



Carranza Cup 3.0

Invitational Single Sword Tournament 2019

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This document details the guidelines for the conduct of this event.

All competitors wishing to enter this tournament are required to acknowledge they have read this document as part of the registration process.



1. Event Overview

This event is being run by Brisbane School of Iberian Swordsmanship (BSIS).

Key Details Summary

| | |
|-------------------------------|---|
| <i>Date:</i> | Sunday 6 October 2019 |
| <i>Time:</i> | 9:00 am to 4:00 pm |
| <i>Venue:</i> | Stafford State School Hall, Cnr Webster and Stafford Roads, Stafford |
| <i>Registration deadline:</i> | Monday 30 September 2019 |
| <i>Website:</i> | https://www.bsis.club/carranza-cup/ |
| <i>Facebook:</i> | @IberianSwordsmanship |
| <i>Email:</i> | info@bsis.club |

2. Event Purpose

The primary purpose of this event is to provide an opportunity for relatively inexperienced fencers to gain tournament experience.

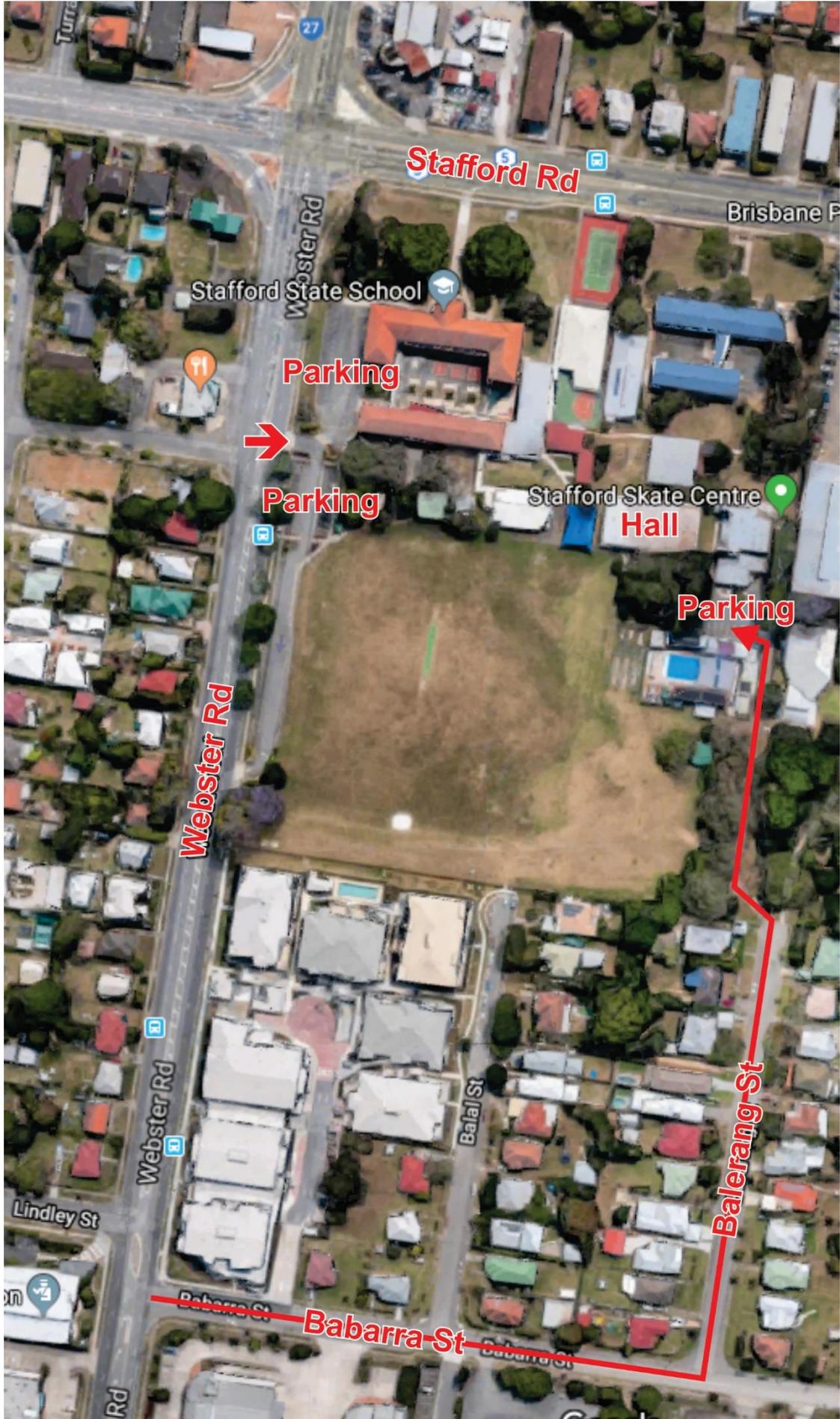
It will also provide an opportunity for fencers from the participating schools to encounter different fencing styles and learn to adapt to them.

