

Stave Fencing Tournament Protocol

GENERAL

All 'holders' and supporters of events (movement teachers + others) should have a 10 minute check in prior to event to review the following guidelines and principles for stave fencing.

Tournament staves must be 1" thick and 4' in length. Please remove any other size stave.

A respectful handshake should take place before and after each bout.

STRIKES

- Technique over speed is of the utmost importance. Squires should be demonstrating temperance and self-control by being able to stop a strike from hitting someone hard if it beats the parry. This should be evident in every match up.
- After a block, squires must return to center with both hands on the stave (at head level) before starting their strike. This may be a quick transition, but it must happen.
- The type of strike should be apparent in the first instance (dropping behind head for foot strike and side strike), the hand comes forward for head strike.

HARD STRIKES

There will be 3 hard strikes and out policy.

- If a student does hit hard, they should demonstrate virtuous traits and apologize (take accountability).
- If a squire hits an opponent after a notice is given (second offense), the squire will be given a reminder that if they deliver a their hard strike, they will be out.
- If a third hard strikes occurs, they are disqualified. This carries through the whole event.

* Hand strikes do not count (unless they're striking hands held wide, which means initiator is not striking center of stave between hands).

HEAD STRIKES

- The full 'twirl' should take place when initiating a head strike.
- Squires should stop their head strike before touching their opponent's head if they beat the parry.
- The 'twirl back' after a head strike is not necessary, being able to defend oneself and parry is the most important thing.

FOOT STRIKES

- Foot strikes take place from the foot up to the ankle
- A clear lunge must take place for 'foot strikes'.

SIDE STRIKES

- Side strikes should take place from the hip up to the floating rib.

BLOCKS/PARRIES

- Parries should follow the practiced form if and when possible. However, judges understand that at times the techniques may vary, as the most important thing is protecting oneself.
- Squires should reposition/slide hands about 6" from the end of the stave for each parry, to avoid being hit in the hands.
- The jump for foot parry should be discouraged, as not all squires lunge for the strike; however, it will be accepted as a parry.
- Squires should hold the staff firmly in their hands for parries, as opposed to the pinch (which is used for the check at the beginning of each bout).
- In addition, the stave must reach their opponents body if they beat a parry in order to score a point.
- In the spirit of Chivalry, the squire who loses a point ideally would acknowledge their opponent's point by stating "touche, touch, hit" etc.