

# Salem Classical Fencing

a non-profit corporation promoting classical fencing  
354 Belmont Street NE, Salem OR 97301 – (503) 375-9209  
<http://salem.classicalfencing.us>

## Fall 2004 Invitational Foil Fencing Tournament Rules

All fencers shall be responsible for complying with these rules. By signing the tournament registration form, you are agreeing that you have read these rules. Please make sure you understand them – especially the equipment requirements.

Changes from the last tournament are **highlighted in yellow**.

**What**      **Open individual foil** (Saturday)  
(open to all fencers, regardless of experience)

**Team foil** (Sunday)  
(open to all fencers, regardless of experience)

**Note:** **Novice** foil events will be held separately at a novice tournament November 13-14.

**When**      Saturday, **October 9**, and Sunday, **October 10**, 2004.

Check-in times:

**Open individual foil:** Saturday, 8:00 a.m. to 8:40 a.m. (fencing begins at 9 a.m.)

**Team foil:** Sunday, noon to 12:40 p.m. (fencing begins at 1 p.m.)

**Registration** If you need an entry form, visit our web site at <http://salem.classicalfencing.us> or send e-mail to [michael@classicalfencing.us](mailto:michael@classicalfencing.us) with your mailing address, or get an entry form at Salem Classical Fencing's salle d'armes.

**Timely entries should be mailed by September 30, 2004.** Registrations the day of the event will be subject to an additional \$5 fee.

**Cost**      \$10 registration fee, plus \$5 per event, payable with registration (non-refundable). Registrations the day of the event will be subject to an additional \$5 fee. Payment can be by cash (please do not mail cash!), check, money order, or online (via our web site at <http://salem.classicalfencing.us>).

**Equipment** Participants in all events shall supply their own equipment. Requirements for this tournament are as follows:

- Fencing masks must pass a *12 Kg punch test* and must have sewn-in bib (no snap-in bibs).
- Fencers shall wear a **white** fencing jacket that adequately covers the target area. The jacket shall be constructed so that there are two layers of material on the blade-arm side (including a double sleeve), and so that the closure for the jacket is either on the back or on the unarmed side of the jacket.
- Female fencers are **strongly encouraged** (but not required) to wear *breast protection*, either in the form of metal or plastic cups or a chest plate.
- Fencers shall wear **white** socks that cover the lower leg (no bare skin on the leg).
- All foils shall have either a French or Italian grip. Orthopedic grips are prohibited except due to medical necessity. All foils shall have a rubber or plastic button covering the tip (i.e. no electrical tips or practice electrical tips). Tips shall be securely taped to the blade.
- **All fencers shall wear an *underarm protector* and *fencing knickers* or high-waisted *fencing pants*.**

## Equipment Requirements Summary

	Novice	Open	Team
<i>fencing mask with sewn-in bib (must pass 12 kg punch test)</i>	required	required	required
<i>fencing glove</i>	required	required	required
<i>white fencing jacket (either back-zip or appropriately handed front-closure)</i>	required	required	required
<i>white knickers or high-waisted fencing pants</i>	recommended	required	<b>required</b>
<i>white socks that cover the calf (no exposed skin on the leg )</i>	required	required	required
<i>underarm protector (any color!)</i>	<b>required</b>	required	required
<i>standard foil with either Italian or French grip, rubber or plastic tip securely taped on</i>	required	required	required
<i>non-marring shoes</i>	required	required	required
<i>chest plate or cups (female) athletic cup (male)</i>	optional	optional	optional

### Awards Individual events

Medals for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place

### Team events

Medals for team members of 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place teams

### Special awards

*Don't Touch Me* – awarded to the fencer in each individual event who receives the fewest touches *per bout fought* (direct elimination bouts count as three bouts).

*Don't Tread on Me* – awarded to the fencer in each individual event who receives the fewest touches *per bout won* (direct elimination bouts count as three bouts).

*The Duelist Award* – awarded to the fencer who wins first place in an individual event **and** receives both the “Don't Touch Me” **and** “Don't Tread on Me” awards. A difficult achievement, indeed....

*Honorable Mention* – The officials may, at their discretion, make honorable mention of a particular fencer for best form, sportsmanship, etc.

**All fencers** will receive the satisfaction of doing their best and promoting an excellent sport.

It is very important that you **be on time!** We will have many bouts to fence.