The participation of high ranking fencers will provide an opportunity for less experienced competitors to benchmark their performance against general HEMA competition standards.

3. Venue

Stafford State School Hall, corner of Webster and Stafford Roads, Stafford.

The hall is in the middle of the school, and there is plenty of parking in areas on either side, as shown in the following map.





4. Timetable

| | |
|----------|---|
| 8:30 am | Set up — BSIS and volunteer staff |
| 9:00 am | Competitors arrive Final gear and weapons checks Briefing and draw announcement |
| 9:30 am | Tournament bouts |
| 12:00 pm | Lunch |
| 1:00 pm | Tournament bouts |
| 3:00 pm | Finals |
| 3:30 pm | Presentations |
| 4:00 pm | End of tournament Start of free sparring |
| 5.30 pm | Exit hall |
| 6.00 pm | After-party at Pepe's Newmarket (time to be confirmed) |



5. Entrant Eligibility

General

- This tournament is open to current members of recognised HEMA groups.
- All entrants must have current public liability insurance through a recognised provider.
- Entrants must acknowledge that they have read this document as part of their registration.
- Entrants must complete and submit a registration form by Monday 30 September 2019. Forms received after that date may be accepted or denied at the organiser's discretion.
- The total number of entrants is capped at 33 (plus Boss Fights).
- Boss Fights will be invited to participate directly by the organiser.

Experience Levels

In view of the stated purpose of this event:

- Fencers with all levels of experience are welcome to participate.
- Relatively inexperienced fencers are particularly encouraged to participate to gain experience.
- Experienced fencers are encouraged to participate for their own benefit, as well as to support the development of our HEMA community, with the provisos that:
 - Boss Fights will not be eligible to progress to the finals, in order to give less experienced fencers the opportunity to taste glory.
 - Draws will be arranged so that every less experienced entrant will have one bout against a Boss Fight.
 - Given the limited places in this tournament, priority will be given to less experienced fencers. More experienced fencers' registrations will be confirmed subsequently.
- See also 6. Corner Coaches below for additional opportunities for more experienced fencers to participate.

6. Corner Coaches

Experienced fencers who have not been invited to be Boss Fights, but who would like to take a fencer development role rather than competing may volunteer to act as Corner Coaches.

For any bout/s, entrants will have the option of requesting a Corner Coach from those available. Equally, entrants may choose not to request a Corner Coach.

Corner Coaches' role is to provide tactical advice during a bout, and to assist the fencer in analysing their performance afterwards — in a positive manner.

Coaching must not interfere with or cause delays to the running of the bout.

If you are interested in being a Corner Coach, please contact BSIS directly before the day of the tournament.



7. Weapons

General Requirements

For the purpose of this event, a sword is defined as:

- A bladed weapon with discernible edges and a point
- Longer than what would normally be considered a dagger.
- Fitted to a hilt arrangement that facilitates a single-handed grip.

The sword specifications for this event are intended to include rapiers, sideswords and sabres (not classical or modern). They exclude foils, épées or similar weapons.

All swords and companion weapons must be cleared with the Safety Marshal prior to any combat taking place and must meet the following requirements:

- *Blade width* Between 15mm and 28mm, measured at the widest point.
- *Blade length* Between 81cm (32 inches) and 114cm (45 inches), measured from the cross to tip.
- *Sword weight* Minimum weight 600g.
- *Blade flex* All blades must possess a flex that in the opinion of the Safety Marshal is acceptable for use against an opponent who is wearing the required safety gear.

The blade must achieve a minimum flex of 5cm from the centre-line when executing a thrust against a stationary object or else be flexed when grasped between the hands without undue exertion.
- *Point* The blade point is to be rounded to no less than 10mm in diameter and equipped with rubber blunt of no less than 12mm in diameter or else covered by a leather sock secured with tape.
- *Edge* Blade edges are to possess a rounded edge no less than 1mm in diameter.
- *Heft* Any sword possessing a heft that in the opinion of the Safety Marshal would prove too difficult to control the speed of impact will not be permitted
- *Cleanliness* All sword blades must be free of burrs and rust.
- *Projections* No hilt possessing sharp projections will be permitted.

