

# LED SABER OPEN TOUR



## What is LED Sabre?

*“LED Sabre is a new combat sport, designed to create epic duels with beautiful weapons of light.”*

It is an opportunity for individuals to express themselves, and to safely explore the many diverse cultures of sword and stick fighting from across the world, throughout history, and beyond!

It is a Sport.

*-Safe and competitive.*

It is an Art.

*-A form of expression, a journey for the soul.*

It is Entertainment.

*-Fun for the audience, fun for the fighters.*

## What is the purpose of the Open Tour programme?

The LSOT is an **international affiliation programme**, intending to **unite the community** of LED Sabre practitioners, here on planet Earth, and to give them the opportunity to meet and duel under a common set of rules and principles

1. To establish **safe practice**, with a Code of Conduct, and minimum standards for protective equipment, blades and hilts, and by prohibiting any techniques that pose a significant threat to the health of the participants or spectators
2. To encourage **cross training** and provide an opportunity for **social interaction** between academies and clubs
3. To **collect feedback** from academies and clubs, and to provide a channel for **new ideas to be shared**
4. To allow all academies and clubs to **evolve and develop** their own cultures and practices, provided that they adhere to **LSOT** protocols when they meet other affiliates for sparring or competition
5. **To have FUN!**
6. To provide the service to all affiliated clubs for **no charge**
7. To be inclusive and welcoming to all clubs and academies, regardless of their other affiliations

# Rules of Engagement

(Required armour = Protective Gloves +350N Fencing Mask with Bib + Cup/Box)

## 1. DEDUCTIVE SCORING

1. Each fighter starts with a fixed number of Hit Points (HP) per round
2. Recommended starting HP = 4 (optional)
3. Each round ends when either fighters HP reaches 0, and the referee will call HALT
4. A fighter's score for each round is the total HP they have remaining
5. A Match may consist of several rounds, and each fighters final score is the total number of HP they preserved across all rounds.
6. The winner of a match is determined by the fighter with the highest score
7. If scores are tied, the winner is the fighter with most rounds won.
8. In Elimination matches, if scores are still tied, then a sudden death round will be fought, with each fighter starting with 2HP.

## 2. TARGET LOCATIONS

1. HEAD or GROIN (optional) = 3HP or 2 HP
2. TORSO = 2HP
3. LIMBS = 1HP
4. Cuts to the hands and feet do not count (optional)
5. If a hit location is debatable, the lowest of the scoring options will be applied

## 3. FIGHTING DOES NOT STOP UNLESS THE REFEREE CALLS HALT

1. For danger to fighters, officials or audience
2. If either fighter reaches 0HP
3. To review slow motion
4. For disarms
5. For out of bounds
6. For timer reaching zero
7. For fouls

## 4. EACH ROUND MAY HAVE A TIME LIMIT (optional)

1. At the end of the prescribed time, the referee will call HALT
2. The difference in HP will be awarded as the score of the fighter with more HP
3. The fighter with less HP will score 0 for that round
4. If score is tied, both fighters score 0

## 5. SEMI CONTACT ONLY

1. All cuts must be pulled, where a pulled cut does not deliver force deeper than the surface of the target
2. Each violation incurs a penalty

## 6. CUTS MUST HAVE CLEAR INTENT IN ORDER TO BE CONSIDERED VALID

1. The minimum intended arc of travel for a cut to be considered for scoring is 90°
2. The arc of cut is measured at its initiation, as observed at the moment of execution
3. If the arc of cut is debatable, no score will be awarded
4. Grazes are cuts that only touch with the point/tip of the weapon, not the blade, and they do not score
5. Glancing Blows are cuts that arrive with a vector parallel or almost parallel to the surface of the target, and they do not score

7. **ALL CUTS MADE WITH A CROSSGUARD SABRE MUST BE DELIVERED WITH EITHER TRUE OR FALSE EDGE,**
  1. As dictated by the alignment of the wrists and quillions
  2. A correct grip must be employed
  3. Backhands and slaps are STRIKES, valid only for sabres without crossguards or tsubas, and are not considered as scoring cuts with a crossguard sabre
  4. If the wrist alignment is debatable, the score will be awarded, with only clear violations being discounted
  
8. **SIMULTANEOUS CUTS WILL BE SCORED NORMALLY, WITH BOTH FIGHTERS HP DEDUCTED ACCORDING TO HIT LOCATION**
  1. The match ends immediately if either fighter drops to 0HP
  2. There is no priority
  3. Both cuts must be in motion before either cut lands, in order for the attacks to be simultaneous
  4. Both cuts must have clear intention and full arc of cut in order to be simultaneous
  
9. **DISARMS SCORE 2 or 3HP**
  1. The Referee will call HALT
  2. The fighters will reset to start positions.
  
