

CODE DUELLO

1.

Upon the occurrence of an injustice, both sides must pick *Seconds* to help de-escalate the situation.

2.

Upon an unsuccessful de-escalation, a time and place will be chosen that both sides agree to. Duelists and their *Seconds* will attend.

3.

Both Duelists shall lower their health to 0.5 and stand back to back, holding a bush. Their *Seconds* will stand a few metres away and watch for infractions and the breaking of rules.

4.

Upon the command of someone previously agreed upon, both Duelists will slow walk five steps each direction, so that they are roughly ten steps away. This process may be improved by the addition of box furniture where each Duelist shall stop.

5.

Upon reaching their final step, both Duelists shall immediately turn against one another. They can run forward and backward to try to score a hit with their bush on their opponent but it is forbidden to dodge the bush by the process of moving up or down.

6.

It is acceptable for both Duelists to throw their bush away from their opponent as an act of protest against the duel or as a sign of good will to their opponent.

7.

Should one Duelist kill the other and they themselves live, the duel is won in their favour. Should neither Duelist kill one another, they may mutually agree to end the duel. Should one Duelist not accept, the duel will continue another round. Should both Duelists be killed and neither live, the duel shall end in a loss for both parties.