

Grade 4. Description.

Scoring on a Pool sheet and First and Second Indicators.

The President or Scorer records all hits scored on a pool sheet (see example sheet provided). Each fencer's name is shown in the **left hand column** of the pool sheet and is allocated a number in the pool. Numbers in the horizontal column next to his/her name indicates all hits scored by the fencer in a pool. The **vertical columns** have corresponding numbers and indicate the hits **scored by the opponents**.

The results in a pool are decided by the **First/Second and Third indices** and are as follows:

1. **First Indicator** is the number of Victories divided by the number of fights, with the highest number being 1. For example $3/5 = 0.6$ these decide pool ranking and are used first
2. **Second Indicator** is the number of hits scored (Horizontal Column) minus the number of hits received (Vertical Column), and is used if fencers are equal in the first indicator
3. **If the scores are still equal:** the fencer with the highest number of hits scored is promoted to the next round.
4. **If all fencers are still equal then:** then a coin is tossed/lots are drawn.

Simple attack: This is an offensive action made with one blade movement in one period of fencing time, and may be direct or indirect.

Compound attack: this is an offensive action comprising of one or more feints.

Recording apparatus: This consists of a box that is for registering hits. Hits are registered with a buzzer and coloured lights that light up on the top of the box. There are four lights one red and one green to record on target hits and two white lights that are not used when fencing épée, since these indicate off target areas in foil. The box is connected by ground wires to two spring loaded spools, these have a wire that is attached to each fencer that pays out or rewinds as the fencer advances or retreats during the bout.

Electrical equipment: For épée this consists of a body wire connected to the spool, and to the socket fitted to the sword.

Test Weight: The pressure that must be made on the spring-loaded tip (pointe d'arrêt) in order to register a hit must be no more than 750 grams, that is to say that this weight must be lifted by the spring of the point.

The distance that the point must travel back in order to cause the box to register a hit (called the lighting stroke) must be greater than 1mm. The further distance that the point may travel must be less than 0.5mm. This latter requirement is

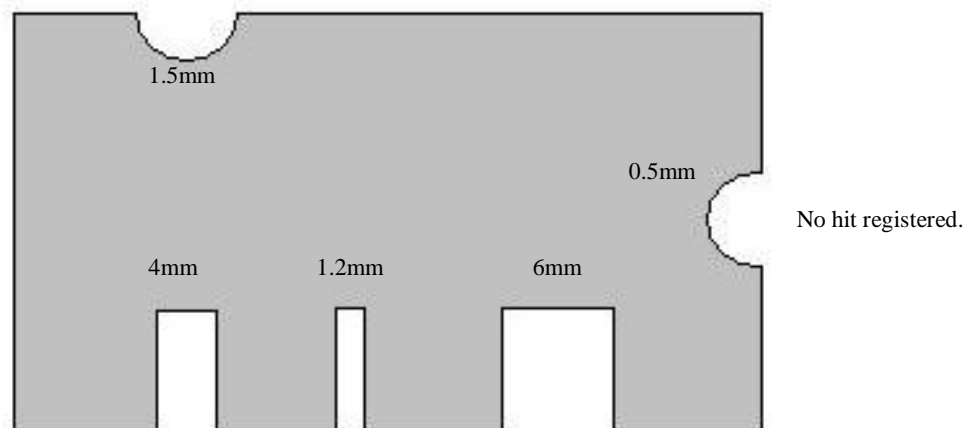
as vital as that dictating the length of the “lighting stroke”. The total travel must be greater than 1.5mm.

Gauges: At épée you can check the total travel of the point d’arrêt by inserting a gauge measuring 1.5mm between the point d’arrêt and the button. This gauge may have a tolerance of 0.05mm, e.g. from 1.45mm to 1.50mm.

Check the residual travel by inserting a gauge measuring 0.5mm between the point d’arrêt and the button, at which moment the apparatus should not register when the point is depressed. This gauge may have a tolerance of plus or minus 0.05mm, e.g. 0.45mm to 0.50mm, see diagram on the next page.

Test gauge:

No hit registered.



Testing the equipment: First make sure that the box is set for épée. Hit the target area and a green or red light will show on the box. Hit off target on the guard and no light will light up on the box, (note the white off target lights are not used when fencing épée).

