

Épée Grade 5, Description.

Faults. When a fencer commits a fault the President will show one of three cards, these are **Yellow, Red or Black.**

- **Yellow Card** = Warning, valid for the bout (whether consisting of one or several encounters).
- **Red Card** = Penalty hit against the offending fencer.
- **Black Card** = Expulsion from the tournament/match.

These penalties are in turn separated into Four Groups, which are as Follows:

- **Group 1** = Yellow Card (Warning) followed by Red Card (Hit Against).
- **Group 2** = Red Card (Penalty Hit).
- **Group 3** = Red Card (Penalty Hit) followed by Black Card (Expulsion).
- **Group 4** = Expulsion from the competition.

How an épée works: The electric épée works by creating a circuit. This is done by the point (please refer to the diagram over leaf) being fixed on the target in a forward motion, in so doing the top compresses the pressure spring enough to allow the contact spring to bridge the gap between the brass pins. This in turn causes the recording box to register a hit.

If after using the test weight (see grade 4 sheet) the compression spring will not support the weight of the test weight, then it can be gently stretched with either your fingers or a pair of pliers. This will increase the length of the spring and put pressure against the point top. Note the only thing stopping the top coming off are the two grub screws that screw into the walls of the point base. If at this time the spring is still too weak to support the test weight then my advice is to replace it with a new one.

If after using the test gauges (see grade 4 sheet) the travel spring still lights the recording box, then the spring is too long. This can be shortened by holding the point top in one hand and using a pair of small snipe-nosed pliers, turn the end of the travel spring gently, so that it compresses the spring (note the spring usually needs to be turned in a clockwise direction, but proceed with caution, I have known exceptions to this rule).

Rules concerning, corps à corps: Corps à corps is a term used when two fencers are touching or so close to each other that they cannot wield their swords correctly.

Section 318, (B.F.A. rules and regulations).

At épée a fencer who either by a flèche attack or by vigorous attacks brings about corps à corps even several times in succession, without brutality or violence does not transgress the basic conventions of épée fencing and commits no fault.

The fencer who intentionally causes corps à corps to avoid being hit or who jostles his opponent is penalised according to articles 635, 637, 641 (1st group offence).

Second intention actions: These are actions that are made to provoke a movement from the opponent.