10. **THRUSTS ARE NOT PERMITTED,** and will incur a penalty
  
11. **UNARMED TECHNIQUES ARE NOT PERMITTED,** and will incur a penalty
  
12. **OUT OF BOUNDS**
  1. LOSE 2 or 3HP per FOOT or HAND, or part thereof
  2. ROUND LOSS for any other part of the body
  3. Any contact with the floor beyond the boundary of the arena is considered out of bounds
  4. Referee calls HALT.
  
13. **NO DISRESPECTING THE REFEREE**
  1. Each fighter receives a single REVIEW token per match/round
  2. Each REVIEW token permits a fighter to request the referees view the slow motion replay in order to arbitrate a dispute
  3. If the fighters objection is upheld, they get their REVIEW token back, otherwise it is considered spent
  
14. **NO FOUL LANGUAGE OR ABUSIVE BEHAVIOUR**
  
15. **ALL OUTFITS AND SABRES MUST BE AUTHORISED FOR USE IN DUELS BY THE REFEREE**

## Pool Protocols

1. The winner of a pool is determined by the total number of HP left at the end.
2. In the event of a tie-break, the fighter with the highest number victories will be declared as the winner.
3. If the scores are still tied, the fighter who has done the most damage in the pool will be declared winner
4. If the scores are still tied, the fighters will enter into a one round match with 2HP.

## Elimination protocols

1. At the end of the match, the fighter with the most HP remaining is declared the winner.
2. In the event of a tie-break, the fighter with the most rounds won will be declared winner.
3. If the scores are still tied, the fighters will enter into a one round match of 2HP each.

## Penalty protocols

- Referees may offer warnings as advisories for minor infringements, if a card is deemed excessive
- 1x YELLOW CARD per MATCH
- YELLOW CARD = -2HP
- 2X YELLOW CARD = RED CARD
- 1x RED CARD per TOURNAMENT
- RED CARD = MATCH loss, score set to 0HP for all rounds
- 2x RED CARD = BLACK CARD
- BLACK CARD = DISQUALIFIED FROM TOURNAMENT

## Sanctions

- Deliberate fouls = BLACK CARD
- Deliberate use of excessive force = BLACK CARD
- Accidental use of excessive force, capable of causing injury = RED CARD
- Accidental use of excessive force, but incapable of causing injury = YELLOW CARD
- Willingly endangering oneself = RED CARD
- Willingly endangering one's opponent (e.g. thrusts) = BLACK CARD
- Unwillingly endangering one's opponent (e.g. thrusts) = YELLOW CARD
- Deliberate use of unarmed techniques (e.g. shouldering, trip, blade or hilt grabs etc) = BLACK CARD
- Accidental use of unarmed techniques (see above) = YELLOW CARD
- Negative contestation of a referee's decision = YELLOW CARD
- Insult, taunts toward the opponent, the referees or the public = BLACK CARD
- Refusal to salute = BLACK CARD
- Refusal to shake hands at the end of a fight = BLACK CARD

## Sabre regulations

- All blades must be constructed of polycarbonate
- Blade length is 61cm to 92cm
- Minimum depth of blade in emitter is 5cm
- Maximum width/diameter of emitter is 5cm
- Maximum total weapon length is 125cm
- Wall thickness of blades is 1.5mm to 2mm
- Maximum width of Tsubas is 8cm
- Maximum width of side blades fitted to crossguards is 25cm
- BULLET POINTS ARE PROHIBITED
- SHARP EDGES AND DANGEROUS PROTRUSIONS ARE PROHIBITED
- Sabres must have light, and must be ILLUMINATED FOR ALL MATCHES if possible
- Sound is optional