The Safety Marshall will mark each cleared sword around the forte with a sticker. The sticker is to remain there for the duration of the event.

Tips should be wrapped with an easily visible coloured tape, preferably yellow.



Companion Weapons

The companion weapons allowed are: a second sword ("case"), dagger, buckler and cape/cloak.

- *Dagger* Daggers may be of any form.

All dagger blades must possess a flex that in the opinion of the Safety Marshal is acceptable for use against an opponent who is wearing the required safety gear.

A limited number of suitably flexible daggers will be available for borrowing if required.
- *Cape/Cloak* Capes/cloaks must not have weighted edges or any hard protrusions.
- *Buckler* Bucklers may be constructed of wood or metal and must be no more than 40.5cm / 16 inch diameter. Bucklers must have rolled edges and have no sharp projections.



8. Personal Protective Equipment

- All competitors are to meet the following attire to take part in this event:
 - Three-weapon fencing mask (mesh rated to minimum CEN level 1 standard).
 - Fencing mask is fitted with a protective bib to the top and sides.
 - Fencing mask to be fitted with rigid back of head protection.
 - Neck protector (gorget) incorporating solid material to the front of the throat area.
 - Torso protection either of fabric or rigid construction, with full coverage.
 - Groin protection and/or breast protection as appropriate.
 - Hard elbow and knee protection.
 - Gloves that cover the hand and wrist area. If using a non-complex hilted sword, gloves must be reinforced to the competitors' satisfaction.
 - No visible skin showing.
 - Enclosed footwear.
- Competitors are strongly advised to wear additional gear as below:
 - Vambrace/forearm protection to forearms.
 - Lower leg protection.



9. Tournament Structure

Entrants will be divided into pools, from which their bouts will be drawn.

Each entrant will contest a series of bouts throughout the day, across morning and afternoon sessions, including one against a Boss Fight.

Each bout will last 3 minutes or 7 passes, whichever comes first.

Tied bouts will be settled by “sudden death”, with the first and/or highest scored hit winning the bout.

In pools bouts, should a pair of fencers make 2 equally scored double hits in a tiebreaker, both will be deemed to have lost the bout.

In finals bouts, tiebreakers can continue until “sudden death” is achieved, as above.

Offhand weapons are optional and are to be agreed by negotiation between each pair of combatants — however, they need not be matched (e.g., sword and buckler vs sword and dagger is allowed). If no agreement is reached, then the bout will be conducted using single sword alone.

The finalists will be determined based upon the following criteria (in order of priority):

- Total bouts won.
- Least total points scored against.

Boss Fights will not be eligible to progress to the finals.

In the finals round, 1st, 2nd, 3rd and 4th places will be determined based on the same criteria/priority as entry to the finals round.



10. Combat Intensity

This is a medium intensity tournament, based on the following intensity definitions:

- *Low intensity* A combat in which the more experienced competitor seeks to match the tempo of the less experienced competitor during bouting in order to improve their level of confidence.

The aim of the more experienced competitor is to improve the performance of the less experienced competitor, with winning only a secondary consideration.
- *Medium intensity* A combat in which competitors seek to win the bout by superior application of technique and tempo, and not through force of blows or over-reliance on close combat.

The aim is for the defeated opponent to feel they have been defeated through superior skill and not by being over-powered.
- *High intensity (Open)* A combat in which competitors seek to win the bout within the given safety/equipment parameters.

The aim of the competitor is to win, excluding proscribed dangerous techniques (e.g., striking with full force blows / deliberate seizures and throws to the ground).



11. Scoring

Nature of Hits

Combat and scoring is premised upon combatants being unarmoured and wearing civilian attire (i.e., breeches, loose shirt and gloves).

Double hits (hits landing on both competitors within the same tempo) will be scored and points awarded against both competitors.

The combat marshal has the authority to determine what they consider to be an effective or ineffective hit and to award points accordingly.

Combat effective hits are defined as follows:

- *Thrust* Observable clear contact of the point tip with the opponent's target area while applying some pressure. Blade flex can be a helpful indicator if the point of contact is obscured.
- *Cut* The unimpeded landing of the edge on the target area accompanied by an observable movement of the arm executed from the elbow as a minimum. Cuts can be either percussive in nature or else a slicing action with the last couple inches of the blade.

