

Georgia High School Fencing League Directors Guide

Introduction:

Fencing is a martial art, contact sport. It is the responsibility of the fencer, the director and league to make sure the sport is conducted in a safe manor. Safety of the participants and spectators is the most important objective.

As a director, you will be tasked with:

- Ensuring the safety of the participants and spectators, the safety of the equipment, the safety of the actions
- Understanding and applying the rules
- Preparing the bout, directing the bout, keeping score and time, assessing penalties and assuring the function of the scoring equipment

Directing at the HS level is an opportunity to build understanding of the sport as well as provide guidance and encouragement of new fencers, hopefully participating in the sport for a lifetime.

Preparing the bout:

- ✓ Ensure proper functioning of the scoring equipment and proper equipment on hand; penalty cards, shims, weight, stopwatch and pool sheet
- ✓ Review pool sheet, call the fencers to the strip
- ✓ Check fencers for proper gear:
 - Uniform; jacket, pants, tall socks covering all skin, underarm protector, Chest Protector (females), fencing glove, appropriate shoes
 - Mask (checked prior to start of tournament and marked)
 - (2) functional weapons, body cords
- ✓ Call the first bout. First fencer called goes to the right side of the strip (right of the Director) unless they are left handed, then they go to the left to hook up.
- ✓ Test weapons:
 1. Ensure proper hook-up of each fencer to scoring box through the floor reel
 2. Look at the tip of the weapon for tip screws (see figure 1) – **Pass** if both screws present
 3. Check the tip stroke with the thick shim – **Pass** if thick shim fits (see figure 2 and 3)
 4. Check the tip sensitivity with the small shim by inserting the shim and depressing the tip with moderate pressure – **Pass** if no light activates on scoring box., Rotate the shim 90 degrees and check a 2nd time. (see figure 4)
 5. Check tip activation pressure with the weight (figure 5). Hold the blade vertical, place the weight on the tip gently, press down and release the weight activating the scoring light and continue to hold the blade very still until light turns off – **Pass** if light turns off
 6. After testing both Fencers' weapons, have each fencer press their tip to the opponents bell-guard – **Pass** indicated by no lights. *If a light lights, the opponents weapon is not grounded and either weapon or body cord must be changed out.*

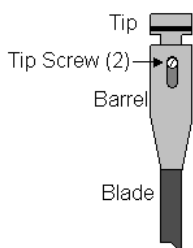


Figure 1

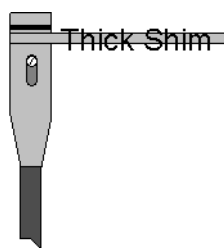


Figure 3

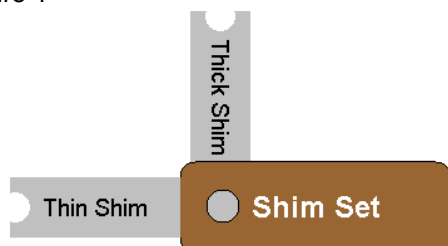


Figure 2

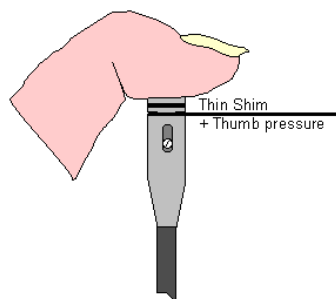


Figure 4

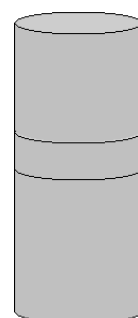


Figure 5

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Directing the bout (Pool):

