



TBF Three-Weapon Event Rules

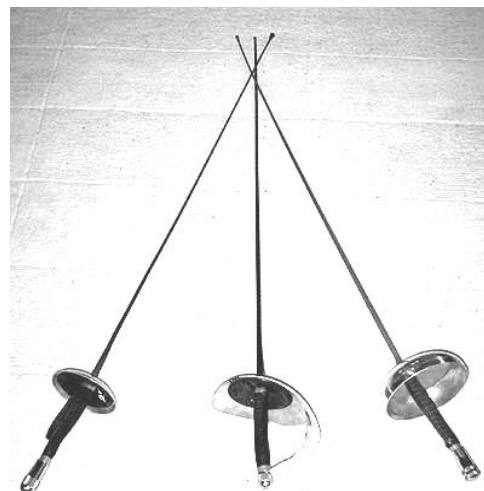
Equipment:

Weapons:

- Foil
- Epee (point de arret, electric or rubber tipped)
- Saber with S2000 blade (participants must have access to a spare weapon or blade)

Protective Gear:

- Mask that passes 12kg punch test
- Fencing jacket in good condition (no holes, holes must be patched or stitched)
- Fencing glove in good condition
- Elbow protection
- 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 piste/strip with a minimum of 20' long and 6' wide indicated by tape or secured rope.

Fencers are considered out of bounds when both feet are on the ground, completely outside of the piste. 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 where they stepped out of bounds.

A fencer may not score any points if one foot is on the ground, completely outside of the piste.

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 the attacker is not penalized for the defender stepping out of bounds.

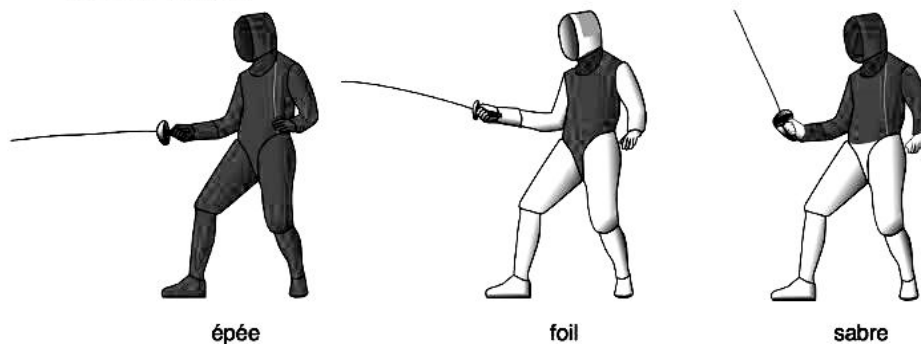
Out-of bounds yellow card penalties are annulled by any intervening valid touch.

Target and Point Allocations

- Foil: Torso (between the shoulders, above the v-of the groin, the horizontal line below the level of the chin)
- Epee: Entire body
- Sabre: Above and including the horizontal line drawn by the hip bones (waistline). Includes the head and arms.

Note: The location of where the hit lands on the body determines target, not clothing. The presiding judge with the assistance of the jury determines location and validity of the hit.

TARGET AREAS



Validity of Hits

- Foil and Epee: valid attacks are thrusts with the point
- Sabre: attacks are made using cuts and thrusts.

*Cuts may be scored using the true (front edge) and false edges of the sword. Thrusts are to be done with a pronated hand position to facilitate a safe bend.

An attacker may offer to decline any touch he deems unworthy on the basis of their hit landing “flat” (not with edge or tip) or with insufficient force/”too 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 offence shall result in an ejection from the event (black card). There will be no warnings for excessive force or blind attacks.

Right of Way

Right of way conventions shall be observed in both foil and sabre.

Simultaneous touches-

Foil: If right-of-way cannot be determined by the judge, then the simultaneous touches are annulled.

Sabre: If right-of-way cannot be determined by the judge, both hits are recognized. Off-target hits are annulled in sabre so if one fencer hits valid target and the other does not, the valid hit is awarded.

Off-target hits in foil or sabre shall result in the judge to call halt to stop the action.

Bout Rules and Point Resolution

The objective is to be the first to score 8 points. Each bout shall be limited to five minutes. The clock is stopped between each weapon segment. The clock shall not be stopped within each segment between hits unless at the discretion of the judge.

Foil: Continues until the sum of the two scores equal to 5. (5-0, 4-1, 3-2)

Epee: Continues until either fencer is touched. *Simultaneous hits, as deemed by the judge, shall result in a Double-Defeat and no points are added to the aggregate scores.* Epee victories count as two points towards a fencer's aggregate score.

Sabre: Continues until one of the fencers' score reaches a total of 8 points.

Bout sequence observed in each weapons segment

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 fencers are ready. (Ready?/Et vous pref?). 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 judge calls for a “Halt”. Note: jurors are there to assist the judge and may not call halt.

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.

The judge shall reconstruct the last relevant portion of the fencing phrase and may ask the opinions of the juror to facilitate the judge's validation of the hit.

Jurors should limit their responses to:

“Yes/Valid” to indicate a proper hit landing on target.

“No/Invalid/Off-target” to indicate an off-target hit.

“Obscured/I didn't see” if the juror was not able to see the action referenced by the judge.

Upon judge's request, jurors may provide their opinions regarding combat value and palpability of hits..

6. Fencing resumes (return to Step 2)
7. Fencers salute each other at the start and finish of each weapons segment.
8. The bout ends when either fencer reaches 8 points or when time runs out.
9. If time runs out and the scores are tied, priority shall be assigned randomly to one of the fencers and one minute shall be added to fencing time. The fencer with priority shall be declared the winner if the other fencer fails to score.
10. Handshakes exchanged after sabre.