

## **Rapier rule set for “Bicornio”**

### **The goal of the ruleset is:**

to encourage fencing that is both safe and enjoyable for the fencers and spectators alike  
NOT to simulate an imaginary life-or-death fight  
to encourage technical fencing, aiming mostly deep targets

### **Target area:**

The whole body

**Except:** groin, nape, back, feet

### **Hitting with the blade of the sword is valid**

The main types of attacks are thrusting and cutting

Hits with both the flat and the edge of the blade are valid

A valid thrust should bend the blade visibly

Cuts should travel over a visible distance, flick will be disregarded

Push/pull cuts are valid only on the mask, if drawn along at least half of the length of the blade

### **A hit can be disregarded by the judges if**

it barely reaches the protective equipment

it is unintentional and/or light

the scoring fencer explicitly wishes so

### **The match ends if**

one fencer leads by 7 points difference

the allotted 2 minutes is up (time is stopped between calls of „halt!” and „fence!”)

In the final, in the case of a draw, fencers keep fighting for one clean hit.

### **Scoring**

Thrust to the head and torso - 3 points

Cut to the head - 1 point

Limbs (cut and thrust) - 1 point

Cut to the torso - 0 point

Ringout - 1 point (touching or crossing the side of the ring with both feet)

Unforced fall (unassisted trip) or unassisted weapon loss - 1 point

### **In the case of double hit**

Neither fencer scores a point

Doubles are recorded, and in case of a tie, the fencer with less doubles will be go through

Reaching 5 double hits constitute as an instant double loss

### **In the case of an afterblow**

The first fencer to hit gets 1 point, if the hit is a thrust to the head or torso, otherwise no fencer gets any points

### **Qualifying to the finals**

The winner, scoring more points, carries forward the difference in point

The fencer having the most points at the end of the pool phase will qualify to the finals (supposing 8 fencers, the first of each pool will fight for gold, the two seconds for bronze)

In the case of a tie, the one with less doubles will advance

If there is still a tie, they fight an additional match in sudden death (till first clean hit)

### **Forbidden techniques**

Throws, tackles, trips

Ground-fighting, joint-locks

### **It is allowed to**

Grab the opponent's blade (a tape will mark the forte of the blade that can be grabbed)

After a disarm, one attack scores points in the regular way

It is allowed to push aside thrusts

However, reaching into a cut or stopping a thrust with the palm will score points for the opponent

**The rules of the finals are identical to those in the pool**