- ✓ Have fencers line up on the On Guard line and salute each other and the director (spectators optional)
- ✓ Have fencers apply masks and stand on guard
- ✓ Announce the bout – “5 touch bout, 3 minute time limit!”
- ✓ Issue the commands to prepare and fence
 - o 1st command – On Guard!
 - o 2nd command – Fencers Ready! – wait 1 sec. for a negative, positive or no response
 - o 3rd command – Fence! – start the timer
- ✓ On a touch with a scoring light / beep, command – “HALT!” – immediately stop the timer
- ✓ Observe the light, compare to the action observed and award point to side with light with the statement – e.g. “touch right”. If 2 lights, issue statement “double touch” and award 1 point to each side.
- ✓ State score – e.g. “2 points left, 1point right” and update the pool score-sheet
- ✓ Issue commands to begin fencing until bout has reached 5 points or time limit. If tie with time remaining, take score back to 4 points and fence next point. If tie with zero time remaining, a coin toss establishes priority. Priority dictates who wins if the scores are tied at the end of a 1 minute bout extension.
- ✓ Record score on pool sheet highlighting victory and defeat
- ✓ Announce next bout
- ✓ At the end of all pool bouts, have each fencer verify scores and sign / initial acceptance

Directing the bout (Direct Elimination):

Direct Elimination bouts are similar to pool bouts in the direction however are extended to 3 periods of 3 minutes each if needed. There is a 1 minute break between the periods. The winner is the first to 15 or the highest score at the end of 9 minutes. If a tie at the end of the 9 minutes, a priority is determined and fencing resumes for 1 minute. There is no 1 minute break between the tiebreaker and the last 3 minute period

- ✓ As above , announce the bout – “15 touch DE Bout, three periods, 3 minutes each with 1 minute breaks between!”
- ✓ All other directing actions are the same as a pool bout
- ✓ At the end of the bout, record the scores on the sheet and mark victory and defeat, have each fencer sign or initial acceptance.

Penalties: (See chart below)

- Yellow Card - Warning – (no points change) – 1st offense (only 1 warning per fencer per bout)
- Red Card – Point awarded to opponent – 2nd offense and additional offenses
- Black Card – Expulsion from competition

OFFENSE PENALTIES / CARD COLORS (subset of USFA rules applicable to GAHSFL)

	First offense	2nd offense	3rd and additional offenses
Leaving the strip without permission	Yellow	Red	Red
Corps à corps to avoid a touch	Yellow	Red	Red
Turning the back to the opponent	Yellow	Red	Red
Using the non-weapon arm or hand	Yellow	Red	Red
Touching/taking hold of electrical equipment	Yellow	Red	Red
Covering/Substitution of valid target	Yellow	Red	Red
Crossing the side of the strip to avoid being touched	Yellow	Red	Red
Delaying the Bout	Yellow	Red	Red
Placing the weapon on the strip to straighten it	Yellow	Red	Red
Clothing/equipment not working or not conforming; absence of second regulation weapon or bodycord	Yellow	Red	Red
Bending/dragging weapon point on conductive strip	Yellow	Red	Red
Refusal to obey the Referee	Yellow	Red	Red
Jostling, disorderly fencing e.g. taking off mask before the Referee calls 'Halt'; undressing on the strip	Yellow	Red	Red
Unjustified appeal	Yellow	Red	Red
Abnormal fencing action	Yellow	Red	Red
Touches with brutality or while falling	Yellow	Red	Red
Fencer not present upon 1st and then second call. If still not present at 3rd call Elimination from the competition.	Yellow	Red	Red
Dangerous, violent or vindictive action, blow with guard or pommel	Red	Red	Red
Deliberate touch not on opponent	Red	Red	Red
Falsified weapon inspection marks, intentional modification of equipment	Red	Black	Black
Fencer disturbing order on the strip	Red	Black	Black
Dishonest fencing;(*) refusal to salute before the beginning of the bout (only on fencer)	Red	Black	Black
Any person not on strip disturbing order	Yellow	Black	Black
Manifest cheating with equipment	Black	Black	Black
Offense against sportsmanship (1) or Deliberate brutality (1), refusal of both fencers to salute: before the bout; after the final touch scored	Black	Black	Black
Refusal of one fencer to salute the opponent after final touch scored		Winner - annulment of touch scored	Loser - Suspension