



BARANTA WORLD CUP

COMPETITION INFORMATION FOR TEAMS AND COMPETITORS

Competition Organizer: Baranta Hungarian Traditional Martial Arts Association

Associate Organizers: Mente Egyesület (Mente Society)
 Municipality of the City of Miskolc
 Hungarian Martial Arts Federation
 Miskolc Cultural Association

Competition Venue: Miskolc (Hungary), Generali Arena (H-3530 Miskolc, Görgey u. 19.)

Competition Date: May 18-20, 2012

President: Ferenc Vukics, (President of Baranta HTMAA)

Chief Judge: Zoltán Németh (Vice-president of Baranta HTMAA)

Competition Sponsor: Dr. Ákos Kriza, Mayor of the City of Miskolc

Competition Patron: István Boldog, Member of Parliament

Program organizers: Mónika Rápóti-Fekete, Edit Antal

Age-groups: Adult men and women, 17 years and older (compete against each other)

Entry requirements: Pre-registration, in some cases successful qualifying rounds (to be held on April 28, 2012)

Baranta is an independent branch of the martial arts. It is the traditional Hungarian body culture which builds a life-philosophy. At the present time, in six countries, two-thousand five-hundred young people take part in the practice of the Hungarian military techniques. In Hungary, it is the fifth most popular branch of martial arts. Officers of the Ludovika Military Academy laid down its foundations between the two World Wars. In 1991, research into it was renewed. In 1996, the first Baranta Club was founded in the Kossuth Lajos Military Academy in Szentendre. In 2002, the Hungarian Baranta Association was established. In 2005, it gained admission into the Hungarian Martial Arts Federation.

For fifteen years, the organization has sponsored the Hungarian Baranta Championship and the Hungarian Baranta Cup series of competitions and also, for the past seven years, the Balassi Bálint and Sudár István Memorial Competitions. The members of the Baranta clubs hold 3-400 demonstrations annually, across the country. The selected Baranta competitors regularly take part in various martial arts competitions and appear in international competitions organized in Hungary.

For the first time, in 2012, we are organizing the **Baranta World Cup**, to which **we welcome representatives of every style:** fencing, wrestling, archery and formal exercises with weapons, who choose to match themselves against the selected Baranta competitors and those of other martial arts. We guarantee for every style the opportunity for at least one person to compete (without a qualifying round) but if there are several competitors, there will be qualifying rounds.



Székhely: Budapest XV. Ker. Pázmány Péter u. 29-33.

E-mail cím: barantaszovetseg@gmail.com

BARANTA VILÁGKUPA, 2012. május 18-20.
Miskolc, Városi Sportcsarnok

Honlap: www.barantavilagkupa.hu
Info: info@barantavilagkupa.hu

Schedule

Friday, May 18

2:00 PM – 5:00 PM: Registration, occupation of rooms, and opportunity for practice for the competitors

6:00 PM – 6:30 PM: Official opening by the Mayor at the State Flag

6:30 PM – 7:00 PM: Demonstrations of Baranta and folk-dancing at the State Flag

8:00 PM - 11:00 PM: Technical meetings for coaches and competitors, opportunity for practice

Saturday, May 19

8:30 AM – 9:00 AM: Official Opening Ceremonies

9:00 AM - 12:00 PM: Qualifying rounds for fencing and wrestling

12:00 PM – 1:00 PM: Various martial arts demonstrations

1:00 PM – 4:00 PM: Competition for individual and pair weapon patterns

4:00 PM – 6:00 PM: Finals for fencing and wrestling

6:00 PM – 7:00 PM: Weapon patterns, results of the fencing and wrestling competitions

7:00 PM – 9:00 PM: Gala presentation (demonstrations of Baranta, Kung-fu and Kempo, presentation to winners of the talent search competition, battle-scene with 300 participants, presentation of the Hungarian Warrior Prize, presentation of the winners of the weapon patterns.

9:00 PM – Midnight: Folk-dance with live music

Sunday, May 20

9:00 AM – 11:00 AM: Choice of Martial arts branch and open practice (with groups from Miskolc and surroundings.)

11:00 AM-12:00 PM: Qualifying rounds for archery duels

12:00 PM - 3:00 PM: Finals for archery skill course and archery duels

4:00 PM - 5:00 PM: Results of the archery competition and presentation of the Baranta World Cup

Competition events

Four events will take place in the Baranta World Cup, each event has two elements. Each competitor must take part in both elements of the given event. If he wishes to win the World Cup, competitors must enter more than one event. The competitor's final result is considered to be his best 3 point total. (If he enters all four events, the lowest point total is erased from the final count.) The events are the following:

1. Weapon patterns

Individual weapon patterns and paired duel weapon patterns.

