

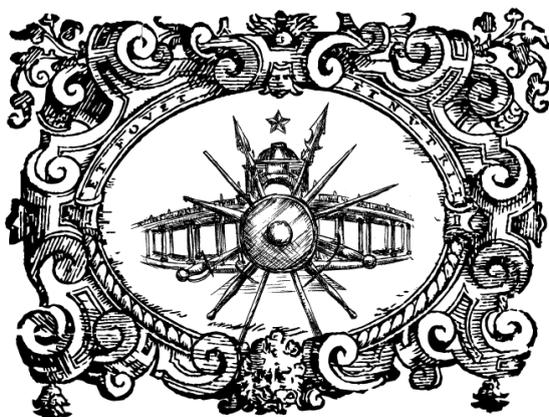
Bolognese Rules

Rules for all weapons

Official DDHF-Ruleset

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General Informations

The Bolognese Rules were developed in early 2021 by Schildwache Potsdam. They are based on the HALAG ruleset (version 2.0) and Antonio Manciolino's Opera Nova (1531). The rules require all fencers to prioritize personal protection and direct adaptation to their opponent. The scoring of the afterblow with a maximum of one step, as well as the historical weighted scoring system, is taken directly from Antonio Manciolino's work. Direct and indirect comparison between participants is achieved through a round-robin tournament structure. Semifinal and final bouts are held to provide excitement and entertainment.

„After receiving 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, Opera Nova 1531 - Translated by Tom Leoni)

**The effective point allocation depends on the weapon discipline and is defined below.*

Objectiv

The ruleset serves both as a tool for performance assessment of practitioners and for sporting competition. The highest priority is collegial, fair sporting behavior and the protection of the health of all participants. To achieve these goals, scoring is structured so that exchanges survived without receiving a hit (unharmed) are counted primarily, while points scored by hits are considered secondarily. This approach is intended to promote a safe fencing style focused on self-protection.

Translation Disclaimer

This document is an English translation of the Bologneser Regelwerk V2.1 . In case of discrepancies or ambiguity, the German version shall prevail.

Conventions and Hits

Hit validity is determined in accordance with the current DDHF framework rules. The allocation of points is regulated in the following chapter.



Scoring

1. Point allocation

Point values of 3 points (*highest-value-hit*), 2 points, or 1 point may be awarded. The scoring variant must be determined at the time of tournament registration; for rankend tournaments as part of the application process with the DDHF. The listed variants are applicable across different disciplines:

	3 points	2 points	1 point
Variant 1 <i>historical scoring</i> (e.g. sidesword or longsword)	Head: <i>cuts, slices, or thrusts</i>	Legs (knee downward): <i>cuts, strikes, or thrusts</i>	All other valid hits
Variant 2 (e.g. rapier, or smallsword)	Head and torso: <i>thrusts</i>	Head: <i>cuts, or slices</i>	All other valid hits
Variant 3 (e.g. longsword, rapier, or sabre)	Head: <i>cuts, slices, or thrusts</i>	Torso: <i>cuts, slices, or thrusts</i>	All other valid hits
Variant 4 (e.g. longsword, rapier, or sabre)	Head and torso: <i>cuts, slices, or thrusts</i>	-	All other valid hits

If the **opponent's weapon is controlled or immobilized**, scoring is based on the clearly indicated or controlled hit.

Successful grappling actions according to the DDHF framework rules score with 3 Points.

Stepping outside the boundary line results in 3 points awarded to the opponent.

Note: It is recommended to select a single scoring variant per tournament day across disciplines.

2. Doubles

Double hits are scored for both fencers according to the hit value. (The exchange does not count as having been completed uninjured.)

3. Afterblow

An afterblow following a received hit is permitted if it is initiated immediately after the received hit (i.e. in the receivers directly following tempo triggered by the hit, without preparatory action) and executed with a maximum of one step. The counterattack is scored as a double hit.



Example: If the counterattack is not immediate, but consists of more than one action (e.g. freeing one's weapon, winding up, or feinting) or uses more than one step, it is not scored.

4. Penalties

Red card: Exchange lost and 3 points awarded to the opponent,

Black card: Matchlost and retroactive maximum scoring for the opponent (e.g. in 3 exchanges: 3 unharmed exchanges worth 3 points each).

After consultation with the tournament organizers, a **disqualification from the tournament** may be issued in accordance with the DDHF framework regulations; in this case, all bouts are retroactively voided.

5. Withdrawal / Injury

Depending on the technical possibilities: all completed bouts and exchanges remain valid in their scoring, and all subsequent bouts are cancelled. To maintain comparability, the results of the completed bouts must be weighted accordingly. The withdrawing participant is removed from the ranking and placed in last position.

