



# Experimental framework ruleset for Montante/ Greatsword

Greatsword fencing in asymmetric scenarios. Montante, Spadone and Schlachtschwert.

**Experimental** DDHF ruleset

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# Table of Contents

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1 General information .....	3
2 Technical terms.....	3
3 Commands of the competition judges .....	3
4 Equipment .....	3
1. The Montante.....	3
2. Armament of the Picadores .....	4
3. Protective equipment.....	4
5 Process.....	4
1. Superordinate sequence of a group round .....	4
2. Sequence of a single bout .....	5
6 Awarding of points.....	5
1. Montantero / Montantera .....	6
2. Picadores .....	6
3. Evaluation.....	6
7 Scenario variants .....	7
1. To variant 1 - Escape from an alley or street.....	7
2. To variant 2 - roadblock/holding the breach.....	8
3. To variant 3 – clearing the street .....	8
4. To variant 11 – defend an object .....	9
Change history .....	10



## 1 General information

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Due to the nature of the Montante, this system of rules is intended to simulate the battle of a Montantera outnumbered by her opponents, often with a specific mission objective or in a certain tactical situation. The focus for the Montantero is to keep the enemies at a distance, to reach their respective objective and not necessarily to eliminate the opponents. Overall, the self-protection and the mission objective should therefore be given a higher scoring than hitting the opponents. This is implemented in the form of different scenarios, also in combination with each other. This results in a deliberately wide variety of objectives and focal points and thus varied possibilities for the tournament structure.

The DDHF framework also applies for general terms.

## 2 Technical terms

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The Montantera / the Montantero: The person who is fighting with the Montante.

The Picador / the Picadora, the Picadores: The opponents of the Montantera.

## 3 Commands of the competition judges

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In addition to the commands defined in the general framework rules of the DDHF, there is also the following additional command:

“Out” or the German word “raus”: The Picadora just hit will be eliminated from the round without interrupting the current round.

## 4 Equipment

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### 1. The Montante

Only padded weapons that are padded in the blade and at the tip are permitted, to prevent serious injury and to minimize minor injuries. The other parts of the weapon must not have sharp edges or spikes that could increase the risk of injury. The weapon must comply with the following dimensions and weight limits (recommended: Approx. 1.7 m, 2 kg, 45 cm handle).



Overall length: 150 – 185 cm

Handle length (including knob, exclusive crossbar): 40 - 55 cm

Weight: 1.8 – 2.5 kg

## 2. Armament of the Picadores

In the standard case, the Picadores are equipped with one-handed weapon simulators, which are intended to simulate side swords or smaller weapons. However, this can be determined individually by the tournament management (see also section 7 "Variations"). Only foam or flexible plastic wasters are permitted. To avoid injury to fencers and damage to the sensitive covers of the padded montante, make sure that the surfaces of the Picadore's weapons are smooth and free of splinters, sharp edges or rough spots before starting.

(Recommendation: Since the length of the weapon has a big influence on the chances of winning for the Montantero, the tournament management can freely determine the maximum length, but it should be below 110 cm.)

In the standard case, the proven plastic training foils from youth sport fencing should be used.

## 3. Protective equipment

The specification of the DDHF framework rules for the fencing mask applies.

Slightly padded gloves are also necessary - see DDHF framework rules Rapier Gloves ("... Made from a padded material that protects fingers and wrist from light blows.")

Additional protective equipment is not required. Recommendation: An additional neck protection, back protection as well suspensorium and chest protection is recommended. Long-sleeved shirts such as sweaters provide some protection against the harmless but unpleasant stripes caused by the flexible plastic foils.

# 5 Process

## 1. Superordinate sequence of a group round

The fencers are grouped into one or more groups (recommendation: 4 – 6 persons). A group round consists of several bouts (weapon bouts / "Waffengang"). For the first bout, a person of the group is randomly assigned to be the Montantero, the others take on the role of the Picadores. When the bout is over, someone else in the group changes to the role of Montantera for the next bout. The order shall be determined at random. After everyone has completed a course as a Montantero, the group round is finished, the points are added up and the winner is determined.



## 2. Sequence of a single bout

The simplest standard case is described here. Suggestions for further variations can be found in section 7.

Initially, the respective objectives for Montanero and Picadores are explained. In the simplest case, for example, for the Montanero this is "survive for 60 seconds" and for the Picadores, "try to at least injure the Montanero before the time runs out."

The Picadores take up position outside the reach of the Montanero, usually as a group standing together. At the command of the chief judge, the round begins. The objective of the Montanero is to go through the pre-set time (recommendation: 60 seconds) or to eliminate all enemies before the time expires. The aim of the Picadores is to hit the Montanero with a valid fencing action and eliminate her without being hit themselves.