2. Free fencing

Sabre-fencing and spear-fencing

3. Baranta wrestling

Belt-wrestling and combat wrestling

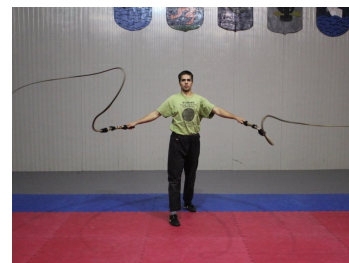
4. Combat archery

Archery duel and archery skill course

1. Weapon patterns – a test of knowledge

Part 1/a: Individual weapon patterns

The *individual weapon pattern* consists of a 45-90 second individual demonstration, consisting of various movements with folk and military elements incorporated into a demonstration that flows uniformly. The performance is judged on speed, showmanship, the use of the weapon, style, choreography and music.



Part 1/b: Paired weapon patterns, as a duel

The *paired weapon pattern*, as a duel, is a 45-90 second armed and unarmed military action, which demonstrates preplanned combat and practiced series of actions. During this impressive performance, the competitors show their prowess in handling their weapons. The judges award points on the following: battle-readiness, use of weapons, dynamics, accuracy and style.



If both members of the pair have entered the competition (this is not a prerequisite) then both contestants will receive the same number of points, so there is not a separate evaluation for each. They should be given an overall evaluation (grade on a curve). In both events, on the basis of the average of the points awarded by the judges, the following points will evolve (the first 16 receive points):

Place	Points
1.	1000
2.	900
3.	800
4.	700

Place	Points
5.	650
6.	600
7.	550
8.	500

Place	Points
9.	450
10.	400
11.	350
12.	300

Place	Points
13.	250
14.	200
15.	150
16.	100

The combined results of the two parts make up the final points. In the case of a tie, the results of Part 1/a will be the deciding factor; if that is also a tie, then the results of Part 1/b; if this is also a tie, then the point judges will decide.

2. Free fencing: sabre fencing and spear-fencing - test of knowledge

During the sabre (Part 2/a) and spear (Part 2/b) fencing, using the traditional Hungarian weapon for cutting and stabbing, the contestant must make contact with his opponent's body by using his sabre (or spear). The contests are conducted in fencing masks; there is no time limit and the winner is decided on the basis of the number of times he makes contact with his opponent's head, body or extremities and decided on by the judges. During the sabre-fencing, the contestants may move in any direction, therefore it is a spectacular fencing match, which reflects reality.



The basic contest is decided on 5 points. A head contact is 3 points, a body-contact is 2 points and the extremities count for 1 point each. If there is contact with a hand, that hand may no longer be used in the contest. If there is contact with both hands, the attacker wins.



Points are awarded in each competition in the same manner. The winner of each qualifying round receives 100 points. After the qualifiers, the elimination phase (knockout phase) takes place, with the following point system:

Place	Points
1.	1000
2.	800
3.	700
4.	500
5. (4 contestants)	400
9. (8 contestants)	300
17. (16 contestants)	200
33. (32 contestants)	100

The points collected in the qualifying round and during the eliminations are not added together, but the higher of the two will be accepted. (e.g. 3 wins in the group receive 300 points, but in the eliminations a 17th place (200 points), so the result in the event will be 300 points.) If someone does not win at all, he will finish the event with 0 points.

The result of the event is the total of the points awarded for the two parts of the event. If there is a tie, the competitor awarded the higher number of accumulative points during his/her competitions will constitute a win. If, however this too is a tie, then the winner will be decided by a sabre-fencing contest, first point wins. (This will be applied even if there are more than two contestants tied.)

The use of protective equipment is allowed (jock-straps, elbow-pads, padded gloves, knee-pads etc)

3. Baranta wrestling: belt-wrestling and combat-wrestling

3/a. Belt-wrestling – test of strength and endurance

Traditionally, every people developed its own wrestling forms, with which the opponents primarily matched their physical strength, skill and speed against each other. In belt-wrestling, the opponents struggle with each other bare-chested, without blows or kicks, with the goal of one taking the other to the ground. That contestant loses the match if another of his body parts touches the floor other than the palm of his hand or the sole of the foot.