If this is not technically possible, the bout or previously completed bouts will be annulled retroactively; see **Disqualification from the Tournament**.

Match procedure

A match is the fight between two fencers and consists of a fixed number of exchanges/bouts. An exchange ends as soon as one fencer is hit and that fencer has executed a direct afterblow with a maximum of one step. First, the number of exchanges completed without receiving a hit is counted. Second, the points scored are counted.

Indirect comparison: During a pool round a match ends after the fixed number of exchanges, so it can be won, lost or tied. The results of every exchange are accounted for in an overall ranking.

Direct comparison: During the eliminations or finals a match needs to end with one fencer winning or losing. It can be won by most unharmed exchanges or by points. However, the winner needs to have at least two unharmed exchanges. Therefore, extra exchanges may be added to the fixed number.

Tournament Structure

To ensure a broad data basis, comparable opponents, and valid evaluation, the tournament is generally conducted in a round-robin format (everyone fences everyone). The number of exchanges per match depends on the number of available rings, time, and the number of participants.



Recommendation: During the pool rounds 3-5 exchanges per match, and 5-9 exchanges per match during eliminations and finals. The number of exchanges per round must be defined before the tournament. With large participant numbers, multiple pools may be formed, each ideally consisting of at least 8 fencers.

Pools (indirect comparison) vs. Eliminations (direct comparison)

The position in an overall ranking across all pools is determined by the total number* of matches fought without receiving a hit (= unharmed) (higher is better). In the event of a tie, the number of points scored decides (higher is better). If there is still a tie, the total number of *highest-value-hits/3-point-hits* decides (higher is better). If a tie remains, the decision is made by lottery. **For unequal sized pools, all ranking values are normalized by size.*

In matches that involve a direct comparison (elimination rounds and final fights), a fixed number of exchanges is fought according to the same criteria. (1. unharmed exchanges, 2. points scored, 3. number of *highest-value-hits/3-point-hits*). No decision by lot; instead, additional exchanges are fought until a decision is reached. However, at least **two unharmed exchanges** must be completed in order to win a bout. Therefore, additional exchanges are added if necessary.

Example: After 5 exchanges, both fencers have 2 unharmed exchanges and one double hit. In this case, the points score decides. If, however, after 5 rounds Fencer A has one unharmed exchange and Fencer B has none, further rounds are fought until one fencer reaches two unharmed exchanges.

Tournament modes

The ruleset is compatible with different tournament modes. But it is tailored to a round-robin scenario. A more detailed description can be found in the DDHF framework rules. In short after the first pool round:

Double Round-Robin: If multiple pools are used in the first round, an additional pool round with the top 8-12 fencers is recommended to maintain comparability. These fencers compete for entry into the final bouts. Final tournament placement is based on the highest round reached.

Without elimination round: The top four fencers advance to the finals. 3rd vs. 4th place into the small final and 1st vs. 2nd place to the final. *Recommended for single pool tournaments with up to 14 participants.*

With elimination round: The top-ranked fencers from the combined pool ranking fence in direct comparison leading to the finals.

*Note: The structure of the tournament creates two different scenarios. In the pool rounds, there is an **indirect comparison** across pools. Each **individual exchange** is important, as it contributes to a fencers unharmed and points statistics. Even if a match is lost 1-2, the single unharmed exchange can result in a higher position in the overall pool ranking than that of the opponent. A fixed number of exchanges is fought, and ties are possible. In the final matches and in the eliminations, there is a **direct comparison** with a specific opponent. In this case, a winner must emerge from the match. If necessary, additional exchanges are fought after the fixed number of exchanges has been completed in order to reach a decision.*

Example

Example pool with 5 fencers and 3 exchanges per bout. Walpurga's individual scoring is highlighted in red: the row shows all points scored per exchange, while the column shows the hits received from the opponents.

Example: Walpurga vs. Giovanni 3:0 / 1:0 / 2:0 resulted in 3 unharmed exchanges for Walpurga with 6 points (including one 3-point hit), recorded as 3-6-1, while Giovanni received 0-0-0.