Any after-blow action (defined as launching a strike immediately after having been struck by the other competitor) is to be accompanied by no more than 1 foot movement. Any competitor attempting to chase down an opponent as part of any after-blow action will have their hit disallowed.

Target Areas

Target areas are as follows:

- *Primary/deep target area* Head, neck and torso.
- *Secondary/shallow target area* All limbs including hands and feet.



Points

Points for hits with primary weapons will be awarded as follows:

| <i>Location of Hit</i> | <i>Points Awarded</i> |
|-------------------------------|-----------------------|
| Primary/deep target area | 3 |
| Secondary/shallow target area | 1 |

Points for hits with companion weapons will be awarded as follows:

| <i>Companion Weapon</i> | <i>Points Awarded</i> |
|-------------------------|--|
| Second sword (case) | As per primary weapon, above |
| Dagger | As per primary weapon, above |
| Buckler | 3 points for indicated strike to head with the flat of buckler. No edge strikes permitted — will receive a safety penalty |
| Cape/cloak | 0 — cape/cloak has no scoring capacity |

Other points will be awarded as follows:

| <i>Action</i> | <i>Points Awarded</i> |
|---|---|
| Pommel strike to primary target area — to be placed with gentle contact, not a blow with force | 1 |
| Disarm your opponent | 3 |
| Any sliding movement of the blade through a grasping hand | 1 against |
| Moving onto the list boundary line after the first official warning | 1 against |
| Yellow Card | 1 against + no points won by recipient from the exchange |



12. Marshalling

Staffing

- *Head Marshal* Sean Reichman
Responsible for overseeing all marshalling and arena staff.
- *Safety Marshal* Ryan Tanzer
Responsible for ensuring competitors meet all the safety requirements outlined in this document, including for personal protective equipment, weapons and conduct.
Any and all incidents, injuries, safety warnings or penalty cards must be notified to Safety Marshal as soon as possible
- *General Assistance* Sharon McHugh Reichman
- *Combat Marshals (qualifying bouts)* Combat Marshals are responsible for supervising combat in accordance with the guidelines contained in this document.
All entrants will take turns at marshalling bouts between their own.
In most cases, a bout will be marshalled by the two competitors scheduled for two bouts ahead.
Where this is not practical, the Head Marshal will nominate Combat Marshals.
The two Combat Marshals will work as a team to preside over the bout and to observe the combat from different angles. Calls will be made by both/either marshal. When the marshals disagree on a call, the lower score will be awarded.
- *Combat Marshals (finals)* Combat Marshals for the finals bouts will be drawn from the available heads of schools and Boss Fights.
In addition to the presiding Combat Marshal, for each of these bouts there will also be at least 2 (preferably 4) line/flag marshals.
- *Scorers* Scorers are responsible for recording successful hits on a score sheet, as called by the presiding Combat Marshal, and for tallying the resulting points to determine the result of a bout.
- *Timekeepers* Timekeepers are responsible for timing the duration of bouts.
This role may be combined with that of Runner.
- *Runners* Runners are responsible for ensuring competitors are prepared to enter the combat arena when called, and to otherwise assist with the arena's smooth operation.



Conduct of Combat

Competitors must be ready to enter the arena when called by the Combat Marshal.

Competitors are to obey any direction given by the Combat Marshal during the bout.

Each bout will last 3 minutes or 7 passes, whichever comes first. This time limit is inclusive of all actions inside the combat arena excluding any safety holds made by the Combat Marshal.

All strikes will be delivered in a controlled manner and only with sufficient force to communicate the intent of the blow. Excessive force will be subject to the warnings penalties outlined in *12. Safety Warnings and Penalties* below.

On the call of "HOLD", competitors must immediately cease action. "Hold" may be called by the Combat Marshal to allocate scoring, or by anyone (including combatants) in the case of a perceived safety risk.

- As "Hold" time spent determining hits and scoring is included in the 3 minute bout time, it is important that these decisions be made as quickly as possible and combat recommenced.

The Combat Marshal will call a successful hit thus:

- Which competitor has received the hit — red or blue
- The target area hit — primary/deep or secondary/shallow
- e.g., "Red, secondary"; "blue, deep".

While the Combat Marshal has the final say in calling hits and awarding points, all competitors are expected to behave honourably in relation to scoring:

- Competitors are expected to indicate hits they have received.
- Competitors may decline a hit on their opponent if they believe it was ineffective.