3/b. Combat-wrestling – test of combat

Combat-wrestling, that is *egyrovásos böllön* is the struggle until one of the contestants gives up. The surrender is usually the result of choking, spinal or joint strain. Hitting and kicking during this event are not allowed. The rules of this event are similar to ground fighting or grappling of judo, with the exception that there are no points awarded; that competitor wins, whose opponent surrenders. The opponents fight bare-chested.



In both events, there are two weight-groups: -80 and +80 kg. The matches proceed with elimination phase (knockout phase). The point system:

Place	Points
1.	1000
2.	800
3.	700
4.	500
5. (4 contestants).	400
9. (8 contestants)	300
17. (16 contestants)	200
33. (32 contestants)	100

If a contestant does not win any of his matches, he finishes the event with 0 points.

The final result of the event is the combination of the points gained in the two parts. In the case of a tie, the points awarded their personal competition against each other is the deciding factor. If they did not compete against each other before, they must compete against each other in one of the events (even if they are not in the same weight-group).

4. Combat Archery: Archery duel and Archery skill course.

4/a. Archery duel – test of bravery

During the archery duel, the contestants enter the arena wearing fencing-masks and possibly other protective equipment, and try to shoot each other with child-strength bows (#20-25) using capped arrows. Each contestant starts off with 3 arrows but, during the competition, he may pick up the used arrows. The winner is the one who first hits the other's body or weapon. The organizers will provide the traditional composite bows.

The archery duel is conducted using elimination phase. Whoever does not win a single duel, finishes the fight with 0 points. The points are as follows:

Place	Points
1.	1000
2.	800
3.	700
4.	500
5. (4 competitors).	400
9. (8 competitors)	300
17. (16 competitors)	200
33. (32 competitors)	100

4/b. Archery skill course – test of skill

The importance of the archery skill course is that the archer, using different types of movement (running, rolling, jumping), completes the course and hits the given targets with the given number of shots. There are difficult conditions on the course which hinder the progress and the vision, and there are also moving targets. An accurate aim is not enough to complete the combat archery skill course; the course must be completed within a given time-limit.

The final result is a combination of three components:

1. the time in which the course is completed
2. the completion of all the requirements of the course (mistakes will be penalized with the addition of time)
3. the accuracy of the aim (mistakes will be penalized with the addition of time)

Composition of the archery skill course:

1. the first round starts with 6 arrows, running to the target area
2. running on the running-track, 20-15m shots (1) at the first target, while running (15-20m)
3. rolling forward, then shooting (2) at the stationary disk, 8-12m
4. rolling backward, then shooting (3) at the stationary disk, 8-12m
5. jumping up and shooting (4) at the second target, 8m

6. shooting through a window (5) at the second target, 12m
7. shooting while lying on one's back (6) at the second target, 12m
8. running back to the starting/finishing point
9. the second round starts again with 6 arrows, running on the running-track (no shooting)
10. running somersault, then shooting at the stationary disks while kneeling (7) then standing (8)
11. jumping over obstacles
12. jumping over obstacles and shooting (9) at the second target, 8m
13. shooting at 3 disks thrown into the air (10) (11) (12), 8m
14. running back to the starting/finishing point

This is a total of 12 shots, two rounds, each with 6 arrows. The target is 1x1m, the disks 20-30 cm in diameter. Scoring for errors:

- in the case of target: a shot that hits 20-30 cm. outside the target center (1x1m) : +5 seconds
- in the case of target: a shot that misses the target: +10 seconds
- in the case of the stationary disk: a shot that misses the disk: +10 seconds
- in the case of the disk thrown into the air: a shot that misses the disk: +15 seconds
- non-completion of tests of skill (e.g. not jumping on the 4th shot, or shooting after landing): +10 seconds
- missed shot (e.g. the arrow is dropped): +15 seconds

If the competitor fails to complete 3 tests of skill, or if he misses two shots, then he finishes the event with 0 points. The competitor may make only well-aimed, controlled shots. In the case of „stray” shots, the judge – for safety reasons – may suspend the completion of the event. In this case, the competitor will finish the event with 0 points.

Points score: On the basis of times adjusted for errors, the scoring follows (the first 16 are awarded points):

Place	Points
1.	1000
2.	900
3.	800
4.	700

Place	Points
5.	650
6.	600
7.	550
8.	500

Place	Points
9.	450
10.	400
11.	350
12.	300

Place	Points
13.	250
14.	200
15.	150
16.	100

The final score is a combination of the points awarded in the two parts of the event. In the case of a tie, the score of the archery duel between two contestants will be the deciding factor but, if they did not compete against each other, then they must duel with each other.

