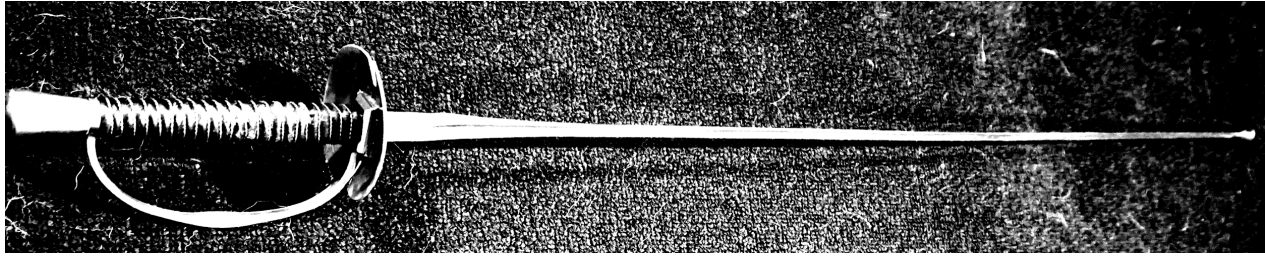




TBF Smallsword Rules



Equipment:

Weapon:

- Small sword with #0 or #2 epee blades
- Musketeer blades may be used on an individual basis including being testing for adequate flexibility
- No pistol or orthopedic grips are permitted..

Protective gear:

- Mask that passes 12kg punch test
- Fencing jacket in good condition (no holes)
- Fencing gloves in good condition for each hand
- Underarm protection/plastron
- Women: chest/breast protectors
- Men: groin protection is highly recommended
- External plastrons and additional arm protection is allowed.
- Back-of-head protection is recommended

Field of Play and Out of Bounds:

- The field shall be a circle with a minimum of 18'/6m in diameter indicated by tape or rope.
- Fencers are considered out of bounds when both feet are on the ground, completely outside of the circle. The judge shall stop the assault. The out of bounds fencers shall receive a yellow card warning/penalty if there was no hit in the action. The fencers shall come on guard with the penalized fencer with one foot out of bounds. If both fencers simultaneously step out of bounds, both fencers shall receive a yellow card warning and the assault shall be resumed at the center of the ring.
- A fencer may not score any points if one foot is on the ground outside of the circle at the beginning of the scoring action.
- If a defending fencer is hit while being called for stepping out of bounds during an action, the hit shall take precedence over the out of bounds so that the attacker is not penalized for the defender stepping out of bounds.

Target and Point Allocations

- Valid target: All parts of the body, exclusive of the weapon hand and the back of the head. The back hand may be used to parry, but it is a valid target.
- Head or Torso (from the waist up): 3 points
- Remaining valid targets: 1 point (limbs)

Validity of Hits

- In the smallsword event, attacks are made using thrusting blade actions only.
- Disarming techniques by means of seizing the arm, forte of the blade or hilt of the adversary's weapon are permitted. This counts as 1 point scored against the fencer who was disarmed. A disarm concluding in a

touch, executed as a continuous action, shall count as 3 points, regardless of target area. However, should a fencer drop his weapon as a result of the impact on a valid target surface, that shall not be considered as a disarm. In this case, a halt shall be called and the fencer shall be allowed to reclaim his weapon. The decision of whether a weapon was dropped because of a valid impact shall be solely at the discretion of the director, and this decision shall not be affected by the decision of the judges.

- The unarmed hand may be used to execute open-hand parries and disarm techniques, as well as for checking. However, grappling is strictly prohibited, as is striking with the unarmed hand. Violation of this rule will result in an immediate ejection from the tournament, without warning or appeal.
- Fencers may not score points while grabbing/trapping (closed hand) the opponent's blade. This is a yellow card offense. Subsequent offenses throughout the bout: 1 point penalty.
- An attacker may offer to decline any touch they deem unworthy on the basis of their hit landing "flat" or with insufficient force/"light".
- The judge shall have the final say on the validity and combat value of a hit.
- Hits made with excessive force or blindly targeted is counter to the nature of this sport and shall be penalized with a 2 point penalty (double red card) on the first offense, 2nd offense shall result in an ejection from the event (black card). There will be no warnings for excessive force or blind attacks.
- Fleches and other running attacks are strictly prohibited.

Right of Way

- Right of way conventions shall not be explicitly observed. However, the judge may rule an action as too late after a hit.
- Simultaneous actions that result in double touches will result in no score being awarded to either fencer. If, in the opinion of the director, one touch is significantly out of time, only the touch arriving on time will be valid.

Bout Rules and Point Resolution

- The objective is to be the first to score 5 points.
- Each bout shall be limited to five minutes. The clock starts at the initial call to "Fence" from the judge. The clock shall not be stopped between hits unless the judge decides to suspend the clock for any reason. When time runs out, all action is stopped. If the score is tied at the end of five minutes, one additional touch will be fenced without time limit.

Bout sequence

1. Initial salute. Fencers are expected to salute the judge, jury and opponent.
2. The judge shall indicate the center of play and where the fencers shall be placed on guard.
3. The judge asks each fencer to come on guard. ("On guard") and asks if the fencers are ready. ("Ready?"/"Et vous pret?"). Fencers are expected to respond affirmatively.
4. The judge prompts the start of the fencing action. ("Fence"/"Allez")
5. Fencing ensues. Fencing does not stop until the judge calls for a "Halt". Note: jurors are there to assist the judge and may not call halt.
 - a. Upon observation of a hit (on or off target) each juror shall immediately raise one hand and then point to the fencer that was hit (i.e. the direction of the attack). If both fencers were hit, then the juror points to both fencers after raising his hand.
 - b. The judge shall reconstruct the last relevant portion of the fencing phrase and award points. Judge may ask the opinions of the juror to facilitate the judge's validation of the hit.
 - c. Jurors should limit their responses to:
"Yes/Valid" if the judge asks if hit landed on valid target.

“Obscured” if the juror was not able to see the action referenced by the judge. This may also be indicated by the juror by placing his hand in front of his eyes.

At the judge’s request, jurors may provide their opinions regarding the combat value or palpability of the hit.

Jurors are to help enforce the boundaries. Jurors shall raise a hand immediately upon observation of a violation.

6. Fencing resumes (return to Step 2)
7. The bout ends when either fencer reaches 5 or more touches or when time runs out. In the event of a tie, the last point is nullified. In the case of simultaneous hits resulting in both fencers attaining 5 points or more , the fencer with the highest point total wins.
8. Final salutes and handshakes exchanged.