Although this is a tournament, and it should be fenced competitively, remember that fencing is a sport of honor, respect, and sportsmanship. No matter how well (or poorly) you do, remember that not so long ago—weeks for some of you, months for others, years for a few of you—**none of you** could fence at all. The mere fact that you can fence at all is an achievement in and of itself.

Rather than a test of you against another fencer, let this competition be a test of you against yourself.

Simply strive to do your best. And have fun!

## The Details

The day of the competition, check in at the time listed above for your event(s). Those fencers who have not checked-in by the end of the check-in time will not be allowed to participate.

There will be a brief lecture on judging, right-of-way, and other basic rules for fencers immediately after the close of check-in for each event. This lecture is mandatory for all fencers and judges.

This tournament will be standard (non-electrical) foil only. As such, a jury comprised of four judges and a director will visually judge each bout. In the event that we are unable to secure enough judges, fencers will be expected to judge at the pleasure of the directors during the tournament.

The United States Fencing Association (USFA) does not sanction this tournament. Competitors are **not** required to be members of the USFA.

## The Fencing Strip

The fencing strip shall be of smooth wood or some other resilient surface. The strip shall be cleaned so that it is free of dust or other substances that might inhibit traction. The strip shall be 14 meters (45 feet, 11 inches) long. The strip shall be between 1.5 meters (4 feet, 11 inches) and 2 meters (6 feet, 6 inches) wide.

A centerline shall divide the strip in half at the seven-meter mark. Guard lines for each fencer shall be marked two meters (6 feet, 6 inches) back from the centerline. The two-meter area at each end of the strip shall be distinctively marked to alert the fencer that they are close to the end of the strip. Additionally, there shall be a run-back area of at least 1.5 meters (4 feet, 11 inches) beyond the end of the strip.

In the absence of permanent markings, the strip shall be laid out using 3M #2070 Painter's Masking Tape with Safe Release Adhesive (2" width). This tape has been used successfully in the past, and is endorsed for safe floor marking by USA Volleyball (see their memo dated November 19, 2003). Use of other tapes may result in damage to gym floor finishes when the tape is removed.

The strip itself may be raised no more than 15 centimeters (6 inches) from the surrounding floor level. Raised strips shall have ramped run-back areas at the ends, and shall also have a safety border (either raised or ramped) that is at least 0.25 meters (10 inches) wide on either side of the strip.

During the course of fencing, if a fencer retreats past the end line of the strip with both feet (i.e. no feet in-bounds and at least one foot out of bounds), then the opposing fencer shall be awarded a touch.

If, during the course of fencing, a fencer crosses a sideline of the strip with both feet (i.e. no feet in-bounds and at least one foot out of bounds), then the bout shall be halted, the opposing fencer shall be advanced one meter from the position he occupied at the halt and the fencer who stepped out of bounds shall be required to take up a position at proper fencing distance. If the fencer who stepped out of bounds ends up placed on guard with both feet behind the end line of the strip, then the opposing fencer shall be awarded a touch.

## The Fencers

The fencers shall report to the strip promptly when they are called to fence. The fencer who is called first shall take their place on the strip at the director's right. If one of the fencers is left-handed, that fencer shall always take their place on the strip at the director's left, regardless of the order in which the fencers were called.

The fencers shall take first (ready) position on the strip behind their respective on guard lines and await the director's instructions. At the director's instruction to salute, the fencers shall salute the director, the two judges opposite them, and, finally, their opponent. The fencers may, optionally, salute the audience prior to saluting their opponent.

After saluting, the fencers shall, without further instructions from the director, put on their masks and resume the first position. At the director's command, "On guard," the fencers shall assume the guard position.

The director will then query the fencers ("Ready?"). In the absence of an audible negative response, the director will assume that the fencers are indeed ready to fence. At the command, "Fence," the fencers shall commence fencing and shall not cease fencing until the director shall command, "Halt!"

At the halt, the fencers shall resume the first (ready) position at the location that they occupied on the strip at the when the halt was called. If no touch is awarded, the fencers shall, at the command, "On guard," assume the guard position, adjusting their distance so that they are at equal and proper distance from the ground as indicated by the director. The director will then query the fencers' readiness and command them to fence as before.

When a touch is awarded, the fencers shall return to their on guard lines and once again assume first position, awaiting further instructions from the director.