In the archery skill course, the competitor must use his own traditional composite bow with wooden or carbon arrows. Protective equipment may be used (e.g. a forearm protector), but a quiver or other unauthorized accessories that might give an advantage are not allowed. The arrows may be held with the bow or tucked into the belt. A hit only counts if the arrow remains in the target.

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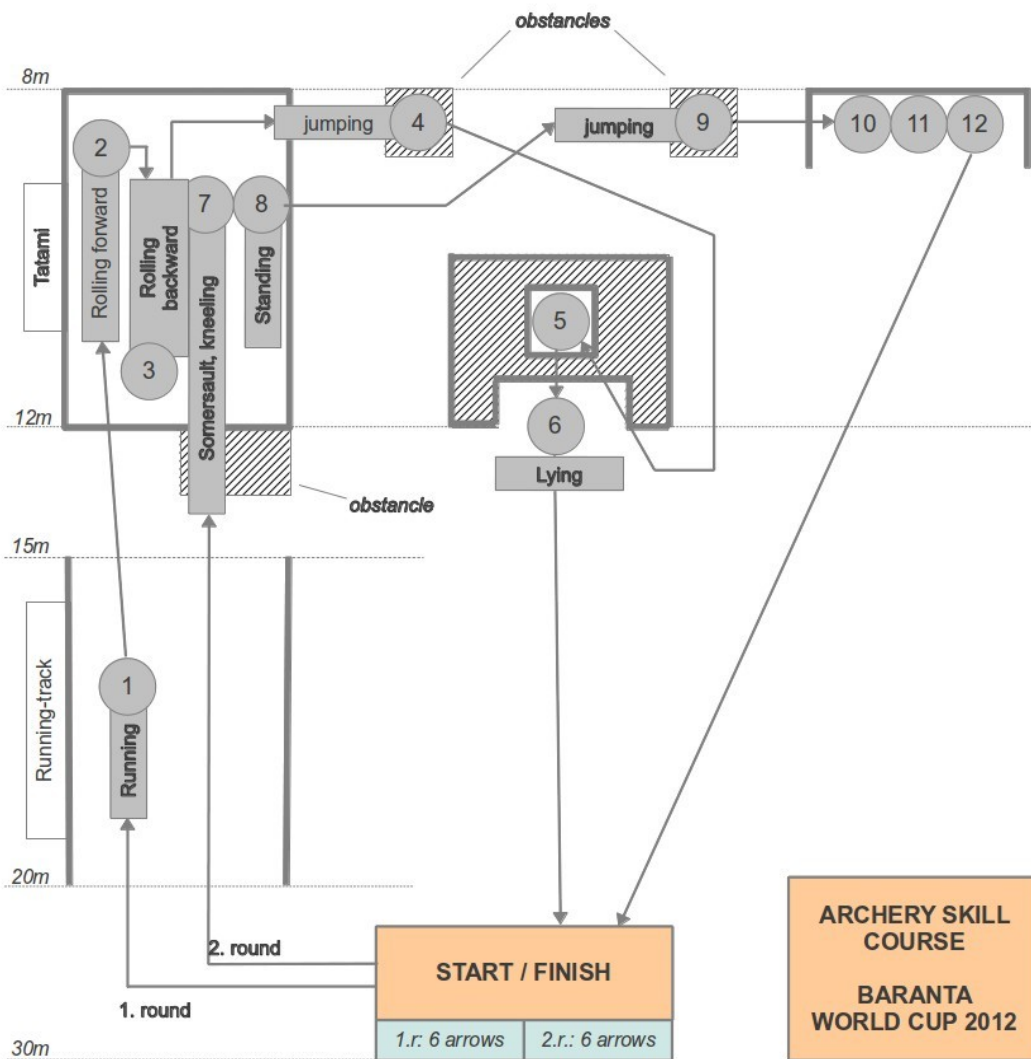
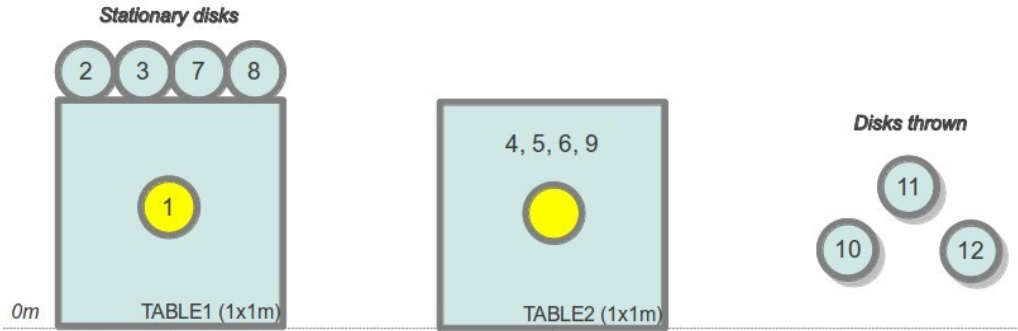
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Awards

