

Structure of tournament

1. Organizational hierarchy

The organizational hierarchy of the tournament consists of multiple elements that all play a vital part in getting such a large undertaking to run smoothly:

- **Tournament manager.** The person in charge of the tournament and for making all final decisions during the execution of the tournament. Will be available during the tournament.
- **Referee.** The person responsible for running all bouts on one mat. Responsibilities include, but are not limited to, starting/stopping a bout, announcing score, clearing up misunderstandings, giving out warnings and disqualifications.
- **Judges.** A group of judges judge all exchanges in a bout and award points based on their impression of what happened during each exchange.
- **Secretariat.** Announce bouts, keeping time as well as score and making sure fencers are presented with red and blue armbands.

In addition to the people filling these roles there are three vital components to all tournaments: fencers, coaches and audience. For the purposes of this text, “fencers” and “coaches” refers only to the two fencers and up to two coaches who are involved in a bout. All others are considered members of the audience.

In order for a tournament to run as efficiently and correctly as possible, it is important to establish proper communications channels between all the elements involved.

If the fencers or the coaches have any concerns during a bout they can address the *referee* by calling a time-out.

Members of the audience can direct their questions and comments to the *tournament manager*. The tournament manager can address the referee between exchanges should the issue warrant attention during the bout. Under no circumstances are members of the audience to address anyone involved in the ongoing bout.

Anyone who has a question, complaint or comment between bouts is to direct their issue to the *tournament manager*.

2.1. Pool rounds (Longsword, Sabre and Rapier & Dagger)

The fencers will be seeded and split into pools. The ranking used will be the current NHFL rating, the previous NHFL ranking and the known skill for the fencer in question.

The size of the pools depends on the number of participants. The pools will only be final after registration on the day of the tournament.

Each fencer will have one bout with all the other fencers in their pool. After this, all the fencers are ranked, based on the following criteria:

1. Match points: a win is awarded 9 match points, a draw is awarded 5 match points, and a loss is awarded 3 match points. Every other double hit removes one match point.
2. Highest victory index; number of bouts won divided with number of bouts fought
3. Highest hit index; delivered hits minus received hits, divided with number of bouts fought
4. Lowest received index; number of received hits divided with number of bouts fought

The actual number of delivered hits will be used which can be both lower and higher than 8 for longsword and sabre and 9 for rapier despite a won bout.

If two fencers are still ranked the same their internal bout result decides who will rank higher. If such a result does not exist their internal order in the ranking is decided by drawing of lots.

During the pool round the fencers in the current pool must remain in the designated area with their equipment on.

If a fencer forfeits a bout the result for that bout will be recorded as a victory for the opponent with the relevant maximum points (8/9) points to 0 points. This applies regardless of the current score at the time of the forfeit.

If a fencer withdraws from the tournament or is disqualified during the pool round, that pool will be handled as if the fencer never participated in the tournament. This applies regardless of number of fought bouts in the pool.

2.2. Pool rounds (Sword & Buckler)

The invitational Sword & Buckler tournament at Norway Open 2016 will use a Swiss system with finals.

In the first round fencers will be randomly paired, trying to avoid bouts between competitors from the same club. In subsequent rounds competitors will be sorted according to performance to meet another competitor with the same score or as similar score as possible. Exceptions can be made to avoid that competitors meet each other more than once.

In the case of an odd number of fencers, the lowest-ranking fencer will receive a bye. Each fencer can only receive one bye in the tournament.

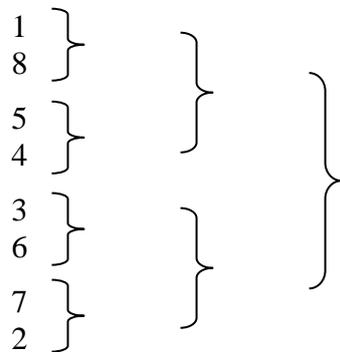
After 4 rounds the top 4 fighters will meet in semi-finals and finals (including match for third place), as outlined in section 3.

