passiert sehr oft, dass jemand getroffen wird und sich dann wünschen wird auf seinen Gegner loszugehen, um Rache zu üben. Jedoch ist der ursprüngliche Schlag von solcher Natur, dass es ihm nicht möglich ist, sich zu bewegen, denn er könnte [vom Schlag] zu Boden gegangen sein. Um diese Möglichkeit in Betracht zu ziehen, darf man in der Kunst des Spiels nicht mehr als einen Schritt nach vorne gehen, nachdem man getroffen wurde. Denn auch wenn ihr gerne mehr Schritte gehen würdet, sage ich, dass wenn das Schwert scharf gewesen wäre, wäre der Angriff vielleicht so, dass euch das nach vorne Stürmen gar nicht mehr möglich sein würde - denn dieser Angriff hat euch vielleicht niedergestreckt.“ (anonymous Bolognese manuskript, 16th century - translated to German by Martin Höppner)



Changes to the DDHF Framework Rules

Video Review

From the elimination rounds onward, each fencer has the right to contest a decision made by the referees through a video review once per match. If the appeal is upheld, the referees will adjust their decision, and the appealing fencer retains the right to make another appeal. If the appeal is denied, the fencer forfeits the right to further appeals for the remainder of the match.

It is the responsibility of the fencers to provide the video footage for the review. Recordings can be made using smartphones, tablets, or similar devices that allow immediate access to the video. If no video is available, the match will proceed without the possibility of a video review.

Fencers must arrange for a person to film the match before it begins. The designated filmer must not obstruct the referees' view and must comply with any instructions given by the referees or table staff. If only one filmer is available, they must provide the footage to both fencers upon request. If no filmer is arranged by the fencers, the referees may request nearby spectators to record the match for one or both parties.

Referees cannot request a video review unless an appeal is made. In the case of an appeal, the referees may access footage from both sides to form an unbiased opinion. The outcome of a contested decision may itself be subject to appeal.

Prohibited Actions

1. Kicks with the foot, lower leg, or knee.
6. Strikes targeting the back of the head, neck, back, or feet.
13. Actions intentionally directed toward the floor without engaging the opponent (e.g., strikes intended to provoke the opposing fencer).

Sanctions

Stealing hits: Yellow, Red, Red

Striking the hall floor: Yellow, Red, Red

Stepping out of bounds: Yellow, Red, Red

Early Withdrawal from the Tournament

To ensure unbiased comparability within the tournament, any matches fought by a participant who withdraws prematurely (e.g., due to injury) will be annulled for the overall pool rankings. However, fully completed bouts may be submitted to external ranking systems (e.g., HEMA Ratings or ELO systems) with the prior consent of the participants. This rule aims to maintain fairness for all competitors.

