

Foil Grade 3. Description.

a. A **simple attack** is an offensive action made with one blade movement in one period of fencing time, and may be direct or indirect.

b. The **Three Simple Attacks** are:

- **The Straight Thrust.**
- **The Simple disengage.**
- **The Counter disengage**

c. The **Three types of parry** are:

- **Lateral.**
- **Circular**
- **Semi Circular**

A **Simple action** is made with one movement in one period of fencing time.

A **Compound action** is made with more than one blade movement and can be more than one period of fencing time.

The President, controls the bout, decides on right of attack, any infringements, etc. **HIS DECISION IS FINAL.** He has 1½ vote's to a Judges1.

The Judge: He looks for hits on a fencer. When a judge sees a hit they raise their hand and the president will call halt. The Judge will then state, Good hit on Target, Good hit off Target or if asked will reply as necessary, no hit, or Abstain (not sure). A Judge can call halt if a blade breaks or if anything concerning the safety of the fencers occurs, (i.e. mask falls off, or jacket comes undone).

The Time keeper, on the stop clock, keeps time only between play and halt as called by the president (actual fencing time). A general Foil bout finishes when a Fencer has reached 5 points or when 3 minutes have elapsed. The timekeeper does not indicate the last minute.

a) 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).

b) 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.

c) 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 Boundary lines: These are the perimeter of the piste and must not be crossed by fencers or spectators.

- A.** If a fencer steps off the side boundary while retreating he is penalised **1 meter from the point at which he/she leaves the piste.**
- B.** If a fencer steps off the side boundary while attacking he/she is **penalised 1 meter from where the attack started.**
- C.** Once the boundary line is crossed, halt is called and **all hits** after the boundary has been crossed are **annulled**, except a hit **received** by the offending fencer.
- D.** If after losing 1 meter the fencer is forced to come on guard **with both feet** behind the rear limit line then a **hit against** the fencer is awarded.
- E.** If during a bout a fencer crosses the rear limit line of the piste **with both feet**, a penalty hit will be scored against the offending fencer