Each Picadora has exactly one hit point. If he or she is hit by the montante in any way at any part of the body, a competition judge calls the command "out" or raus". The Picador immediately withdraws from the ongoing battle and leaves the battlefield. An afterblow is not allowed. For the other participants, however, the battle is not interrupted. In the case of double hits, both hits are scored. If there is any doubt about a double hit, the decision must be taken in favor of the Montanero.

In order to facilitate the precise communication with the individual Picadoras, they should be marked with e.g. differently colored bands or with start numbers.

The Montanero has two hit points. Only "valid hits" according to the DDHF framework are counted here, which the Picadores attach to him. Again, the entire body is target area. The first hit does not interrupt the fight. Only with the second hit, when both hit points are used up, the bout is finally over.

A bout ends when either the time has elapsed, the Montanero has been eliminated, the mission objective has been reached, or the objective has finally failed. The bout is ended by the "Stop" or "End" command by the referee.

Wrestling is prohibited. Exceptions may be specified separately by the tournament organizer. The Picadores may only grip and hold the montane on the handle, guard and ricasso – expressly not on the blade.

The throwing of weapons is generally not permitted and is only permitted in special scenarios with specially designed weapons (e.g. Picadores with dedicated throwing weapons).

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## 6 Awarding of points

At least one judge must lead the fight and award points. However, it is recommended that at least three judges be appointed to observe the events from different angles.



A distinction must be made between points and hit points.

- Hit points are determining whether to leave an active bout, see section 5.2 "Procedure of a round".
- The normal points count for the evaluation and overall victory.

The following describes the simplest standard case again (survive against an opponent group for a given time). Suggestions for further variations can be found in section 7.

### 1. Montantero / Montantera

If the Montantera survives a bout without a counter-hit (2 points remaining, "uninjured"), it receives 10 points for this. If a Montantero survives the bout with one counter-hit (1 hit point remaining, "injured"), he receives 5 points. If he is eliminated with 0 remaining points, he will not receive any points for this.

In addition, you get one more point for each Picador that is eliminated.

In addition, points can optionally be awarded for achieving the mission objective for the Montantera. If necessary, points can also be deducted for the failure of the mission objective. However, the overall score of a bout cannot fall below zero. The number of points that the mission objective is worth depends on the scenario and can be freely determined by the tournament organizers as part of balancing the scenario. See also section 7 Variations.

### 2. Picadores

Each Picadora receives a point for each hit it can score on the Montantero. In addition, each Picadora of the group receives one more point when their mission objective is reached. Additional points may be awarded for specific missions (e.g. for those who steal the coat, see section 7.2).

However, if he or she gets hit before the end of the bout and is thus eliminated from the current bout, all points collected by it in this bout will be extinguished. This applies only to Picadores and expressly not to Montantera.

### 3. Evaluation

In accordance with the procedure described, points are awarded and recorded after each bout. If everyone in the group was once on the turn to fight a bout with the Montante, the group round is finished overall. All points collected as Montantero and Picador will be added together for each participant. The person with the most points won the group round. If the tournament consists of several rounds, the points will be taken over into the next round.

In the case of a tie, the comparison of points that you only have earned in the role of Montantero counts.

Optionally, special prizes can be awarded for the best Picador of the tournament (who has earned the most points only as Picador), or for the best and most beautiful technical form as Montantera.



## 7 Scenario variants

The art of the Montante offers many suggestions for different scenarios, which, in addition to the standard case described here "survive a certain time against a group of opponents", offers numerous alternative variants. For many of these variants, you optionally can omit the scoring for elimination Picadores. This results in different nuances in the objective as an additional game type and is up to the decision of the tournament organisation. Accordingly, the following game types and scenarios are possible in the course of a tournament

1. Heckling from both sides in narrow/medium/wide alleys.
2. Roadblock: Prevent opponents from crossing a wide road.
3. Clear a street or area.
4. Fighting at road crossings.
5. Generally obstacles such as walls on the competition area (note the risk of tripping!).
6. Battle on a galley gangway.
7. Fight your way to a specific destination/exit.
8. Holding an spot or area.
9. Fight your way through a door.
10. Protecting a person ("Ladyguard").
11. Defending your coat or any other object.
12. Separate two groups of people.
13. Fight against Picadores as Rodoleros (shield bearers), against pole weapons, or mixed weapons.
14. Large-group battle – 2 Montanteras in the team against a larger number of Picadores.
15. Any combination of two or more of the above scenarios into a parcour.
16. Whatever else you might think of...