Disputing the Combat Marshal's call or an opponent's honour in conceding hits is poor sportsmanship and will not be tolerated.

Close Combat/Grappling

No grappling techniques are permitted.

Grasping of blades and hilts in a controlled manner is permitted. However, double grasping of weapons will result in a call of "Hold" and a reset.

Coaching

A combatant may, if they wish, choose one other to act as their coach during a bout. However, coaching must not interfere with or cause delays to the running of the bout. See also 6. Corner Coaches above.

Forfeits

Any fencer is entitled to forfeit a bout without judgement or loss of honour, whether or not they choose to disclose their reasons.

A forfeit counts as loss of the bout.

If forfeit occurs prior to start of bout, a wild card fencer will take their place if possible.



If a fencer discontinues a combat:

- Due to accidental injury — scores are tallied at that time.
- Due to forfeit during bout — opponent wins, however, points remain.
- Due to safety violation/disqualification — disqualified fencer's score is discarded and their opponent wins.



13. Safety Warnings and Penalties

Any and all incidents, injuries, safety warnings or penalty cards must be notified to Safety Marshal as soon as possible.

This event will use a 3-level safety system which can be enforced by the Head Marshal, Safety Marshal and Combat Marshals. These penalties relate only to safety and behaviour issues.

All Warnings and Penalties will be recorded and reviewed by the Head Marshal, Safety Marshal and relevant head of School/School Representative.

- *1st level
Verbal warning*
 - For accidental/incidental offenses.
 - Allows marshals to communicate unacceptable behaviour to competitors/participants.
 - A second verbal warning for a similar issue will result in a Yellow Card.

- *2nd level
Yellow Card*
 - For any action which carries sufficient risk, or is disruptive enough to require an active penalty to discourage the behaviour, or is warranted due to repeated warnings.
 - A second Yellow Card in a bout is equivalent to a Red Card and will immediately disqualify a fencer from a bout and be recorded as a loss.
 - Repeated Yellow Cards across bouts may result in removal from tournament.
 - Can be for a single circumstance or for multiple warnings.

- *3rd level
Red Card*
 - Will result in disqualification from the bout or tournament, as appropriate.
 - Where a fencer presents an immediate and serious risk of injury to themselves, participants, staff or spectators.
 - Can be for a single circumstance or for multiple Yellow Cards.



Warnings or penalties may be given for the following reasons:

- *Dangerous behaviour* Any action which puts any participant, event staff or spectators at increased risk of injury. Examples include but are not limited to:
 - Exceeding intensity or close combat options
 - Deliberate dangerous striking
 - Striking with hands, feet, knees or elbows
 - Failing to heed halt or safety warnings
 - Deliberately and repeatedly blocking with hands or arms
 - Throwing a “Mordschlag” style strikes (or striking with the quillons)
 - Intentional hard striking directed at back of neck, spine or groin
 - Dangerous play not in accordance with tournament rules
 - Endangering fellow participants (in or out of the arena).

- *Unsporting behaviour* Any actions that give an opponent an unfair advantage outside the scope of normal competition. Examples include but are not limited to:
 - Moving out of bounds to avoid hits
 - Dropping weapons to avoid hits
 - Calling “Hold” without reason.

- *Disruptive behaviour* Any behaviour that disrupts the smooth running of the bout or tournament, or the atmosphere of the tournament. Examples include but are not limited to:
 - Abusive or offensive language to any participant, event staff or spectator
 - Arguing with the Marshals or other staff
 - Repeatedly being unready for the start of bouts
 - Throwing gear
 - Actions which seriously detract from the smooth running of the event or enjoyment of other participants/spectators.



14. Prizes

- Ribbons will be awarded for placing first, second, third and fourth in the Carranza Cup.
- An additional accolade, the Pacheco Prize for Best and Fairest, will be awarded based on nominations/votes from entrants and event officials.
 - A voting box and nomination/voting slips will be made available in a prominent position on the day.

15. First Aid

- All schools participating are asked to bring their first aid kits to the event, and to advise BSIS of any qualified first-aiders who will be present.
- BSIS will nominate a driver and vehicle to be available to transport any non-urgent injuries to seek further treatment.
 - A third person *must* accompany the driver and injured party in order to render assistance while in transit if necessary.
- An ambulance will be called for serious/urgent injuries, or as recommended by the qualified first-aiders present.

