



HALAG rule set

Official DDHF rule set

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Audited by:

Name	Function	DDHF Division	Date
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General

All rules of the DDHF framework apply except for the following changes:

- 1) An encounter is not interrupted immediately after a hit, the fencers have to ensure a safe withdrawal on their own responsibility.
- 2) The loss of the weapon does not lead to interruption
- 3) The grip into the blade is not a violation, but it is counted as a half hit
- 4) Punches with the fists - if only indicated - are allowed.

The HALAG rule set was developed by Hammaborg - Historischer Schwertkampf e.V. in early 2011 and maintained together with Laurentiusgilde until 2014. From 2014, ANNO 1838 - Hau = Stoßfechten e.V. took over the further maintenance, before it was included in the canon of rule sets of the DDHF in January 2018.

The rule set requires participants to directly engage with their opponents and focus on their own protection. The direct and indirect comparison of the participants is given by the application of a round robin tournament.



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

A bout is considered lost when a fencer has received at least one whole hit or at least two half hits.

Half hits are considered to be:

- Strikes or cuts to or on the upper body
- Strikes, cuts or thrusts to or on the limbs
- Pommel strikes (indicated) to the head or torso
- Punches (indicated) to the head or torso
- Wrestling actions without recognizable dominance

Whole hits are considered to be:

- Strikes, cuts or thrusts to the head
- Thrusts to the upper body
- Wrestling actions with recognizable dominance

Hits resulting from rules of the DDHF rule framework are scored as follows:

- Yellow cards = half hit
- Red cards = whole hit

Double hits are scored for both fencers according to the above scoring system; potentially both fencers lose.

Note: If a fencer, who has already received a half hit, is hit with a whole hit or another half hit and at the same time can hit their opponent with a whole hit or a second half hit, the bout is still considered lost for both fencers.

If a fencer receives a whole hit in one way or another, they have lost the bout.



Bout procedure

A bout proceeds as described in the DDHF rule framework, with the only exception that an encounter is not immediately interrupted after a hit. The fencers have to take care of a safe withdrawal on their own responsibility. The fencer who is hit is allowed to continue the combat after receiving a half hit and to score a valid hit with further actions.

Fencers who have been hit with a whole hit in an encounter must indicate this and refrain from further actions, but an action that has already begun can still be completed. The encounter can also be interrupted by the referee, if they have detected a whole hit on one or both fencers.

The result from the combat for each of the fencers can be: no hit received (not hit), half hit received (hit) or full hit received (lost); this is entered in the combat evaluation.

Tournament procedure

In order to ensure as broad a data base as possible, similar types of opponents and consequently a valid evaluation, the tournament is generally not run in a knockout or pool system. Instead, everyone fights against everyone else (round robin tournament). The number of times each fencer fights against each other (= number of encounters per bout) is determined by the number of available fencing floors, the time available for the tournament, and the number of fencers.

The position in the ranking results from the sum of the bouts without received hits and only with half received hits (less is better). In case of a tie, the number without hits decides before the number with half hits (less is better). If there is a tie also here, the sum of the bouts with whole hits inflicted in total counts (more is better). If there is also a tie here, the sum of the bouts with added half hits counts (more is better).

Example:

#	Name	Without hit	Half hit	Total survives
1	J. Lichtenauer	3	2	5
2	P. v. Gdansk	2	2	4
3	Master Ott	1	2	3
4	J. Maier	0	3	3



Change history:

Version	Change	Date	Through
2.0en	Translation of version 2.0 into English.	02.12.2022	Julian Nickerl Lukas Mästle-Goer

