## **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.

<u>Faults</u>. 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.

<u>Corps À Corps</u>: At sabre 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.

<u>Turning</u>: 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.

<u>Hard Hitting and Brutality</u>: These are actions that are performed with an unacceptable level of force or violence that causes discomfort to the opponent, resulting 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).

**Simultaneous attacks:** If simultaneous hits are scored it is for one of two reasons:

- 1. Both fencers conceive and execute an attack at the same time. In this case all hits are annulled, the fencers are placed on guard at the point where the double hit occurred and the bout is resumed.
- 2. If simultaneous hits are deliberately or repeatedly caused then the president will give both fencers a warning that remains valid through the bout. If simultaneous hits are still recorded, the president shall award initial priority by drawing lots (e.g. by flipping a coin). Then the priority shall alternate between the fencers for the duration of the bout whenever a simultaneous attack is recorded. (Note this applies even if single hits are scored as well in between simultaneous hits.

**Judging procedure:** 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).

<u>Exam</u>		1 <sup>st</sup> Indicator															
Name	No's	1	2	3	4	5	6	7	8	þ	10	Total Wins	Hit Re	s cv'd	Hits Scrd	Place	
JANE	1		5 V	5 V	5 V	2 D	3 D				0.6	3/	18		<sup>+2</sup> 20	3	
TOM	2	3 D		4 D	5 V	5 V	2 D				0.4	2/	20		-1 19	4	
ANNE	3	2 D	5 V		5 V	3 D	2 D				0.4	2/	22		-5 17	5	
HARRY	4	3 D	3 D	3 D	·	3 D	5 V				0.2	1/ 5	24		-8 16	6	
LYNN	5	5 V	2 D	5 V	5 V		5 V				0.8	4/ 5	15		+ <del>7</del> 22	1	
DICK	6	5 V	5 V	5 V	4 D	2 D					0.6	3/	17		+4 21	2	
	7		·	·													
	8																
	9																
	10																
Order of A	\ \ssaults	_		1				Sign	atu	re o	f Pres	ident					
Pool of 5.	Pool of 6	Pool of 7			Pool of 8			Pool of 9				Pool of 10			Tean	Team of 4	
1-2	1-4	1-4 3-1		2-3 7-5		7-5	1-9	9, 7	7-5,	5-2	1-4,	10-8	2-6	3	3-8		
3-4	2-5	2-5	2-5 4-6		1-5 3-		3-6				6-9					l-6	
5-1	3-6	3-6 7-2		7-4 2		2-8			3-2,	8-7	2-5,	5-7,	4-10	1	-7		
2-3	5-1	7-1 3-5				5-4			9-4,	4-1	7-10,	3-4	, 1-9	2	2-5		
5-4	4-2	5-4 1-6				5-1	1-5,		5-8,	5-3	3-1,	8-9,	3-7	$\epsilon$	5-3		
1-3	3-1	2-3 2-4				3-7	2-9,		7-6, 6-2			5-10	, 8-2	8-1			
2-5	6-2	6-7			5-6		8				9-7		1-6,		5-4		
4-1	5-3		6-5		8-7		2-6				1-8	9-10,	2-7,			7-2	
3-5	6-4		3   1-2		1-4		3-5				4-5			10-3		6	
4-2	1-2		2 4-7	'	5-2		-7				3-6	7-8,	4-9,			B-5	
	3-4	5-7	7		8-3		-6				2-7		6-5,	4-8		2-8	
	5-6				6-7		3-5	8-4	4,  4	<del>1</del> -3,	9-8	10-6,				l-7	
	2-3				4-2		'-2						8-1,			5-1	
	1-6				8-1	.,  1	3						7-4,	5-7		5-2	
	4-5											5-3,	9-3,	1-10		7-3	
															8	3-4	
Note the f	encer's	nun	ıber (	called	l out	firs	t sta	nds	on	the	Presi	dents ri	ght.				

2<sup>nd</sup> Indicator