Should the director instruct the fencers to exchange ends of the strip at the mid-point in the bout, the fencers shall shake ungloved hands with each other as they pass, and then assume the first position on their new on guard lines. If the director instructs the judges to changes sides, the fencers should walk forward to each other, shake ungloved hands, and then retire, without turning their backs to each other, to their on guard lines.

The fencers shall refrain from speaking during the bout (especially while the jury is deliberating), except in answer to questions from the director or in case of urgent need.

At the conclusion of the bout, the fencers shall remove their masks, salute each other, and shake ungloved hands before leaving the strip.

## **The Director**

The director shall be the sole arbiter of violations of the rules and shall poll the jury to ascertain the materiality of the touch. The director's decisions are final and are not subject to appeal or protest. Protests, arguments, etc., before, during, or after the bout will result in warnings and penalties as described later in this document. In the event that there is uncertainty about a particular rule, the director(s) shall have the final decision.

The director shall call a halt and separate the fencers to proper fencing distance whenever the fencing becomes too confused or dangerous, including when the bell guards of the two fencers collide.

The director should not hesitate to declare that attacks were simultaneous if there is doubt as to the right-of-way. It is the responsibility of the fencers to fence cleanly and clearly for the jury.

The Director *alone* decides as to the validity or the priority of the touch by applying the following basic rules, which are the conventions applicable to foil fencing.

### **Respect of the fencing phrase**

- (a) Every attack, that is every initial offensive action, which is correctly executed must be parried or completely avoided and the phrase must be followed through — that is to say, coordinated.

In order to judge the correctness of an attack the following points must be considered:

1. The simple attack, direct or indirect, is correctly executed when the extending of the arm, the point threatening the valid target, precedes the initiation of the lunge or the *flèche*.
2. The compound attack is correctly executed when the arm is extending in the presentation of the first feint, with the point threatening the valid target, and the arm is not bent during the successive actions of the attack and the initiation of the lunge or the *flèche*.
3. The attack with a step-forward-lunge or a step-forward-*flèche* is correctly executed when the extending of the arm precedes the end of the step forward and the initiation of the lunge or the *flèche*.
4. Actions, simple or compound, steps or feints which are executed with a bent arm, are not considered as attacks but as preparations, laying themselves open to the initiation of the offensive or defensive/offensive action of the opponent.

To judge the priority of an attack when analyzing the fencing phrase, it should be noted that:

5. If the attack is initiated when the opponent is not 'point in line', it may be executed either with a direct thrust, or by a disengage, or by a cutover, or may even be preceded by a beat or successful feints obliging the opponent to parry.

6. If the attack is initiated when the opponent is 'point in line', the attacker must, first, deflect the opponent's blade. Directors must ensure that a mere contact of the blades is not considered as sufficient to deflect the opponent's blade.
  7. If the attacker, when attempting to deflect the opponent's blade, fails to find it (*dérobement*), the right of attack passes to the opponent.
  8. Continuous steps forward, with the legs crossing one another (i.e. cross-advances), constitute a preparation and on this preparation any simple attack has priority.
- (b) The parry gives the right to riposte: the simple riposte may be direct or indirect, but to annul any subsequent action by the attacker, it must be executed immediately, without indecision or delay.
  - (c) When a compound attack is made, if the opponent finds the blade during one of the feints, he or she has the right to riposte.
  - (d) When compound attacks are made, the opponent has the right to stop hit; but to be valid the stop hit must precede the conclusion of the attack by an interval of fencing time; that is to say that the stop hit must arrive before the attacker has begun the final movement of the attack.

### **The awarding of touches**

In applying these basic conventions of foil fencing, the Director should judge as follows.

When, during a phrase, both fencers are touched simultaneously, there is either a *simultaneous action* or a *double touch*.

The first of these conditions is due to simultaneous conception and execution of an attack by both fencers; in this case the touches exchanged are annulled for both fencers even if one of them has been touched off the target.

The double touch, on the other hand, is the result of a faulty action on the part of one of the fencers.