3. Elimination rounds

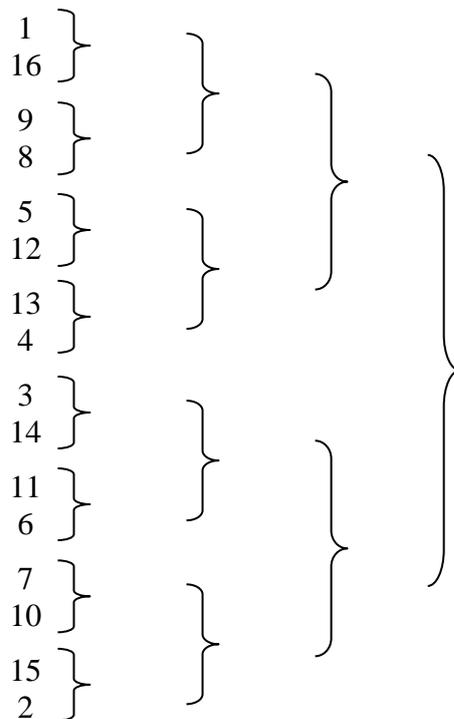
After the pool round the tournament moves on to the elimination rounds where each fencer will continue to fight bouts until they suffer a defeat.

The elimination rounds starts with the highest ranking fencer meeting the lowest ranking fencer that made it to the first elimination round according to the examples below:

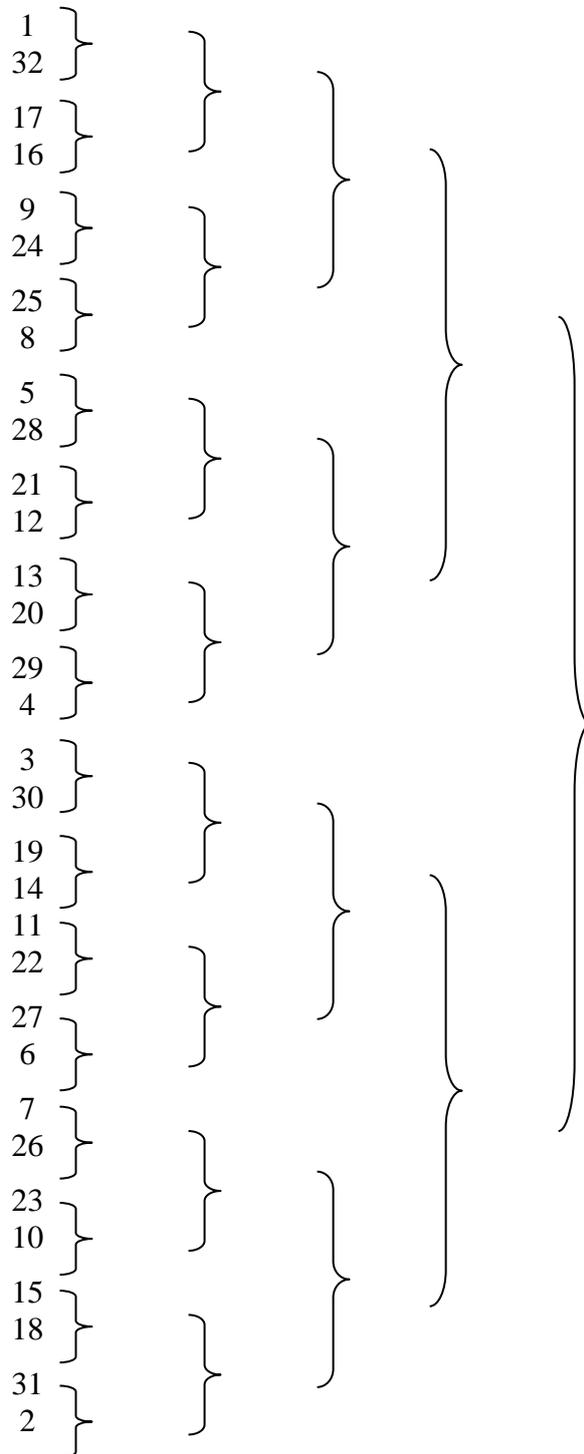
Ranking after pool round, 8 fencers



Ranking after pool round, 16 fencers



Ranking after pool round, 32 fencers



The number of fencers advancing to the elimination rounds will be decided based on the number of the participants. It is also possible that the highest ranking

fencers will fight one elimination round less than the rest. This depends on the number of participants and will be announced at the same time as the pools. If a fencer withdraws from the tournament or is disqualified before the elimination trees are published, the fencer is removed from the ranking and everyone below moves up one place.

If a fencer withdraws from the tournament or is disqualified after the elimination trees are published, the fencer will be considered to lose the forthcoming bout, resulting in a walk-over for the opponent.

4. Fight for third and first places

The fights for third and first places in the tournament will be decided by the combined score of two rounds, each fought to 3 minutes or 8/9 points (depending on tournament), with 1 minute break between rounds.