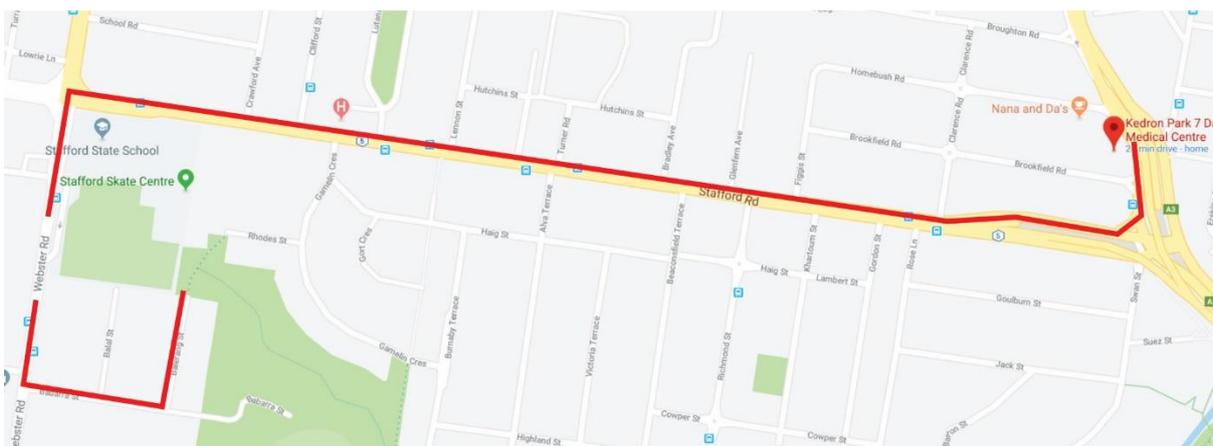
Nearest Medical Centre

Kedron Park 7 Day Medical Centre
Cnr Gympie and Brookfield Road, Kedron
Ph: 3857 6288

Web: <https://www.ipn.com.au/gp/gld-kedron-park-kedron-park-7-day-medical-centre/>

Open 7 days, from 8am to 7pm

Access via Gympie Road and Stafford Road. U-turn permitted at Gympie and Stafford Road intersection. Ample on-site parking. Disabled parking bay and ramp access available.





Nearest Hospital

Public:

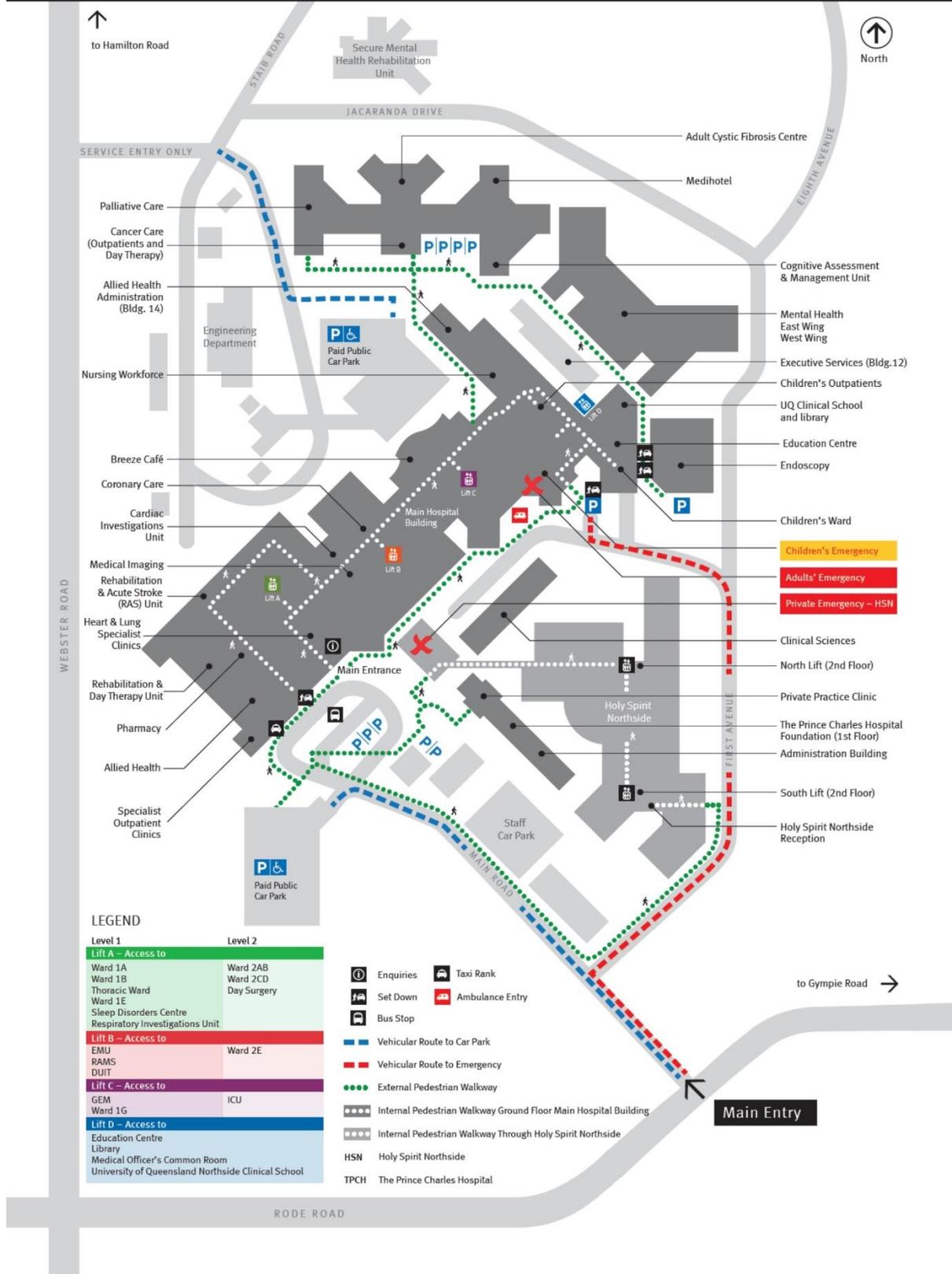
The Prince Charles Hospital
Rode Road, Chermside
Phone: 3139 4000

