

## Grade 5. Description.

**Successive Parries**, are two or more consecutive parries made to defend against compound attacks.

**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** = Black card (Expulsion from the competition).

**Illegal use of the Non Sword-arm:** at foil it is forbidden during the course of fencing to advance the shoulder of the non sword-arm in front of the sword-arm. It is also forbidden to **use the non sword-arm or hand, or any other off target area to cover or protect** the target area.

The use of the hand and arm, which is not used to hold the foil to carry out an **offensive action, is forbidden.**

During the fight, the fencer's non sword-arm must not under any circumstances **take hold of any part** of either; their own or their opponent's electrical equipment.

In all the above offences the fencer will be **penalised** as for a **group one offence.**

**Corps À Corps:** At foil corps à corps (body contact) is strictly forbidden (even without brutality). Should such an offence occur, the President would penalise the fencer at fault as specified for a group one offence.

**Turning:** It is forbidden to turn your back on your opponent during the bout. The fencer at fault will be penalised as for a group one offence. When hits are made during the movement of a fencer passing his opponent, the hit made immediately is valid. A hit made after the fencer has passed his opponent is annulled, although the hit made immediately, even by turning round by the fencer that has been subjected to the offensive action is valid.

**Hard Hitting and Brutality:** These are actions that are performed with an unacceptable level of force or violence that causes discomfort to the opponent. This will result in a second group penalisation plus annulment of any hit scored by the fencer at fault. In the case of deliberate Brutality it is a Group Four offence (Black Card expulsion).

**Fault finding on electrical equipment:** If one fencer is hit correctly on target and a white light appears, this means that the Lamé jacket is not connected to the electrical recording apparatus. Check the following:

1. That the fencer's Lamé jacket is connected to the Body wire.
2. Check for Dead spots on the Lamé Jacket
3. Check that the 3 pin plug is not broken this can result in a poor connection
4. Replace the body wire

If a white light continually flashes to one side check the following:

1. Pull the tip of the Foil to see if the pressure spring is weak and needs stretching
2. Check that the 3 pin Body wire plug is not broken. The offset pins lose their tension when the nylon block is broken resulting in a white light
3. If using a bayonet connector, check that the two end screws are tight.
4. Rewire the body wire as sometimes a hairline break occurs because the bodywire is being stretched as it is being pulled down the sleeve of the fencer jacket.