Therefore, when there is not a period of fencing time between the touches:

1. *Only the fencer who is attacked is counted as touched:*
  - (a) If the fencer makes a stop hit on the opponent's simple attack.
  - (b) If, instead of parrying, the fencer attempts to avoid the touch and does not succeed in so doing.
  - (c) If, after making a successful parry, the fencer makes a momentary pause, which gives the opponent the right to renew the attack (*redoublement*, *remise* or *reprise*).
  - (d) If, during a compound attack, the fencer makes a stop hit without being in time.
  - (e) If, having 'point in line' and being subjected to a beat or a taking of the blade (*prise de fer*) which deflects his blade, the fencer attacks or places the point in line again instead of parrying a direct thrust made by the opponent.
2. *Only the fencer who attacks is counted as touched:*
  - (a) If the fencer initiates his attack when the opponent has point in line without deflecting the opponent's weapon. Directors must ensure that a mere grazing of the blades is not considered as sufficient to deflect the opponent's blade.
  - (b) If the fencer attempts to find the blade, does not succeed (is the object of a *dérobement*) and continues the attack.
  - (c) If, during a compound attack, the opponent finds the blade, but the fencer continues the attack and the opponent ripostes immediately.
  - (d) If, during a compound attack, the fencer makes a momentary pause, during which time the opponent makes a stop hit, while the fencer continues the attack.

- (e) If, during a compound attack, the fencer is stop hit in time before beginning the final movement.
  - (f) If the fencer makes a touch by a remise, redoublement or reprise when the original attack has been parried and the opponent has made a riposte which is immediate, simple, and executed in one period of fencing time without withdrawing the arm.
3. The Director must replace the competitors on guard each time that there is a double touch and he or she is unable to judge clearly on which side the fault lies.

One of the most difficult cases to judge arises when a stop hit is made and there is doubt as to whether it was made sufficiently in time in relation to the final movement of a compound attack. Generally, in such cases, the double touch occurs through the fault of both fencers concerned, which justifies the Director replacing them on guard. (The fault of the attacker consists of indecision, slowness of execution or the making of feints, which are not sufficiently effective. The fault of the defender lies in delay or slowness in making the stop hit.)

The director shall face the audience, except when one fencer is left-handed, in which case the director will face away from the audience to give to spectators a better view of the fencing. The director shall speak their decisions clearly and audibly, using hand gestures as necessary.

## Judges

When only one of the fencers is left-handed, the judges shall change ends halfway through each bout so as not to watch the same fencer the entire time. Otherwise, the fencers shall change sides at the point when the first fencer achieves a majority of the touches needed to win the bout (i.e. three touches for five-touch bouts, or eight touches for 15-touch bouts).

The judges shall raise their hand in a manner clearly visible to the director (optionally accompanied by the stamping of one's foot on the floor) whenever they see any of the following conditions:

- 1) Any touch, either on- or off-target, which is received by the fencer facing them (i.e. on the opposite end of the strip).
- 2) Any unsafe equipment (e.g. an undone jacket, an untied shoe, etc.).

The judges, when polled by the director, shall cast their vote in one of the following ways (and the judges shall express their votes audibly and in a clear voice):

- 1) **“Yes”** (meaning, yes, there was a touch, and it arrived on target)
- 2) **“Yes, off target”** (meaning, yes, there was a touch, but it arrived off target)
- 3) **“No”** (meaning, no touch arrived)
- 4) **“Abstain”** (meaning, the judge was uncertain as to validity and/or materiality of the touch)

The materiality of the touch is of utmost importance to the judges. The touch must arrive with the point of the foil and as the result of a thrusting action (as opposed to a flick, slap, drag, etc.). The foil must visibly bend as a result of the touch. In other words, the touches must be clear.

Judges shall endeavor to remain as close as possible to the fencing without setting foot on the strip and without being ahead of his or her fencer's trailing shoulder.

## Pools

For individual events, the fencers shall be divided into one or more pools. The pool assignments shall be at the discretion of the organizers. The order of fencers on the pool sheet(s) shall be determined by drawing lots. The pools shall be announced just prior to the beginning of each event.

Pool bouts shall be to three minutes of fencing time or until fencer reaches five touches, whichever comes first. The clock shall be stopped whenever the director calls a halt. Should a fencer be required to fence two consecutive bouts in the pools, the fencer shall be granted a three-minute rest period between bouts.

A fencer who withdraws or is excluded from the pool is deleted from the pool, and the results from that fencer are annulled as if they had never taken part.

## Direct Elimination

At the conclusion of the pool bouts, the organizers will seed the top 70-80% of the fencers into a direct elimination table based solely on the results of the pools. The actual number of fencers to be promoted will vary depending on the number of fencers, but shall be determined prior to the beginning of each event.

The format of the direct elimination portion may be straight direct elimination, direct elimination with repechage, direct elimination with all places determined, or a combination of all three, depending on the number of entrants. The format will be announced prior to the beginning of each event.