Private:

Brisbane Northside Emergency
627 Rode Road, Chermside
(between The Prince Charles Hospital and Holy Spirit Northside Private Hospital)
Phone: 3326



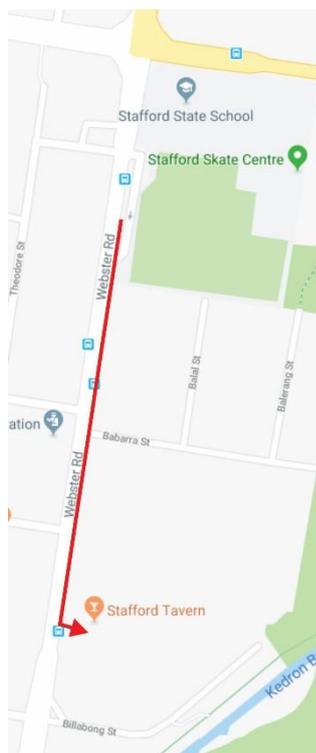
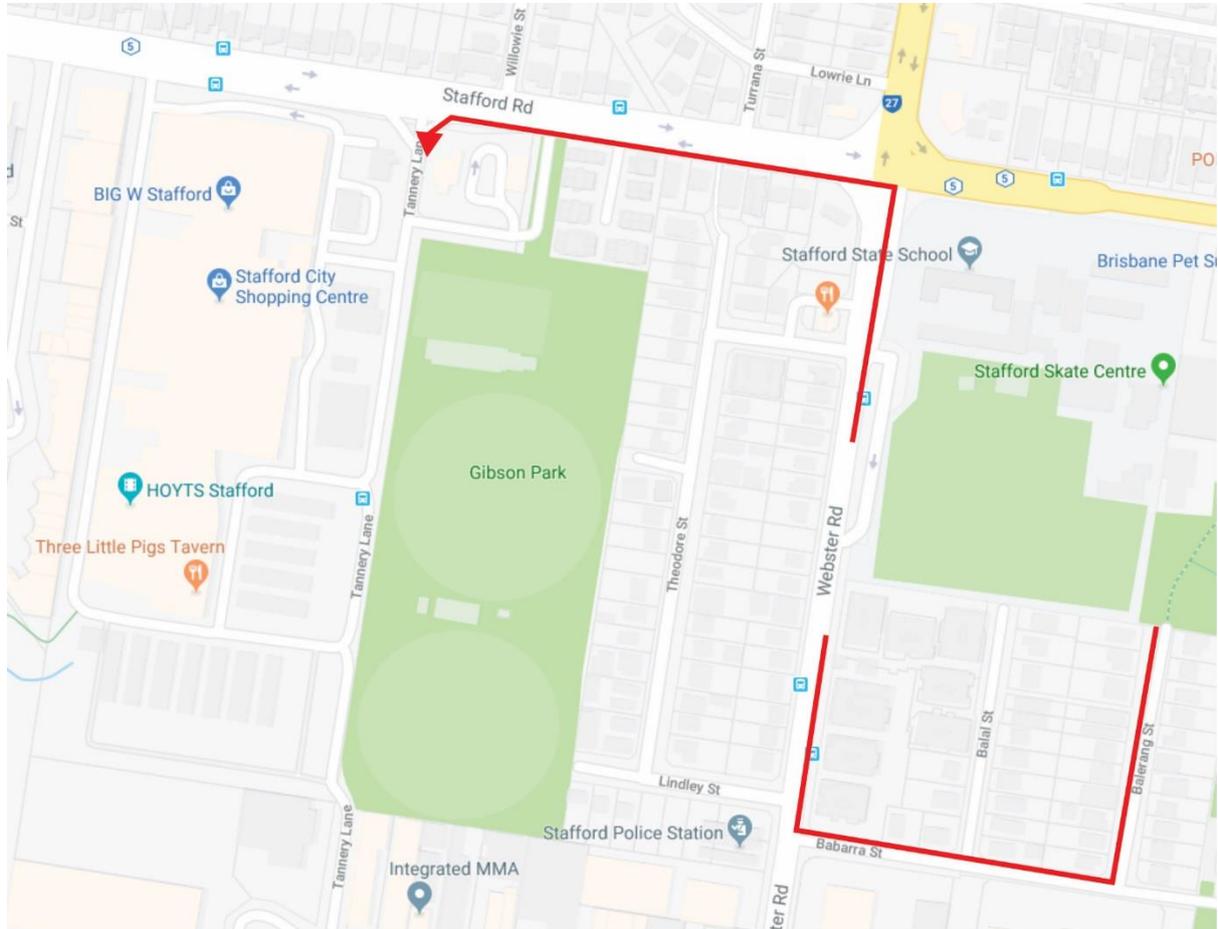
The Prince Charles Hospital Campus Map