Following are some non-binding recommendations for the individual variations, which are based on previous experience:

### 1. To variant 1 - Escape from an alley or street

The scenario variants in an alley always have in common that the battlefield here is restricted by walls on the right and left side. Basically, it is possible that the Picadores start at both ends of the road, or only at one end (see variants 2 and 3). Distinguishing the alleys or Roads based on their width is defined as follows, derived from Luis Godinho's chapter on the Montante from 1599 - the absolute width in meters also depends on whether the actual Montante used in the tournament is at the upper or lower end of the total permissible length according to chapter 4:

1. Very Narrow Alley (XS): The alley is too narrow to passe the montante besides your own body whend elviering blows. One is therefore forced to work primarily with **thrusting** here. Reference: Luis Godinho Regla 2.
2. Narrow Alley (S): The width of the alleyway allows you to pass **very steep blows** at the sides of your body. For diagonally blows around 45° however, it is too narrow. Reference: Luis Godinho Regula 3.



3. Medium Alley or street (M). Here, **diagonal blows can** be easily carried out without hitting the walls, However, the alley is still too narrow for flat 360° round blows around yourself. Reference: Luis Godinho Regla 11.
4. Width Road (L): Here **flat 360° blows** can be given around you. But the street is just that wide that these flat blows cover enough of the road width so no Picador can slip past such blows on the sides. Reference: Luis Godinho Regla 10.
5. Very wide road (XL): These are roads which are so wide that a single 360° round blow does not cover enough area of the street to prevent the Picadores from passing by. Here are **several steps** needed to cover the entire width of the road between the two walls. Reference: Luis Godinho Regla 9.

For the Montantero, it is easiest if the alley is medium-wide (size M), which corresponds to about 2.3-2.4 m for a 1.7 m long montane and average sized persons. If it is tighter, the risk of getting stuck on the wall increases. If it becomes much wider, you are more likely to be in Scenario 2. Proven system of scoring: If he manages to escape, the Montantero receives 3 extra points. If he does not do this within the prescribed time, he receives -1 points. However, he cannot fall below 0.

This can be combined well with the objective "after escaping from the alley, then reach the exit door at the other end of the hall", which gives an additional +1 point and ends the round.

The Picadores get +1 points if they manage to keep the Montantera inside the alley for the time of the bout.

## 2. To variant 2 - roadblock/holding the breach

In a rather wide street (size XL, possibly L. See width definition in the description of variant 1), the Montantera must prevent the Picadores from breaking through from one side to the opposite end of the street. Typically about 3-5 picadores.

For every Picador that has been broken through, the Montantera gets minus points, for every prevented breakthrough after the round ends, plus points. Optionally, you can omit the extra points for deactivated Picadores (a deactivated Picador would be equated with "prevented from breaking through"). The points system depends on the number of Picadores:

- 3 Picadores: +3/-2 Pt per Picador
- 4 Picadores: +2/-1 pt
- 5 Picadores: +1/-1
- 6 and more: +1/0

Each Picador gets +1 points for a successful breakthrough. Optional: Each surviving Picador also gets +1 points when the objective is reached – at least half of the Picadores reached the opposing side of the street.

## 3. To variant 3 – clearing the street

Drive opponents out of the alley: Here the alley should be a little narrower for fairness reasons (size M to just about XL). The further the Montantero can push back the opponents, the more points he gets. There are corresponding path markings for this





purpose, which each give another point when they are reached. Optionally, backsliding in the opposite direction can be punished with appropriate path markings for negative points.

Example of points: Montantero – depending on the length of the lane: For each 5 m advancing there is +1 additional point, max. approx. 6 points in total. Optional: For 5 m backwards from the starting position he gets -2 points, at 10 m back the bout ends and you get -8 points. Optionally, you can omit the extra points for deactivated Picadores here.

Example for the Picadores: In case they are driven back no more than 10 m, there are 2 points, for a maximum of 20 m there are 1 points, if they have been driven out of the alley completely, they loose and are "dead".

#### 4. To variant 11 – defend an object

The Picadores have to steal the coat/item and escape with it to a designated place. Then the bout is won. The person who secured the item receives an additional point.

If the Montantero manages to defend their coat/item, it gets +4 points. If she loses the item, 4 points will be deducted. However, she cannot fall below zero.



## Change history

Version	Change	Date	Change by
0.7	Incorporation of the amendments adopted during the sports committee meeting of 19.09.2023. Transfer to the official DDHF format.	27.09.2023	Jan Gosewinkel
0.8	Determination of the training and the DDHF format.	01.10.2023	Paul Hofmann
0.8 (eng)	English translation of V0.8 German	03.11.2023	Jan Gosewinkel