Fencers shall be seeded into the direct elimination table based on the following successive indices:

- 1) The ratio of victories to bouts fought (higher numbers are better)
- 2) Touches scored minus touches received (higher numbers are better)
- 3) Touches scored (higher numbers are better)

The first index shall be used to determine seeding for the direct elimination table, except in the event of equality in this index, in which case the second index shall be used to separate fencers with equal first indices. Likewise, the third index shall be used only to separate fencers with equal first AND second indices. In the event of equality between two or more fencers on ALL THREE indices, the relative seeding order of the tied fencers shall be decided by drawing lots.

Should there be absolute equality between the last fencers to qualify for the direct elimination table, there will not be a barrage, and all the fencers in question shall qualify, even if they are in excess of the number determined at the beginning of the competition.

Direct elimination bouts shall be to nine minutes (divided into 3 three-minute periods with a one-minute rest between periods), or to the first fencer to reach 15 touches. The clock shall be stopped whenever the director calls a halt. Fencers shall be placed at the guard line at the beginning of each period.

Should a fencer be required to fence two consecutive direct elimination bouts, the fencer shall be granted a ten-minute rest period between bouts.

A fencer who withdraws or cannot complete their direct elimination bout forfeits the bout to the other fencer, who is declared the victor. A fencer who withdraws from direct elimination does not lose their place in the overall classification of the competition.

## Time Limits

In the event that the bout clock is not visible to the fencers, a fencer may inquire as to how much time is remaining in the bout each time that the fencing is interrupted. Additionally, the timekeeper shall give a clearly audible warning to the fencers when there is one minute remaining on the clock (unless the bout clock is clearly visible to the fencers, in which case no warning shall be given).

For the finals, semi-finals, and third-place barrage of the tournament, the clock shall be placed so that it is visible to the two fencers. No warnings about time remaining shall be given.

If time expires in a bout (either pool or direct elimination), the fencer with the higher score shall be declared the victor. If the score is tied at the end of regulation time, the director shall reset the fencers at the guard lines and the match continues for a deciding touch ("sudden death").

In all cases, the actual scores of the fencers (including hits received) shall be the ones recorded on the score sheet.

## Team Tournaments

A team consists of three fencers, with an optional fourth fencer as a reserve. A team may not begin a match if it consists of less than three fencers.

The competition shall be run by direct elimination. In the event that the direct elimination table is incomplete, some teams may receive a bye.

Seeding for the direct elimination table shall be according to their points. Adding together the points obtained by the individual members in the previous day's individual foil events, using the following formula, results in each team's points (participants in both events use the higher number):

<i>Open Tournament</i>	
1st place	32 points
2nd place	26 points
3rd place	20 points
4th place	18 points
5th place	16 points
6th place	15 points
7th place	14 points
8th place	13 points
9th–16th places	8 points
17th–32nd places	4 points
did not compete	0 points

If a team has four members, then only the three highest scores shall be used. In the event that two or more teams have the same number of points, their relative seeds shall be determined by lot.

All places in the table shall be fought for.

When one team fences another team, it is referred to as a match. The position of each team on the match score-sheet (team A or team B) is decided by drawing lots. Each match is contested in a relay format. The three fencers of one team fence the three fencers of the opposing team in nine relay bouts. The team captains decide the order of the individual fencers for each match. The fencers of team A are numbered 1, 2, and 3. The fencers of team B are numbered 4, 5, and 6. The reserve members of the two teams (if any) are not numbered. The team member numberings are for that match only.

The bouts of each match must be fought in the following order:

3– 6      5– 1      2– 4      6– 1      3– 4      5– 2      1– 4      6– 2      3– 5

If this order is altered, either intentionally or accidentally, the team making the alteration loses the match.

Each 'lap' (bout) of the relay match consists of five touches (5, 10, 15, 20, etc.); the maximum time for each bout is 3 minutes.

The first two opponents fence until one of them has scored five touches, within the time limit of 3 minutes.

The next two opponents fence until one of their team scores has reached ten touches, within the time limit of 3 minutes, and so on with successive bouts, cumulatively, of five touches.

If by the expiration of 3 minutes of fencing time the intended score for the bout has not been achieved, the next two fencers take up the score where it was left off and fence up to the maximum score intended for their bout as normal, within the time limit of 3 minutes.

The winning team is that which first reaches the maximum score of 45 touches, or that which has scored the greatest number of touches after the expiration of regulation time.

