# Bolognese Rules

## Rules for all weapons

Official DDHF-Rules

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**Reviewed by:**

| Name | Funktion | Abteilung DDHF | Datum |
|------|----------|----------------|-------|
| Thomas Bögle | Vizepräsident Sport und Sportentwicklung | Turnierwesen | 04.11.2021 |

# Contents

# General Information

All rules of the DDHF General Rules (5.0) apply, except:

1. An exchange will not be stopped immediately after the first hit, but the one who received a hit may perform a single counterattack with a single step.

The Bolognese Rules were developed in 2021 by the Schildwache Potsdam. The rules build upon the HALAG-Rules (2.0) and Antonio Manciolino's *Opera Nova* (1531). The rules demand of all fencers to prioritize self-protection over getting a hit. The scoring of a counterattack with a single step and the weighted target scoring are directly pulled out of Antonio Manciolino's *Opera Nova* (1531). The direct and indirect comparison between fencers will be achieved by multiple pool phases with fights with a fixed number of exchanges, where every exchange counts. Eliminations will be held as short as possible to give all fencers almost the same number of total fights.

Semifinals and finals will be held for tension and entertainment purposes.

*„After Recieving a hit, you may not perform more than one riposte delivered with a single pass forward; concentrate all your thoughts to making good the one riposte, since it is with it that you will regain your honor.*

*A blow to the head counts for three, because of the nobility of such part of the body. A blow to the foot counts for two, in deference to the awkwardness of delivering such a low attack."*

(Antonio Manciolino, 1531 – Translated by Tom Leoni)

# Conventions and valid hits

Top priority of these rules is taking care of all fencers' health, sportive comparison and to enforce good sportsmanship.

To achieve these goals exchanges where fencers score a hit without getting hit in return will be the top priority to form a ranking. Only after that point scores are taken into account. This incentivizes a way of fencing with self-protection in mind.

Valid hits are hits that make a substantial contact with the edge or the point. Draw- and push-cuts have to be clearly visible and purposeful. Uncontrolled or dangerous fencing will be punished by warning, scoring and disqualification if not addressed properly.

# Scoring

### 1. Hits
3 points are awarded for strikes, thrusts and proper cuts to the head and successful wrestling actions out of the DDHF General Rules.

2 points are awarded for strikes, thrusts and proper cuts to the knees and shins.

1 point are awarded for all other hits.

Red Card = Exchange lost and 3 points for the opponent.

Black Card = Disqualification and not counting of all fights.

If a fencer leaves the ring with both feet, the exchange is stopped and 3 points are awarded to the opponent.

### 2. Double hits
Double hits will be scored according to the targets that were hit. (The exchange will not count as unharmed for either fencer, leaving them worse then before.)

### 3. Counterattacks
After recieving a hit, a fencer may not perform more than one riposte delivered with a single pass forward. Note that especially the riposte should not be uncontrolled or unsafe to ensure the fencers' health.

# Fight procedure

A fight between two fencers consists of a fixed number of exchanges.

An exchange is finished if one fencer gets hit and they performed a single riposte with a single step.

The exchange is stopped by a "Halt!" of the referee and scored accordingly.

# Tournament procedure

For a broad data base and a similar opponent ensemble for a valid conclusion the tournament is to be held with a significant portion of Round Robin. We recommend pools with 8-15 fencers and 3 exchanges per fight.

The position in the ranking will be determined by:

1) Number of exchanges finished unharmed (more is better).
2) Number of points scored (more is better).
3) Number of hits to opponents' heads (more is better).

With one pool total rank 1 to 4 proceed to the semifinals and finals. With more pools the fencers proceed to follow up pools / leagues according to their ranking. We suggest an equal number of leagues to the starting pools, depending on the number of total fencers.

- 1 pool for 2-16 fencers
- 2 pools and 2 leagues for 16-32 fencers
- 4 pools and 4 leagues for 32-64 fencers
- 8 pools and 8 leagues for 64-128 fencers etc.

Finals have at least 5 exchanges and follow the same ruleset (1. Exchanges unharmed, 2. Points, 3. Head hits, 4. Sudden death).

