

Duel Cup Rules and Regulations

Duel-Cup In this knockout tournament, you compete in pairs (=duels). Only the winner of a duel goes on to the next round. The winner of the duel of the last round is the winner of the duel cup. Only the winner will be awarded. This is a combined event for women and men. A duel consists of 3 runs. He who wins the most runs wins the duel. If, after 3 runs, none of the participants has won a run, both throw at their target; the participant whose knife sticks closer to the centre wins the duel. If there is a 1:1 tie in runs, there will be more runs until one thrower wins a run. Before each duel, the participant is allowed one test throw. The start pairings are drawn randomly. It might be that for this knockout tournament, there are less than the fitting $2n$ (example: 16, 32, 64) participants P . Then a number of participants will be randomly drawn - they receive a free bye and will go to the first round without throwing. The remaining participants compete in a preliminary round. The number X of participants drawn is such that there will be fittingly $2(n-1)$ participants for the first round ($X = 2n - P$). (Example: If there are 23 participants, then this is less than the suitable 32. Thus $X = 32 - 23 = 9$. This means that 9 participants will be randomly drawn to go on without throwing. The remaining 14 compete in the preliminary round. The 7 participants that won in the preliminary round plus the 9 participants drawn make suitable 16 participants for the first round.)

A Run The knives thrown must conform to the standard rules; Only throws from the handle are allowed. The target diameter is 50cm. The two targets stand at least 4m apart. The distance for the throw (front foot measured) is between 3m and 3.50m. The shoulder is parallel to the target, the face is oriented towards the target; the palms lay on the chest, directly under the throat, one hand atop of the other (= starting position). The knife is in a sheath. The sheath is fixed on a belt, or it may be tugged into the clothing or belt. A thrower has the right to hold the sheath with his non-throwing hand (this hand then doesn't have to be placed on the chest). The middle of the knife is lower than the navel. A referee enquires with "Ready for test?" (test throw) / "Ready for competition?" (competition throw) if both throwers are ready. After both affirm with „OK“, the referee confirms with „Start“. Then, the referee activates the duel measuring device: After a random time interval (1-4 seconds) the device gives the signal to throw. The signal is an optical one, which can be supplemented by an acoustic one. After the signal, the throwers have 5 seconds time for their throw. The winner of the run is the thrower whose knife sticks in the target first. If the two knives hit at the same time, the thrower whose knife sticks closer to the target centre is the winner.

Referees and Decisions The decision which of the both knives hit the target first will be taken by a duel measurement device (based on the readings of its sensors). The decision „same time“ can occur for hits within 10ms. The measuring device has a temporal resolution better than 1ms. For each Duel: For his first false start, the thrower receives a warning. From his second false start on, the thrower loses the current run. The main referee announces the pairings, and keeps the score (rounds and duels). He is responsible for the course of the competition, and takes final decisions. For each two-target duel setup there will be two referees. Referee A operates the duel measurement device and - together with referee B - watches over the correct starting position and false starts (time, distances). If there is more than one duel setup, at each duel setup there will be a score keeper who communicates the results to the main referee. To protect themselves, the

referees do look out for rebounding knives, and do stand in a safe distance: at least 2m away from a thrower, at most 50cm closer to the target than a thrower, and not between the throwers. Time Preselection Round At big events (more than 38 participants), the following preselection round shall be used to make the Duel Cup more flexible and faster: Each participant makes a time duel against a randomly selected opponent. For each participant, the times of the throws (signal until stick) are recorded, only the fastest time counts. If a participant has no valid hit, this time be 2000ms. If, after three runs, none of the participants has won a run, the duel terminates. If a participant wins the first two runs, the duel ends (same as in the later rounds). The winner of a duel gets a bonus of 50ms off his fastest time. Additional rules for false starts: The participant responsible for the false start receives a penalty of 100ms added to the fastest time, and the opponent has the right to three undisturbed throws. After the preselection round, the participants are then ordered by their fastest time. The 16 best participants, numbered 1 to 16, do enter the knockout tournament with the start pairings for the knockout pyramid as follows: 1,9;5,13;3,11;7,15;2,10;6,14;4,12;8,16; If this preselection round is employed, the three best participants can be awarded (using an additional duel to determine the third place).