## Arena regulations

- Arenas must be either square or octagon in shape (recommended = octagon)
- 6-8 meters wide (recommended = 7m)
- Fighters must begin with one foot touching the boundary line

# Establishing a common language

The format for competition is as follows

- Fighters compete in MATCHES / MATCHES
- Matches are fought in ROUNDS / MANCHES
- In each round, any attempt to score or combo is called an ENGAGEMENT/ASSAULT

Attacks that are significant in an engagement are

- TOUCH / TOUCHÉ = (no score) any cut with no arc of cut
- THRUST / ESTOC = (illegal) an attack with the point of the blade, with a vector parallel or almost parallel to the axis of the blade
- CHOP / COUPE = (all weapons are permitted) a cut delivered perpendicular to the axis of the blade
- SLICE / TRANCHE= (all weapons permitted) a cut delivered parallel to the axis of the blade
- DRAW CUT / TAILLE = (no score) a SLICE with no arc of cut
- STRIKE / FRAPPE= only standard sabres permitted (forbidden to cross sabres) = a cut delivered with no alignment of edge or wrist

Defensive actions that are significant in each engagement

- EVASION / ESQUIVE = to neutralise an attack by moving out of its arc of cut
- PARRY / PARADE= to neutralise an attack by opposing its arc of cut
- BIND / ENROULEMENT= an active redirection of the arc of cut
- DEFLECTION / DÉVIATION= a passive redirection of the arc of cut
- COUNTER / CONTRE = an attack that immediately follows any successful defence.

Neutral actions

- GUARD / GARDE= any initial position from which an attack or defence can be executed

## Ceremony

- ***“En place” (“Places”)***: fighters, once fully equipped, get in position outside the arena.
- ***“Entrez dans la zone” (“Enter the arena”)***: fighters enter the fighting arena and go to their respective starting positions.
- ***“Saluez” (“Salute”)***: at the beginning and end of a fight, the fighters must salute each other as well as the referees. After the end of fight salute, the two fighters must shake hands and go shake hands with the referee.
- ***“Prêts” (“Ready”)***: fighters should reply by the affirmative (verbally or physically) when ready.
- ***“Combattez” (“Fight”)***: start of the fight period.
- ***“Halte” (“Halt”)***: clearly and loudly announced by the referee. The fight stops immediately. Multiple reasons can stop the fight: end of the fight, dangerous fighting behaviour, etc.

# Who is involved?

These protocols, rules and goals were established by [Nick Musson](#) (SSCA), [Faisal Mian](#) (SSCA) and [Adrien Koch](#) (SSL).

24 clubs already involved



**Silver Sabres Led Combat Academy (SSCA)**  
London, Milton Keynes, Northampton, Sussex

**First Strike Lightsaber Simulation**  
Gravesend



**Cologne Lightsaber Combat Group**  
Cologne



**Indy Light Saber Academy**  
Indianapolis, Indiana

**Colombus Saber Academy**  
(TSL - The Saber Legion)  
Columbus, Ohio

**Lightspeed Saber League**  
Los Angeles, Dallas, Hawaii,  
Buena Park, Irvine



**Sport Saber League (SSL)**  
Paris

**Ultim Saber Breizh**  
Lannion

**The Guardians**  
Cannes - Fréjus

**Dragons Sabre Laser**  
Nice

**ASL Belfort - The Temple**  
(ASL-FFE)  
Belfort

**Yojerai Mixed Light Blade**  
Saixe

**Force Académie Briarde**  
Mormant

**Académie de sabre laser Lyon**  
(ASL-FFE)  
Lyon - Bourg en Bresse

**Guilde Lightsaber 92**  
(ASL-FFE)  
Chatillon

**Les cadets de l'estuaire**  
(ASL-FFE)  
Blaye

## How do we join?

Clubs are welcome to join as full members or as associate members.

Full members will run their own local tournament events, whilst associate members will simply send their fighters to participate in tournaments held by full members.

## Contact info

Please contact your local full member for further details:

SSCA: <https://silver-sabres.com>

SSL: <https://sportsaberleague.com>

## Partners

 **Leon Paul**



**SILVER SABRES**  
LED SABRE COMBAT ACADEMY



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