	Walpurga	Giovanni	Antonio	Achille	Joachim	Points*	3-Point-Hits**
Walpurga	x	3 1 2	2 3 2	1 1 1	3 3 3	25	5
Giovanni	0 0 0	x	3 3 3	3 3 3	3 3 3	27	9
Antonio	0 0 0	1 0 1	x	2 0 0	2 3 1	10	1
Achille	0 0 0	2 0 0	0 1 1	x	2 2 3	11	1
Joachim	0 0 0	0 0 0	0 0 0	0 0 1	x	1	0
Exchanges unharmed***	12	6	4	4	0		

*Sum of gained points of all exchanges

**Number of 3-point-hits of all exchanges

***Sum of the exchanges unharmed e.g. the opponent scoring 0 Points,

The final Ranking results in:

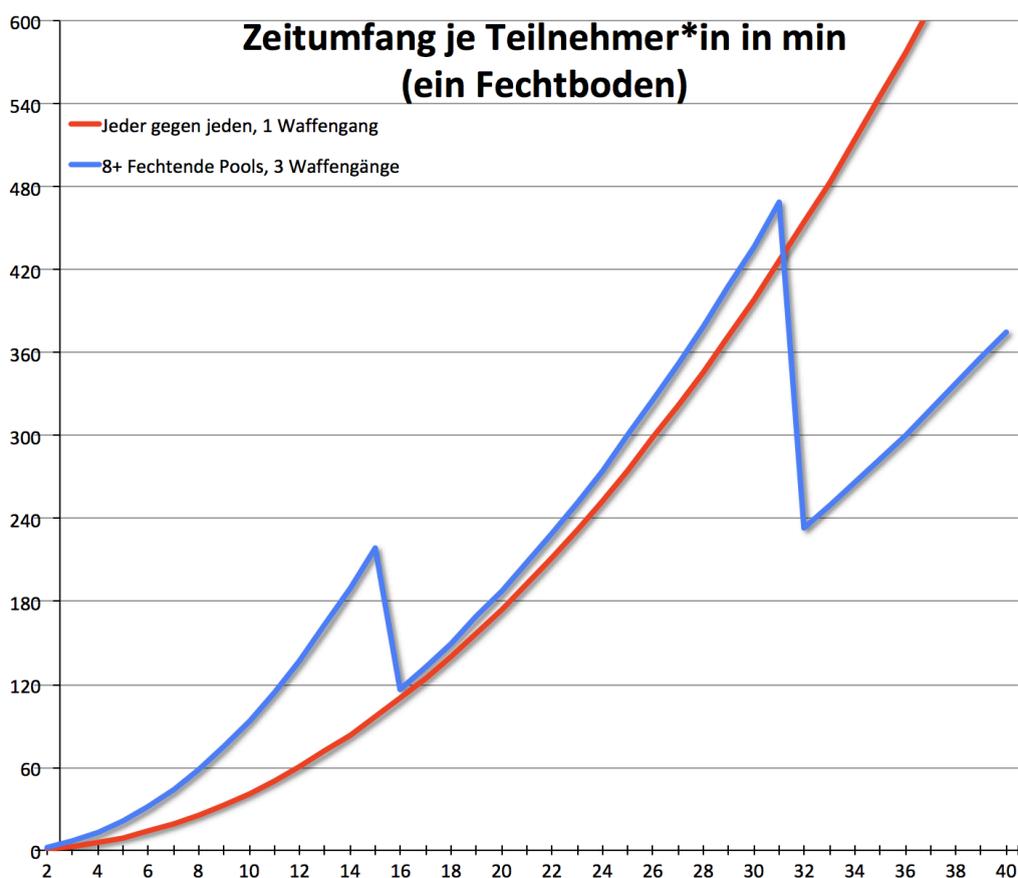
#	Name	Unharmed	Points	3-Point-Hits
1.	Walpurga	12	25	5
2.	Giovanni	6	27	9
3.	Achille	4	11	1
4.	Antonio	4	10	1
5.	Joachim	0	1	0

Note: In the table, the results of a bout are displayed as 1st exchange | 2nd exchange | 3rd exchange, i.e., for Walpurga: 3 | 1 | 2. The notation for an individual result is composed of the scoring criteria unharmed points-total points-"3-point hits", resulting in 3-6-1 for Walpurga.

Organization and Scheduling

Round-robin matches (everyone fences everyone) form a mathematical series with increasing number of participants n . The total number of matches G can be calculated as: $G = (n^2 - n) / 2$

Especially with larger numbers of participants, this results in a rapidly increasing number of bouts. Based on data from previous tournaments with more than 1000 exchanges, an average time requirement of 35 seconds per exchange and approximately 20 seconds to determine a pairing was observed. For the final matches, approximately 20 minutes should be scheduled.



For a single fencing ring, this results in the following average processing time for the pool phases:



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 in 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)

„After receiving 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, Opera Nova 1531 - Translated by Tom Leoni)

