



# Bolognese rule set

Tournament rule set for all weapons

Official DDHF rule set

Version: 1.1en

Date: 02.12.2022

## Audited by:

Name	Function	DDHF Division	Date
Julian Nickerl	Head of the tournaments division	Tournaments	02.12.2022



# Table of contents

<b>Table of contents</b>	<b>2</b>
<b>General</b>	<b>3</b>
<b>Conventions and hits</b>	<b>4</b>
<b>Scoring a point</b>	<b>4</b>
1. Hit	4
2. Double hit	4
3. Counterattacks	4
<b>Bout procedure</b>	<b>5</b>
<b>Tournament procedure</b>	<b>5</b>
<b>Example</b>	<b>6</b>
<b>Organization and scheduling</b>	<b>7</b>
<b>Source references</b>	<b>8</b>
<b>Change history</b>	<b>9</b>



# 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 solch 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

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

Strikes, cuts or thrusts to the legs (knee and lower) count for 2 points.

All other hits count for 1 point.

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

Black cards = disqualification and invalidation of all fights.

3 points will be awarded to the opponent for stepping over the outer line according to the DDHF rule framework.

### 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 recommend three 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 first 4 ranks of the resulting ranking encounter each other again in the finals (semifinal, fight for third place and final). In the semifinals, the encounters are rank 1 vs. rank 4 and rank 2 vs. rank 3.

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).



## 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	<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	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

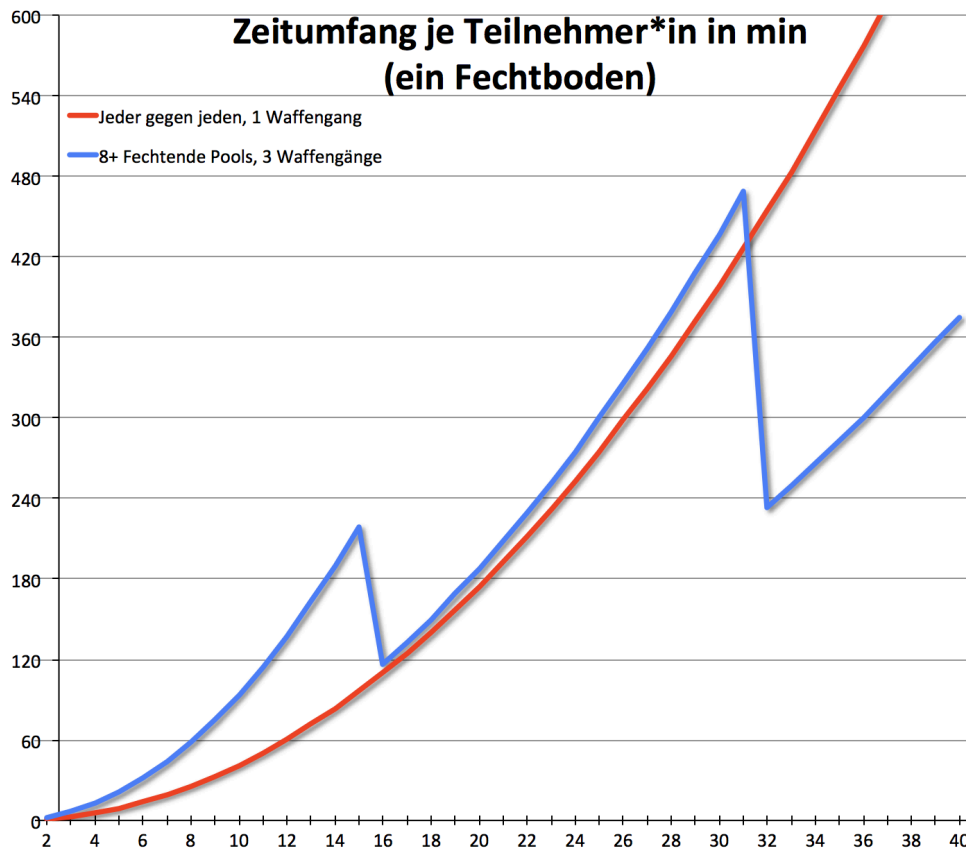
# Organization and scheduling

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)*



# Change history

Version	Change	Date	Through
1.1en	Translation of version 1.1 into English.	02.12.2022	Julian Nickerl Lukas Mästle-Goer