



## **French cane and French staff**

### **ASCA'S AMICALES – 9<sup>th</sup> EDITION**

#### **FRENCH STAFF & FRENCH CANE**

#### **\* RULES \***

##### **REMINDER**

We would like to specify and highlight the following: the Amicales are a friendly match, and not a competition.

Organisers reserve the right to exclude any player who would not stick to safety and goodwill rules.

The event is open to beginners. There is no prerequisite level to take part in it.

Participants must be older than 14 years old on June 16, 2019. The maximal number of participants has been set to 90 tireurs for mixed weapons bouts, and to 30 tireurs for Maxi Amicales.

The ASCA will organise teams, which will be composed of three tireurs, in an attempt to making a mix of different clubs, weapons, and levels...

##### **PART 1 – MIXED WEAPONS BOUTS**

###### **• WEAPONS**

For each round of mixed weapons bouts, the tireur might choose any of the three following weapons:

1. stick ("black" type, 95 cm long),
2. double stick (2 x 95 cm)
3. quarterstaff (140 cm)

No other weapon is allowed during the event.

###### **• TECHNIQUES**

All players have to practice the following techniques:

1. Federal cane as per FFSBF, as applied at the ASCA (refer to statement « PEDAGOGICAL AXES APPLIED AT THE ASCA »)
2. French staff

No other technique is allowed.

- **TIREURS' EQUIPMENT**

Each participant to the AMICALES may wear simple sport clothing (shorts or pants, indoors sport shoes, T-shirt). However, in order to enter the bout area, it is mandatory for each player to wear:

1. A mask,
2. Shin guards,
3. A pair of gloves,
4. A yellow and a blue belt.

Though not mandatory, it is highly recommended to also wear a chest protector or a jockstrap/hard cup.

- **BOUTS / FORMAT**

Bouts take place simultaneously on 3 or 4 bout areas.

Each of them will be 6 to 9 minutes long, depending on the number of participants, and is divided in 6 to 9 one-minute-long rounds.

The event is led by a unique chronometer for all bout areas. It starts, and stops at 6 or 9 minutes. Each minute, a beep indicates the end of the round.

At the beginning of each bout, the referee introduces each tireur (yellow team facing blue team) and asks them to salute each other. They shall not wear their mask while saluting.

Each tireur entering the area for a new round shall be fully equipped (with the minimal required equipment: mask, gloves and shin guards) and holding the weapon he has chosen (refer to statement « WEAPONS »).

A bout may involve any kind of weapons combination: stick vs stick, stick vs quarterstaff, stick vs double stick, double stick vs double stick, quarterstaff vs quarterstaff, quarterstaff vs double stick.

When the chronometer starts, and at the referee's signal « *Allez!* », the bout begins.

When the chronometer beeps and the referee announces « *fin de la reprise, tireurs changez ou restez* » [*end of the round, tireurs, shift or stay*], the tireur in the area may leave or stay (for an extra round) while judges of each area assess which tireur won the round (refer to statement « JUDGEMENT »).

Before the end of each round, one of the following two tireurs must be ready and fully equipped to enter the area. No tireur is allowed to enter the area without equipment.

The bout sticks to the rules (refer to statement « TECHNIQUES »).

- **JUDGEMENT**

3 judges are assigned to each bout area.

**Attention, judges do not count scores earned by each tireur during a round.** Each judge will be given a score sheet, on which will be displayed blue and yellow teams, and 6 or 9 rows, on which will be noted by a tick for each criteria which tireur (yellow or blue) has better observed the criteria. At the end of each round of one minute, judges will be granted 10 seconds to fill in the score sheet. Then, at the referee's signal « *Juges, ensemble* » [*Judges, together*], judges simultaneously raise the flag of the colour of the team they just awarded the more ticks.

At the end of the bout, a count of the scores awarded by each judge (max 6 to 9 points per bout, depending on the bout's duration) is performed for each team. The sum allows to define which team won the bout. In case of draw, the referee will determine which team won the bout. The total sum of all bouts scores will allow to sort out teams owning an equal number of victories, in order to decide the winner of the whole match and create a ranking of all teams.

Judgement criteria are as follows :

**1. COLLABORATION**

= attention payed to your partner, resonance, interaction, communication, play style, adaptation to your partner's level... This criterion allows an understanding of the value of the duo concept, and avoids any individual behaviour which would lead tireurs to working alone, without taking into account their partner.

**2. TECHNIQUE**

= all blows' validity criteria are clear: no violence, codified blow, armed blow, attacks on the legs are executed with a lunge (front, behind, lateral), half-lunge or flexion, observance of the parry-riposte principle, ASCA-authorized hit area, distance, outstretched arm while hitting, upper ¼ part of the stick, even trajectory...

