

Épée Grade 3, Description.

Simple actions can be placed into two categories, these are attack, and defence.

Simple attacks: These are the straight thrust, disengage and counter disengage. Remember a simple attack is an offensive action made with one blade movement in one period of fencing time, and may be direct or indirect.

Simple parry: This is a deflection of the attacking blade by the application of “forte to foible”. Lateral parries are seldom used with épée because of the risk of exposing the forearm. The most popular types of parry are the circular and semi-circular as these involve little movement of the sword arm. Also note that when fencing with the épée the fencer only parries as a last resort since the lack of conventions promote the use of counter attacks and the remise.

Opposition: This means a blade movement while maintaining constant contact with the opponent’s blade.

An **opposition attack** is holding and resisting the blade while attacking.

An **opposition parry** is holding and resisting the blade while parrying, using the application of forte to foible.

Remise: This is a renewal of attack in the same line without withdrawing the sword arm.

Redouble: This is a renewal of attack made by bending the sword arm and replacing the point in a different line.

The boundary lines: These mark the perimeter of the piste and must not be crossed by the fencers or spectators.

- If a fencer steps off the piste while attacking they are penalised 1 meter from the point where they leave the piste.
- If a fencer steps off the side boundary while retreating he/she is penalised 1 meter from the point where they leave the piste.
- Once the fencer crosses the boundary line halt is called and all hits made, after the boundary line has been crossed are annulled, except a hit received by the offending fencer.
- If after losing a meter, the fencer is forced to assume the on guard position with both feet behind the rear limit line of the piste, then a hit against that fencer is awarded.
- If during a bout a fencer crosses the rear limit line of the piste with both feet, then a penalty hit shall be scored against the offending fencer.

Double hits: The electrical apparatus registers a double hit if the difference of the time between the hits is less than 1/25th of a second, and a hit is scored against both fencers. Double hits are also scored when fencing with non-electric weapons, however this relies greatly on the vigilance of the judges and the president.

If one of the double hits is not on the valid target area (e.g. the floor), or the hit is made after leaving the piste only the valid hit is scored.

Scoring: At épée bouts are for five hits, with a duration time of six minutes for each bout. If by reason of a double hit, both competitors score the maximum number of hits being fought for, they must fence for one or more supplementary hits until the expiration of the time limit. Any further double hit is annulled (and therefore when this occurs the fencers remain in the position they then occupy on the piste). In these circumstances the maximum number of hits for which the bout is fought, must be entered on the score sheet against each competitor (for example when the bout is for five hits, the score entered on the score sheet will be D/5 and V/5).

Time Keeping: This is the same as for foil except that when the allotted time limit expires before a result in the bout has been achieved:

At one hit épée both competitors are counted as hit and a defeat is scored against each fencer.

At épée, if the two fencers reach a score of 4–all, they must fence for a deciding hit, up to the time limit. Any double hit will not be counted (and the fencers will therefore remain where they are on the piste).

If **when the time limit expires** there is a difference of at least one hit between the scores of the two fencers, the fencer who has scored the greater number of hits is declared winner. The score registered on the score-sheet is the actual score achieved in the bout ($VN - Dn$, where N = the number of hits scored by the winning fencer and n = the number of hits scored by the losing fencer).

If **at the end of regulation time the scores are equal**, the fencers fence for a deciding hit, with a maximum time limit of one minute. Before the fencing recommences, the Referee draws lots to decide who will be the winner if scores are still equal at the end of the extra minute.

In this case the score registered on the score-sheet is always the **actual score achieved in the bout**:

For Direct Elimination Bouts

1. The **bout ends** when:

- One of the fencers has **scored 15 hits**; or
- **9 minutes of effective fencing time** have passed.

2. The fencer who has scored **the greater number of hits** is declared the winner.

3. If **at the end of regulation time the scores are equal**, the fencers fence for a deciding hit, with a maximum time limit of one minute. Before the fencing recommences the Referee draws lots to decide who will be the winner if scores are still equal at the end of the extra minute.

4. In this case the score recorded on the score-sheet is the **real score** achieved in the bout.

The President: This person controls the bout decides on who has gained a hit and any infringement of the rules. **The President's decision is final.**

Ground Judges: If a President, suspect's deliberate hits to the floor to stop a bout, then the president will call up two extra judges one for each fencer. The judge will then watch solely for these illegal moves. If any are seen the judge will raise their hand and notify the president accordingly.

Any fencer who intentionally causes the box to register a hit by placing the point on any surface area other than their opponent's target will be penalised for a first group offence (Yellow card warning).

If a fencer does this in the last minute of the bout he will be penalised for a second group offence (Red card hit against). The use of ground judges in non-electric bouts is obligatory.