The prizes awarded in the paired events:

**1. Place: Free fencing / Baranta wrestling / Combat archery / Weapon Patterns:
Winner of the Baranta Cup**

1-3. Place: Free fencing / Baranta wrestling / Combat archery / Weapon patterns, medal

1-6. Place: Free fencing / Baranta wrestling / Combat archery / Weapon patterns, certificate

Combined points: Each competitor's combination of the three best results of each competition. (If someone enters four events, then the lowest result does not count in the final result.) The Baranta World Cup is awarded to the competitor who receives the highest combination of points. In the case of a tie, the highest points received in the individual events (or the second, third highest) decides the winner.

Final results of the Baranta World Cup:

1. Place: Winner of the Baranta World Cup

1-3. Place: Baranta World Cup medal

1-6. Place: Baranta World Cup certificate for placement

Registration, entry fee

For one event: 3000 Ft. per person (10 EUR), for more than one event: 4000 Ft. per person (15 EUR). Pre-registrations accepted until April 27, 2012 at the following e-mail address: info@barantavilagkupa.hu Pre-registration is only valid with the payment of the entry fee. Information: www.barantavilagkupa.hu

In the case of on-site registration, the Organizer reserves the right to give permission to enter the competition. In the case of on-site registration, the entry fee is 6000 Ft. per person (20 EUR), which does not include the cost of accommodation.

Requirements for entry into the competition: report of a valid examination by a Sports Doctor (in the case of those only entering the archery contest, a report from a family doctor is sufficient), as well as written parental permission for those competitors who have not yet reached their 18th birthday.

Accommodation, meals, arrival, departure

The Competition Organizer guarantees accommodation for the organizers, participants and competitors in the following way:

- Organizers and participants: Friday and Saturday nights free of charge
- Those competitors who only enter the archery contests, with a special request, upon payment for the accommodation
- Competitors entering other events: Friday and Saturday nights free of charge

Arrival: Competitors who are entering only the archery contests should arrive on Sunday before

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HAGYOMÁNYOS MAGYAR HARCŐVÉSZETEK ORSZÁGOS SZÖVETSÉGE

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10:00 AM and should register at the Competition Venue. Competitors in all other events should arrive on Friday before 8:00 PM. End of event: competitors who are not entered in the archery contests, and who are not involved in the World Cup award ceremonies, Saturday at 9:00 PM. Those who are also entering the archery events or who are involved in the World Cup award ceremonies: Sunday at 5:00 PM.

RULES

Belt-wrestling

Belt-wrestling is a type of wrestling in which there is no punching or kicking, and which contains the controlled elements of folk wrestling forms.

2. The opponents fight with each other in pants with a belt, having nothing on their upper body.
3. The aim of the contestant is to force the opponent into a position in which he reaches the ground with his elbow, knee, back or bottom.
4. The fight lasts until the winning position.
5. The winner has to stand on the soles of his feet.
6. In case that both contestants get into a losing position (even if it does not happen in the same moment) the fight is undecided, so they continue in the starting position saluting each other. The one who reached the ground first can not start a pull from the ground.
7. There is no time limit – the referee can motivate the contestants.
8. In case of passivity the referee first tries to motivate the contestant (even both contestants) in words then he warns the passive contestant. There is only one warning, in case of further passivity the referee can eliminate the contestant. If both of the contestants are passive the referee can eliminate both of them. In this situation it means a loss for both contestants. In an elimination system both of them are eliminated.
9. It does not mean passivity if the one holds the other under continuous force.
10. Punching, kicking, biting, clawing are forbidden!
11. The sweltering upper body has to be wiped from time to time.
12. The contestants' nails have to be cut down.
13. When a contestant is bleeding or injured the referee decides if he can continue the fight or not.
14. It is allowed to sweep or trip up the legs. It is forbidden to attack the knee-joint!
15. The hanging parts of the belt on the waist can be used during the fight. Both stems have to be at least 20 cm long from the knot. The knot can be on the side or in the front, but not at the back.
16. The belts have to be adjusted from time to time.
17. The contestant can clamp his opponent's neck only for 6 seconds. If he does not start an action during this period he has to release the clamp! If the contestants are falling to the ground during the clamp then it has to be released before the moment they reach the ground.
18. The choking of the larynx is forbidden!
19. The joints of the body can be strained only in their natural bending direction – any other straining is forbidden!
20. The head can only be used for pushing or straining. Heading is forbidden!
21. The contestants have to try to stay in the set fighting area. Those who got out of the area can be sent back to the area by the referee.
22. The contestant who tries to escape all the time is warned at first then he can be eliminated.