**3. AESTHETICS**

= beauty in the gestures (voltes, acrobatic movements, use of different strikes and techniques...), homogeneity of the performance, moves, creativity, originality, sophistication...

Penalty points (such as stepping out of the bout area, drop of a stick or quarterstaff...) will not be counted in the score of the winning team. Judges must take into account the whole bout to make their mind.

● **ARBITRATION**

For French cane, the referee is responsible for:

1. Tireurs' safety.

With the 3<sup>rd</sup> warning confirmed by the judges (for instance, invalid hit area, violent strikes, ...), the referee may pronounce the exclusion of the tireur for the whole bout if the tireur's behaviour threatens his opponent's integrity.

2. Observance of official federal rules (refer to Cahier n° 10

[https://cnccb.net/site/cahier\\_a\\_technique\\_de\\_canne\\_de\\_combatpdf-fr-27-2.html](https://cnccb.net/site/cahier_a_technique_de_canne_de_combatpdf-fr-27-2.html) and

[https://cnccb.net/site/cahier\\_c\\_technique\\_baton\\_federalpdf-fr-24-2.html](https://cnccb.net/site/cahier_c_technique_baton_federalpdf-fr-24-2.html)) as applied at the ASCA (refer to statement five « PEDAGOGICAL AXES APPLIED AT THE ASCA »)

3. Correct execution of the bout.

For French staff :

1. Tireurs' safety.

With the 3<sup>rd</sup> warning confirmed by the judges (for instance, invalid hit area, violent strokes, ...), the referee may pronounce the exclusion of the tireur for the whole bout if the tireur's behaviour threatens his opponent's integrity.

2. Correct execution of the bout.

● **PEDAGOGICAL AXES APPLIED AT THE ASCA**

1. **TRAJECTORIES / ARMED BLOWS:** the ASCA aims at perfect gestures in its pedagogy. Trajectories should be as parallel or perpendicular as possible. Strikes are considered valid only if they are armed behind the vertebral axis.

2. **HITS ON THE LEGS:** three possible positions, which respect the tireurs' physical integrity: flexion / half-lunge (upper part of the thigh forming a 45° angle with the ground, rear leg must be stretched) / front, lateral and behind lunges (for front lunges, rear knee might be slightly flexed in order to unlatch the articulation). No other posture is allowed. For more details, please refer to:  
[http://www.batoncanne.com/wp-content/uploads/2018/07/ASCA\\_FicheUnique\\_HD\\_Small\\_Wip\\_24072018.pdf](http://www.batoncanne.com/wp-content/uploads/2018/07/ASCA_FicheUnique_HD_Small_Wip_24072018.pdf)
3. **HITS IN THE BACK** are not allowed.
4. **BLOWS' DEVELOPMENT:** arm must be stretched during the last fourth of its rotation.
5. **UNSPORTING BEHAVIOUR / DEFENSIVE OBSTRUCTION** : unsporting behaviour is allowed only if performed in the framework of an offensive action. Defensive obstruction might be noticed by the referee (and if relevant, a warning might be requested).

## **PART 2 – MAXI AMICALES**

MAXI AMICALES are dedicated to French staff and will be a public event.

Organisers will randomly settle duos amongst participants.

Each duo will be given a 1 minute 30 seconds period of time in order to repeat before performing during 1 minute and a half (or one minute, depending on the number of participants) in front of a jury composed of 3 persons (assigned in advance), whose main duty consists in assessing the duo on each of the following criteria:

1. **AESTHETICAL** aspect of the performance / 5 points (ranging from 1 to 5, 5 being the best score)  
= beauty in the gestures (voltes, acrobatic movements, use of different strikes and techniques...), homogeneity of the performance, moves, creativity, originality, sophistication...
2. **TECHNICAL** aspect, aligned with French staff rules / 5 points  
= non violence, coups codifiés, respect du principe esquive-parade / riposte, trajectoires, précisions... = no violence, codified blow, observance of the parry-riposte principle, even trajectory, accuracy...
3. **COOPERATION** between the two partners / 5 points  
= attention payed to your partner, resonance, interaction, communication, play style, adaptation to your partner's level... This criterion allows an understanding of the value of the duo concept, and avoids any individual behaviour which would lead tireurs to working alone, without taking into account their partner.

Duos won't wear any protective equipment.

At the end of each performance, the jury sums the scores and establishes a score (capped at 45 points) for each of the tireurs forming the duo.

The 2<sup>nd</sup> duo performs while the 3<sup>rd</sup> prepares itself, and so on.

As soon as each duo performed once, organisers will randomly pair the tireurs, in order to let every participant get a final score (capped at 90 points). This score will be the basis of a ranking, which will be publicized to the public.