Rules regarding faults with a fencer’s equipment:

- **Before a bout:** As a general rule it is the fencer’s responsibility to make sure that their equipment is in working order. However at a major tournament there is usually a **weapons control centre**. It is here that a fencer must submit all their weapons that they wish to use for the tournament for testing. Once tested only the weapons in correct working order are marked up with labels, and only these weapons can be used. If a weapon is seen to be used without control markings then the last hit is void and the fencer will be penalised for a 2nd group offence (red card penalty hit).

- **During a bout:** If a weapon becomes faulty during a bout and a good hit is seen, then that hit will be counted as valid and the weapon must be repaired or replaced.
- If a hit is registered when the guard is hit or caused by vibration then the last hit is annulled.

Section 326: Further, the president must take note of possible failure of electrical equipment and must annul the last hit in the following circumstances:

If a hit properly made by the competitor against whom the hit was registered does not cause the apparatus to register a hit.

If the registering of a hit made by the competitor against whom the hit was registered does not prevent the registering of a subsequent hit made by his opponent after a lapse of time greater than that required to register a double hit, or is annulled by a subsequent hit made by their opponent.

Example score sheet:

1st Indicator

2nd Indicator

Name	No's	1	2	3	4	5	6	7	8	9	10	Total Wins	Hits Recv'd	Hits Scrd	Place
JANE	1		5	5	5	2	3					3/	18	+2	3
			V	V	V	D	D				0.6	5	20		
TOM	2	3		4	5	5	2					2/	20	-1	4
		D		D	V	V	D				0.4	5	19		
ANNE	3	2	5		5	3	2					2/	22	-5	5
		D	V		V	D	D				0.4	5	17		
HARRY	4	3	3	3		3	5					1/	24	-8	6
		D	D	D		D	V				0.2	5	16		
LYNN	5	5	2	5	5		5					4/	15	+7	1
		V	D	V	V		V				0.8	5	22		
DICK	6	5	5	5	4	2						3/	17	+4	2
		V	V	V	D	D					0.6	5	21		
	7														
	8														
	9														
	10														

Order of Assaults.			Signature of President			
Pool of 5.	Pool of 6	Pool of 7	Pool of 8	Pool of 9	Pool of 10	Team of 4
1-2	1-4	1-4 3-1	2-3 7-5	1-9, 7-5, 5-2	1-4, 10-8, 2-6	3-8
3-4	2-5	2-5 4-6	1-5 3-6	2-8, 6-1, 6-9	6-9, 1-2, 5-8	4-6
5-1	3-6	3-6 7-2	7-4 2-8	3-7, 3-2, 8-7	2-5, 6-7, 4-10	1-7
2-3	5-1	7-1 3-5	6-8 5-4	4-6, 9-4, 4-1	7-10, 3-4, 1-9	2-5
5-4	4-2	5-4 1-6	1-2 6-1	1-5, 5-8, 5-3	3-1, 8-9, 3-7	6-3
1-3	3-1	2-3 2-4	3-4 3-7	2-9, 7-6, 6-2	8-6, 5-10, 8-2	8-1
2-5	6-2	6-7 7-3	5-6, 4-8	8-3, 3-1, 9-7	4-5, 1-6, 6-4	5-4
4-1	5-3	5-1 6-5	8-7, 2-6	7-4, 2-4, 1-8	9-10, 2-7, 9-5	7-2
3-5	6-4	4-3 1-2	1-4, 3-5	6-5, 5-9, 4-5	2-3, 3-8, 10-3	1-6
4-2	1-2	6-2 4-7	5-2, 1-7	1-2, 8-6, 3-6	7-8, 4-9, 7-1	3-5
	3-4	5-7	8-3, 4-6	9-3, 7-1, 2-7	5-1, 6-5, 4-8	2-8
	5-6		6-7, 8-5	8-4, 4-3, 9-8	10-6, 10-2, 2-9	4-7
	2-3		4-2, 7-2		4-2, 8-1, 3-6	5-1
	1-6		8-1, 1-3		9-7, 7-4, 5-7	6-2
	4-5				5-3, 9-3, 1-10	7-3
						8-4

Note the fencer's number called out first stands on the Presidents right.