# Example

| Received hits | Scored Points | 1. Walburga | 2. Giovanni | 3. Antonio | 4. Achille | 5. Joachim | Exchanges unharmed |
|---|---|---|---|---|---|---|---|
| 1. Walburga | | x | 0 | 0 | 0 | 0 | <u>4</u> |
| 2. Giovanni | | 3 | x | 0 | 0 | 0 | <u>3</u> |
| 3. Antonio | | 3 | 3 | x | 1 | 0 | <u>1</u> |
| 4. Achille | | 3 | 3 | 2 | x | 0 | <u>1</u> |
| 5. Joachim | | 3 | 3 | 3 | 3 | x | <u>0</u> |
| Points | | <u>12</u> | <u>9</u> | <u>5</u> | <u>4</u> | <u>0</u> | x |

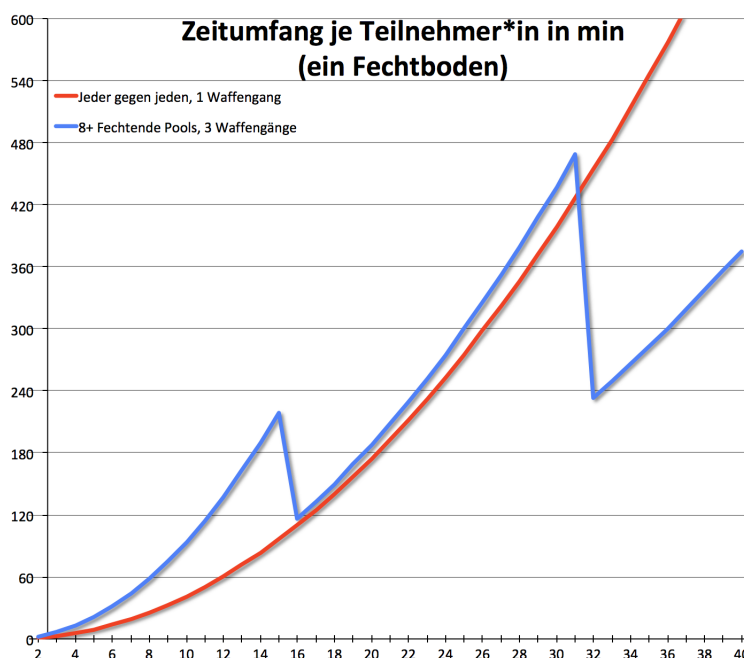| # | Name | Exchanges unharmed | Scored points |
|---|---|---|---|
| 1 | Walburga | 4 | 12 |
| 2 | Giovanni | 3 | 9 |
| 3 | Antonio | 1 | 5 |
| 4 | Achille | 1 | 4 |
| 5 | Joachim | 0 | 0 |

# Organisation and time management

The number of total fights *F* in a round robin pool / league with the number of fencers *n* in that pool / league forms a function:

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

With increasing numbers of fencers *n* the number of fights *G* increases exponentially. Collected data from over 500 exchanges suggest an average time for an exchange of 35 seconds and an average downtime for a ring between fights of 20 seconds.

For one ring the predicted time to process all fights would be:



**Zeitumfang je Teilnehmer*in in min (ein Fechtboden)**

— Jeder gegen jeden, 1 Waffengang
— 8+ Fechtende Pools, 3 Waffengänge

For an elimination match with 5 exchanges, 5 minutes should be calculated.

Example with 32 fencers, 4 rings, 4 pools and 8 fencers each:

- 28 fights per pool, 84 exchanges, ±1 hour
- 1st-2nd proceed proceed to 1st league etc.
- 28 fights per league, 84 exchanges, ±1 hour
- 20 min finals
- ±2,5 hours total time, at least 41 exchanges per fencer

# Historical Sources

*„In the art of fencing with blunt arms, which is called play, a fencer is not allowed to move forward more than one step to strike his enemy after he has received a blow. The reason for this is that this freedom to move as much as one pleases is not play, but it is instead what one would do in an earnest fight. And because very often it will happen that a fighter, retaliating after having previously been stricken by an attack, will, born of his anger, attack his opponent inn a brutish manner that leaves his body exposed to any blow that the enemy might make to anywhere on the angry man's body. Thus, it is unsound to permit such a fighter to take more than one step forward. And now because I have said that he shall not go more than one step forward after he has received a blow, and because others may say that he ought to be able to step as much as he prefers, I respond that this type of action does occur in the art of combat, where after being hit one can choose to step forward or back as he prefers. But very often it happens that one will have been hit and will desire to go after the enemy to get his vengeance, but the blow is of such nature that it is not possible for him to move, for he may have been knocked to the ground. In respect of this fact, in the art of play one may not pass forward more than one step after having been hit, because although you may wish to take more steps forward, I say that if the swords were sharp, the attack may be of such nature that you may not be able to rush forward, for that blow may have laid you low."*

(Anonimo Bolognese, 16th century – translated by Stephen Fratus)

# Änderungshistorie

| Version | Änderung | Datum | Durch |
|---------|----------|-------|-------|
| 1.0 | Dokumentrelease | 04.11.2021 | M. Höppner |
| 1.1 | Update Formatierung & Formulierungen | 14.03.2022 | M. Höppner |
| | Organisation und Zeitplanung, Quellenhinweise | 24.03.2022 | M. Höppner |
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