23. A rest can be ordered only in special cases.
24. The contestants welcome each other traditionally before and after the fight.
25. The contestants must report on injuries.
26. Shortening: If the fight can not be decided in 20 minutes then it comes to the shortening which lasts for 1 minute and the more active, more initiative one becomes the winner of the fight. A contestant still can win by taking the opponent down to the ground during the shortening.

Combat wrestling

Combat wrestling is a type of wrestling in which there is no punching or kicking, and which contains the controlled elements of folk wrestling forms.

1. The opponents are fighting with each other in pants with a belt, having nothing on their upper body.
2. The aim of the contestant is to force his opponent into a position that he gives up the fight that is usually done by choking, straining the joint parts of the body or the spine, or by tiring the opponent out.
3. The fight lasts until either contestant gives it up.
4. The giving up has to be signaled by knocking on the opponent's body, knocking on the ground or by shouting if the hands are not free.
5. On the ground the referee can decide on the 'stalemate' situations. He can order the contestants to continue the fight standing or on knees.
6. If the contestants can not do anything with each other in a standing position and they do not get down to the ground the referee can order them to continue on their knees but from this moment they can not stand up anymore during the fight.
7. There is no time limit – the referee can motivate the contestants.
8. In case of passivity the referee first tries to motivate the contestant (even both contestants) in words then he warns the passive contestant. There is only one warning, in case of further passivity the referee can eliminate the contestant. If both of the contestants are passive the referee can eliminate both of them. In this situation it means a loss for both contestants. In an elimination system both of them are eliminated.
9. It does not mean passivity if the one holds the other under continuous force.
10. Punching, kicking, biting, clawing are forbidden!
11. The sweltering upper body has to be wiped from time to time.
12. The contestants' nails have to be cut down.
13. Contestants are not allowed to attack little joints (for example at least three fingers have to be grabbed in the same time).
14. When a contestant is bleeding or injured the referee decides if he can continue the fight or not.
15. It is allowed to sweep or trip up the legs. It is forbidden to attack the knee-joint!
16. Choking or straining can be used with the following regulations:
 - Choking the larynx is forbidden!
 - Every choke or strain has to be done continuously – with an increasing power and angle so that the opponent will be able to sense the force – direct sudden choking or

straining is not allowed!