16. Lunch Suggestions

While there are no cafes open on Sundays within walking distance, there are plenty of food options within a few minutes' drive, for example at the Stafford City Shopping Centre.



Alternatively, the Stafford Tavern is within walking distance, however, in our experience the service there is quite slow.



17. Souvenir Patch

How better to remember your glorious victories than to buy a souvenir Carranza Cup embroidered cloth patch?

These highly desirable decorations will be available on the day for the extraordinarily reasonable sum of \$8.

For your convenience, we will accept cash or EFT. Just look for our well-signed emporium counter.

Been there, stabbed that, got the patch.



18. After-Party

All members of the participating fencing schools are invited to the after-party at Pepe's Newmarket Mexican Restaurant and Tequila Bar, 184 Enoggera Rd, Newmarket. (Google Maps <https://goo.gl/maps/2neU7w8QMix>)

We will have a group reservation – details to be advised..

Please note that there is a limited parking area behind Pepe's, and additional parking in the side street, Willmington Street.

You can preview the menu here: <https://pepesnewmarket.com.au/>.

Please RSVP separately as to whether you will be attending the after-party. The easiest way to do this is using the separate After-Party Facebook event.



19. Online Information and Registration

Online Information and Enquiries

This document and the registration forms can be accessed via the BSIS website:

<https://www.bsis.club/carranza-cup/>

There is also a Facebook event which provide links to this information. Please remember that accepting an event invitation is not the same as registering as a competitor — if you want to compete, you will need to complete a separate online registration form.

A separate Facebook event has been set up for the after-party — please use this to RSVP for the dinner.

Facebook events can be found on our page:

<https://www.facebook.com/IberianSwordsmanship/>

Feel free to message BSIS through our Facebook page or by email: info@bsis.club

Registration

Registration is via an online form:

https://docs.google.com/forms/d/e/1FAIpQLSemuc1HoyVhf9EesCniR9liprY_a35UBlcjp_pWGkECTfvglZg/viewform

If you are a Boss Fight, please use this modified form instead:

<https://docs.google.com/forms/d/e/1FAIpQLScvuzdA-dnaw883qiyZHJccpFUFYBmuDT3vYrkGAz4I7qdKUQ/viewform>

RSVP

Entrants must register by Monday 30 September 2019. Registration applications received after that date may be accepted or denied at the organiser's discretion.