

UW-SP Fencing Tournament Guide

UW-SP – Dreyfus University Center (DUC) – Laird Room

Sabre & Épée Sunday Nov 15th

Foil Saturday Dec 5th

Tournament Schedule

1:30pm Registration Opens

2:00 Registration Closes

2:10 Event Begins

Items to Bring With You

- Equipment if you have your own
- A water bottle and/or gatorade
- A small snack – powerbars, orange, etc.
- Something to do during downtime

Items to You Must Have at the Strip

- Fencing jacket for appropriate hand
- Mask with working back-strap
- Glove
- Foil /Épée with rubber tip OR Sabre (as appropriate)
- Plastic chest protector (women only)
- Hair-tie (long hair must be held up above jacket)
- Socks & shoes
- Full length pants or fencing knickers with full-length socks (Knickers required for épée)

Optional But Recommended Equipment at the Strip

- Underarm protector
- Athletic Support (men only)
- Warm-up pants
- Towel

There will be no double-entry allowed on events held on the same day.

Costs and Prizes

There is no cost for fencers. Fencers must have a signed UW-SP Fencing Club hold-harmless form on file. If the fencer is under 18, their parent or legal guardian must also have signed the form. It is suggested that each family member and friend who come to spectate donates \$1. This covers all the costs of the tournament and makes it free for the fencers.

Prizes this semester include a gold pin in the shape of a sabre or foil (as appropriate) for the winner of each event. The top 3 places will also receive a personalized certificate during their award ceremony.

Pools

At the beginning of a tournament, everyone is broken into pools. Each pool is a group of 4-8 fencers. You will fence every other fencer in your pool at the beginning of the tournament. How well you do in your pool determines your seeding for the direct-elimination. Each bout in a pool is a first to 5 points or whoever has the highest score at the end of the 3-minute period. For ties at the end of a bout, a priority minute is given. This is explained in the direct-elimination section.

Below is an example pool sheet.

<u>Name</u>		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>V (%)</u>	<u>TS</u>	<u>TR</u>	<u>Ind</u>	<u>Place</u>
Lueck, April	1		V5	V5	D3	D4	2 (50%)	17	13	4	3
Rose, Henry	2	D1		D2	D0	D0	0 (00%)	3	20	-17	5
Gamble, Cliff	3	D2	V5		V5	V5	3 (75%)	17	13	4	2
Boshers, Amanda	4	V5	V5	D3		V5	3 (75%)	18	12	6	1
Spaulding, Cate	5	V5	V5	D3	D4		2 (50%)	17	14	3	4

The number to the right of the name is the number associated to that fencer. Thus April is fencer number 1, Henry is fencer number 2, and so on. The V's and D's stand for Victory and Defeat respectively. The number next to the letter is the number of touches that fencer scored. Looking at April's row, when she bouted fencer number 4 (which is Amanda), she got a D3. This means she was defeated but scored 3 touches.

The V (%) column is the total number of victories for that fencer and the percentage of victories. April had 2 victories which is 50% of her bouts. The next two columns are TS and TR. This stands for touches scored and touches received. April scored 17 touches and received 13. The second to last column is Ind. This is the indicator. It is calculated by taking the number of touches scored (TS) and subtracting the touches received (TR). April scored 17 and received 13 touches, hence her indicator is 4.

The place is determined by the number of victories. If there is a tie, then it is determined by the indicator (higher is better). Since both April and Cate won 2 of their bouts, their place is determined by their indicator. April has an indicator of 4 and Cate of 3. Thus April gets 3rd place and Cate gets 4th.

Seeding for the pools will be determined by the number of years fencing. If this is your first year fencing, you will be given an E rating for the duration of the tournament. Second year fencers will get a D, third year a C, fourth year a B, and fifth or higher years an A. This will help keep the pools even.

There will generally be a half hour or more break in between the pools and the direct elimination. Stay close by so that you're ready to fence when it does start.

Direct Elimination

Direct elimination is simple. After the pools, you are seeded into the usual tournament-style bracket. The fencer who wins the bout continues on, the fencer who loses is done for the day.

Direct elimination bouts are normally first to 15 points or whoever has the highest score at the end of three 3-minute periods (total of 9 minutes fencing). WE WILL NOT BE DOING THIS. To keep things moving along, our direct elimination bouts will be first to 10 points or highest score after two 3-minute periods (total of 6 minutes fencing). Between periods is a 1-minute break. Fencers must stay on the strip during these breaks.

If at the end of the time limit there is a tie in the score, then a priority minute is given. The centre judge will flip a coin. The winner of the toss gets "priority." If at the end of the priority minute no one has scored, then the fencer with priority is made the winner of the bout. They are not given extra points; however it is recorded as a victory for them and a defeat for their opponent. If instead someone does score during the priority minute, they are given the victory *and* the point and the bout ends.

How the Bout is Run

At the beginning of a bout, the centre judge will call out the names of the two fencers who are fencing now and the two fencers who are fencing afterwards (i.e. – on deck). **The fencer whose name is called first fences on the centre judge's right.** If one of the fencers is left-handed, then the left-handed fencer fences on the centre judge's left even if they were called first. Notify the centre judge of this change. If both fencers are left-handed, the original rule applies.

All gear will be checked at the beginning of the pools for all fencers in the pool. In the direct-elimination though, the equipment for the fencers will be checked at the beginning of every bout.

The bout itself is run normally, along with the rules for winning, periods, and priority described in the previous sections.

Cardable Offences

Yellow Card - Warning

- Leaving the strip without permission
- Corps à corps (minor) (Foil & Sabre Only)
- Turning one's back
- Using non-weapon hand or arm
- Covering valid target
- Crossing side of strip to avoid a touch
- Delay of bout
- Equipment failing check at beginning of bout
- Refusal to obey the centre judge
- Undressing on the strip
- Unjustified appeal
- Touch with brutality or while falling
- Passivity

Red Card – Penalty (Point for opponent)

- 2 Yellow cards = 1 Red card
- Faking an injury
- Dangerous blow with guard or pommel
- Deliberate touch not on opponent
- Disturbing order on the strip
- Refusal to salute at beginning of bout

Black Card - Expulsion

- Cheating
- Not reporting to strip after 3 calls at 1-minute intervals
- Deliberate brutality
- Collusion
- Doping
- Refusal to salute at end of bout if loser

Other

- Refusal to salute at end of bout if winner – annulment of final point