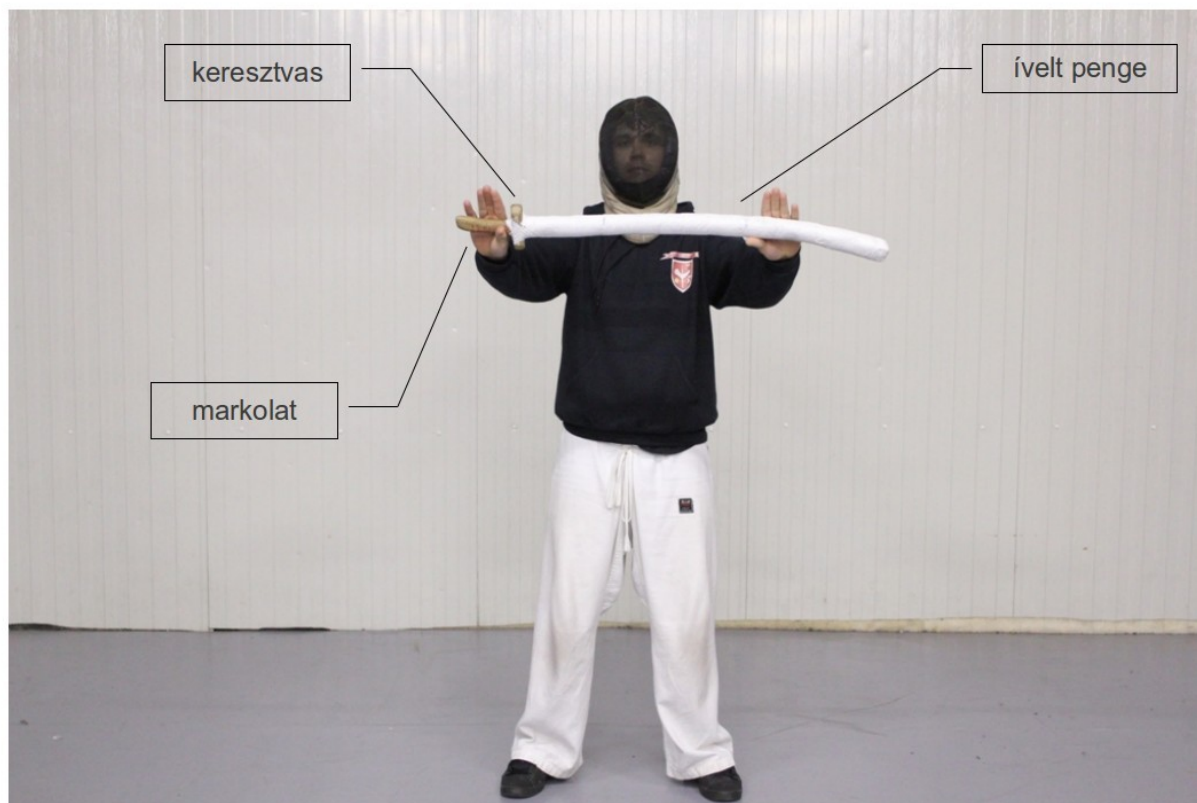
- It is forbidden to throw in a choking position!
 - In order to save health the referee can stop the fight in any given moment.
17. The hanging parts of the belt on the waist can be used during the fight. Both stems have to be at least 20 cm long from the knot. The knot can be on the side or in the front, but not at the back.
 18. The belts have to be adjusted from time to time.
 19. The contestant who commits a foul, or does not follow the rules is firstly warned and at the second time he is eliminated from the fight.
 20. The head can only be used for pushing or straining. Heading is forbidden!
 21. The contestants have to try to stay in the set fighting area. Those who got out of the area can be sent back to the area by the referee.
 22. The contestant who tries to escape all the time is warned at first then he can be eliminated.
 23. A rest can be ordered only in special cases.
 24. The contestants welcome each other traditionally before and after the fight.
 25. The contestants must report on injuries.
 26. Before and during the fight the referee can decide on the contestant's physical and mental preparation and state, and if it seems unfit for the fight the referee can order the end of the match.
 27. Shortening: in case that both contestants are active but they can not decide on who wins the referee can order a shortening (usually after 20 minutes): the contestants fight in a standing position, the winner is the one who manage to accomplish a technique and then gets in to a control position over his opponent. The fight can not be continued on the ground, if still there is no decision the contestants continue the fight in a standing position again. The rule of passivity works with more emphasis during this period.

Saber-fencing

The rules of saber-fencing:

1. Weapon: A saber with hand-guard made of wood, which has its edge taken off and weighs between 300 and 500 grams or a light-weight plastic weapon with a little curve. The edge of the weapon is covered with a special safety layer which protects the sufferer from an injury when there is a hit.
2. The contestants have to use standard sabers during the fight. If the weapons are different (size, weight, material) the fight can start only in the case that both the contestants have consented to it.
3. The fight lasts until 5 points.
4. Hitting the arm between the hand and the shoulder or hitting the leg is 1 point.
5. Hitting the head is 3 points.
6. Hitting the chest, the stomach, or the back is 2 points.
7. In case of hitting the arm (hand, forearm, upper arm), the opponent has to put the weapon into the other hand. After two arm-hits, the fight can not be continued so the opponent wins.
8. Hand, arm, and head-protectors are allowed.
9. Throwing the weapon is not allowed.
10. If a contestant loses his weapon, the other can attack freely, but the weapon can be collected (in this case grabbing the edge of the lost weapon does not mean a hit).
11. Getting hit by the contestant's own weapon counts as a hit (except for the case before).
12. Only a 'clear' hit (completely excluding the opponent's weapon) ~~does~~ **is** worth a point.
13. After every hit (clear or common), the referee stops the fight and the contestants continue the fight from the starting position.
14. There is no limit in the power of the hitting, but the quick movements and reactions do not even allow the contestant to use maximum power because it would mean time-loss. In these competitions the use of 'half-power' is the most effective. The contestants must have a sufficient ability of tolerating pain and sportsmanship to avoid unfairness.
15. If a contestant hits and the other hits as well but there is a split of a second difference, that counts as a common hit.
16. If the one hits but the other has already started the hitting movement and he manages to finish it (which would also be a hit in a real fight), then it counts as a common hit.
17. In every fight, after 5 common hits in a row, the score becomes the final score and the fight ends. If the score is tied, the fight continues until the first 'clear' hit.
18. Chiefly, the referee decides on the hits, but if the attacker says that there was no hit, then the hit does not count. What the sufferer says is not authoritative. Primarily it is the contestants' task to signal if they got hit, and in disputable situations the referee decides.
19. Running away is not allowed, the referee can warn the contestant (running away: moving back more than 10 meters in the same direction; turning, moving with changing directions are not in this category).
20. Every contestant can use their own protectors in order to keep the weapons from getting into their eyes. If the contestant does not have one, he has to wear those which are guaranteed by the organizers!
21. Attacking the larynx or the genitals is forbidden, it can lead to elimination! (If the defending contestant makes a movement with which the opponent's weapon hits the forbidden areas