If at the end of regulation time for the last bout the scores are equal, the director shall reset the fencers at the guard lines and the match continues for a deciding touch ("sudden death"), which is fought for by the fencers of the last bout in the match.

In the course of a match the captain of a team may ask to substitute for a fencer the reserve nominated before the start of the match. This substitution may only be made at the end of a bout. The fencer who has been replaced may not fence again during that match in order to replace a fencer on the strip, even in the case of an accident or unavoidable circumstances.

The announcement that a fencer is to be substituted, which must be reported by the Director to the opposing team captain, must be made at the latest *before the beginning of the bout preceding the next bout of the fencer who is to be replaced* (i.e. at least one entire bout prior to when the substituted fencer will fence).

If an accident occurs in the bout that follows the request for a substitution, the team captain may annul that request.

If the captain of the opposing team has also requested a substitution, this substitution may be implemented or cancelled.

If a member of a team is obliged to retire during a match as the result of an accident which has been duly recognized by a medical representative, the captain of his team may ask to put in a reserve to continue the match at the point where the competitor who was obliged to retire withdrew, even during a bout in progress.

However, a competitor who is thus replaced cannot again take his place in the team during the same match.

If both a fencer and the reserve, if any, are forced to retire, or if a fencer is excluded, their team has lost the match.

## Offenses and Penalties

Offense	1st offense	2nd offense	3rd+ offense
<b>First Group</b>			
Clothing/equipment not conforming when fencer is called for their bout	yellow card	red card	red card
Simple corps à corps (physical contact, not merely guard-to-guard)			
Corps à corps to avoid a touch *			
Jostling, falling, disorderly fencing *; taking off mask before the Director calls 'Halt'; undressing on the strip			
Covering/substitution of valid target			
Using the non-weapon arm or hand *			
Reversing line of shoulders * (Note: USFA rules allow this as of August 1, 2004. We do not.)			
Leaving strip without permission			
Turning back on opponent *			
Crossing the side of the strip to avoid being touched			
Delaying the bout			
Refusal to obey the Director			
Fencer not presenting himself at first call of Director during competition			
<b>Second Group</b>			
Interruption of bout for claimed injury not confirmed by a medically-trained person	red card	red card	red card
Dangerous, violent or vindictive action, blow with guard or pommel *			

Third Group			
Intentional modification of equipment *	red card	black card <sup>1</sup>	
Fencer disturbing order on the strip <sup>4</sup>			
Dishonest fencing *; refusal to salute before the beginning of the bout (only one fencer)			
Any person not on strip disturbing good order	warning <sup>4</sup>	expulsion <sup>3</sup>	
Refusal of one fencer to salute and shake hands with the opponent after final touch scored	winner: annulment of touch scored loser: suspension <sup>5</sup>		
Changing the order of bouts in a team match, whether intentionally or unintentionally	loss of match		
Fourth group			
Manifest cheating with equipment <sup>2</sup>	black card		
Refusal of a fencer to fence another competitor (individual or team) properly entered <sup>6</sup>			
Non-presentation when called by the Director at the start of the competition/round/direct elimination bout/match after three calls at one minute intervals <sup>1</sup>			
Offense against sportsmanship <sup>1 or 2</sup>			
Deliberate brutality <sup>1</sup> , refusal of both fencers to salute: before the bout <sup>1</sup>			
Refusal of both fencers to salute and shake hands after the final touch scored <sup>5</sup>			
Profiting from collusion, favoring an opponent <sup>1</sup>			
Doping <sup>2</sup>			

\* Annulment of any touch scored by the fencer at fault.

- Yellow Card = Warning  
Valid for the duration of the bout against that particular opponent.
- Red Card = Penalty  
Results in the **addition** of one point to the other fencer's (or team's) score.
- Black Card = Exclusion or expulsion.

If a fencer commits an offence in the First Group after having been penalized with a Red Card (of any Group, for whatever reason), he or she receives a further Red Card.

A fencer only receives a Black Card in the Third Group if he or she previously committed an offence in this Third Group (demonstrated by a Red Card).

<sup>1</sup> Exclusion from competition.

<sup>2</sup> Exclusion from whole tournament.

<sup>3</sup> Expulsion from competition venue.

<sup>4</sup> In serious cases, Director may exclude/expel immediately.

<sup>5</sup> Suspension for two competitions (events).

<sup>6</sup> Disqualification.