



IGX 2018 Cutting Tournament Rules

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Safety Rules

The following safety guidelines are to be followed at all times. Failure to follow these rules can result in a warning or dismissal from the tournament or the entire Iron Gate Exhibition event. The tournament organizers reserve the right to impose penalties without a warning first, based upon circumstance.

1. Always follow the instructions of the staff promptly and without argument.
2. Always be aware of your surroundings.
3. Do not swing the sword if there are people near you or if you are unsure about your surroundings (i.e. do not cut without checking first).
4. Ensure that hands and hilt are dry before picking up the sword or cutting.
5. Do not touch the tatami. Tournament staff will handle this task in all cases.
6. Do not cut before the 'go' signal has been given by the Director.
7. Always approach the target from the specified direction.
8. Maintain both hands on the sword while cutting (except as noted).
9. Whenever the sword is handed from one person to another it is to be held in one hand, point down.
10. Do not cut downward over the leading leg.

Remember, you have a deadly weapon in your hands; treat it with appropriate respect and concern.

Tournament Logistics

Andrew Kilgore is the Director for this competition; he or his designee will administer all tests. All rounds will be videotaped for judging purposes. Competitors are encouraged to review tape with Director while scoring.

All competitors are encouraged to spike their own mat. Andrew Kilgore or his designee will spike it for any competitor that asks and will inspect that the mat is secure and untampered with before cutting.

All competitors are expected to help with the setup and cleanup of the test cutting area each day. This will ensure competitors' familiarity with the competition layout and reduce strain placed on tournament staff.

The Cutting Tournament is scheduled during the lunch block so as to not prohibit anyone from participating due to schedule conflicts. Please arrive on time at the start of each round so judge(s) can clearly explain expectations to all competitors at the same time. If your schedule prevents you from arriving on time, make arrangements with the Director in advance. We may allow people who have more pressing time constraints to go first.

If you have any questions or concerns about any aspect of the tournament, your feedback and input is welcome and encouraged. Please address your concerns directly to the Director when he is not actively observing cutting.

Equipment

All competitors will use a loaner sword for all stages of the competition. There will be an Albion Crecy and Albion single-hander available. For the eliminations and finals an Albion Baron will also be available. All loaner swords will be sharpened immediately prior to the event.

Qualifying Round

This round is testing edge alignment and energy transference. Targeting is self penalizing and applies to all rounds. Competitors will be asked to cut one mat four times with descending strikes, alternating sides. The primary criteria examined is the direction the severed piece of tatami moves. Subtleties such as scalloping and angle of cut are more difficult to apply uniformly across large groups of competitors and intrinsically influence the movement of severed tatami. Take your time and cut well. A perfect score for this round would be zero penalties.

Penalty Table

Action	Penalty
Piece travels inside trajectory of cut.	0
Piece travels along trajectory of cut	1
Piece travels outside trajectory of cut	2
Failed cut - any cut that does not cut all the way through the mat, including mountains, valleys, dangling bits, or complete misses	3
Stand knocked over	4 + failed cut for all subsequent cuts
Hit stand or peg	Disqualified

Elimination Round

The top 8 competitors will advance to the second round.

This round will use two mats on separate stands. Competitors will alternate between the two mats, executing a random sequence of eight cuts according to cues given on a screen. At the start of the round, the competitor will stand out of range of both targets on a spot clearly marked with red tape. The screen will display an image indicating the direction of the cut. The cues will be limited to the following:

- left descending
- right descending
- left ascending
- right ascending

Cuts may be performed with either edge.

After performing each cut, the competitor will return to the red line. The next cue will be shown three seconds after the first. The competitor must alternate between the two stands when executing each cut until the pattern is completed. If a stand is knocked over, the mat flies off, or there is not enough mat left, the competitor may continue on the remaining mat, but a significant penalty will be applied.

Scoring for this round will follow the same pattern as the qualifying round, with added penalty points for deviation from the prescribed pattern.

Penalty Table

Action	Penalty
Cut performed on stand without alternating	Additional 1
Failure to exit range before cutting	Additional 2
Cut deviated from the cue given	Additional 3

Finals

The top four competitors will advance to the finals. In the event of a tie, the score from the qualifying round will be used as a tiebreaker.

This round will use two mats on separate stands as well as a loose segment of tatami lying horizontally across the top of each vertical mat. One of the mats will be wrapped with a yard of linen.

Each finalist will execute a set list of cuts in a prescribed order. Scoring for these cuts will follow the same criteria from previous rounds. Any cuts that a competitor is unable to complete due to loss of mat will receive the maximum penalty. The exact pattern to be performed will be announced the day of the finals. Finalists will be given a short time to practice the motions of the cuts before executing them against tatami. All competitors should be prepared to perform any sword action described by the Director as exactly as possible.

In the event of a tie, judges will spike an additional mat and the tied competitors will thrust from a low guard into the mat. The competitor that penetrates deepest will win the tie.