and the contestant does not get injured then the fight continues)



Spear-fencing

The rules of spear-fencing:

1. Weapon: A 170 cm long, straight wooden stick with a 2 or 3 cm perimeter. On the one end there is a 25 cm long ('blade') and on the other hand a 10 cm long ('knob') hitting surface. The hitting surfaces are covered with a safety layer, which protects the contestants from serious injuries.
2. If the weapons are different (size, weight, material) the fight can start only in case that the contestants consented to it.
3. The fight lasts until 5 points.
4. Only those stabs or cuts count as a hit, which was done with the hitting surfaces. Attacking with the non-hitting surfaces does not count as a hit.
5. Hitting the arm between the hand and the shoulder or hitting the leg is 1 point.
6. Hitting the head is 3 points.
7. Hitting the chest, the stomach or the back is 2 points.
8. In case of hitting the arm (hand, forearm, upper arm) the opponent cannot use that arm anymore during the fight. After two arm-hits the fight cannot be continued so the opponent wins.
9. Hand, arm protectors or suspensors are allowed, head-protectors are obligatory.
- ~~10. The thrown weapon counts as a hit if its blade hits the body or the head but not the arms or the legs! With the other end of the spear ('knob') there is no thrown hit.~~
11. If a contestant loses his weapon, the other can attack freely, but the weapon can be collected and continue the fight with it.
12. Getting hit by the contestant's own weapon counts as a hit, but only with the 'blade,' the 'knob' doesn't count.
13. Only a 'clear' hit (completely excluding the opponent's weapon) is worth a point.
14. Excluding the opponent's weapon with arms, legs, body or grabbing the weapon is allowed, except for the hitting surfaces (blade and knob) because that would mean a hit.
15. The weapon can be held in one or two hands as well (if there was no arm-hit before).
16. After every hit (clear or common) the referee stops the fight and the contestants continue the fight from the starting position.
17. There is no limit in the power of the hitting, but the quick movements and reactions do not even allow the contestant to use maximum power because it would mean time-loss. In these competitions, the use of 'half-power' is the most effective. The contestants have to have a sufficient ability of tolerating pain and sportsmanship which avoids unfairness.
18. If a contestant hits, and the other hits as well, but there is a split of a second difference, that counts as a common hit.
19. If the one hits but the other has already started the hitting movement and he manages to finish it (which would also be a hit in a real fight), then it counts as a common hit.
20. In every fight, after 5 common hits in a row, the score becomes the final score and the fight ends. If the score is tied, the fight continues until the first 'clear' hit.
21. Chiefly, the referee decides on the hits, but if the attacker says that there was no hit, then the hit does not count. What the sufferer says is not authoritative. Primarily, it is the contestants' task to signal if they got hit, in disputable situations the referee decides.

22. Running away is not allowed, the referee can warn the contestant (running away: moving back more than 10 meters in the same direction; turning, moving with changing directions are not in this category).
23. Every contestant can use their own protectors in order to avoid the weapon from getting into their eyes. If the contestant does not have one, he has to wear those which are guaranteed by the organizers!
24. Attacking the larynx or the genitals is forbidden, it can lead to elimination! (If the defending contestant makes a movement with which the opponent's weapon hits the forbidden areas and the contestant does not get injured, then the fight continues)

