

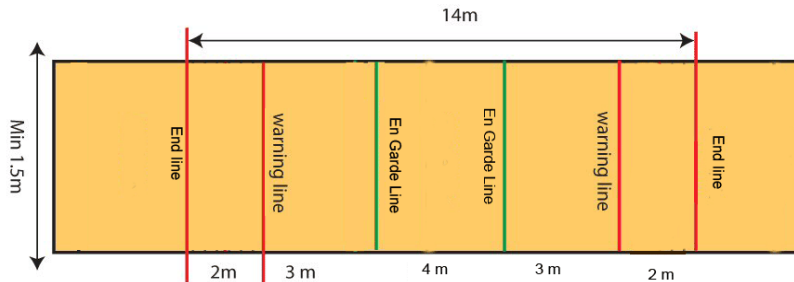
Fencing Study Guide FAIS – Fall, 2013

Right of Way:

The rules for awarding the point in the event of a double touch in foil or sabre. The concept involved in being the first to establish a valid threat to an opponent's target area. Extending is the usual means to establishing this threat. Breaking the extended arm during an attack means relinquishing right-of-way. An opponent can take right-of-way by parrying the opponents blade.

Strip Lines:

The fencing strip is 14 meters long, the end lines are the last red lines.



Scoring:

In regular fencing competitions: V=5 touches and D3 = defeat with 3 touches scored

To determine the winner, you add up the number of victories first. If there are ties (the example below has three people with one victory) you must add up the touches scored (horizontal/green) and the touches received (vertical/red) then use the following formula to calculate the indicator: $TS - TR = \text{Indicator}$. The person with the highest indicator would be 3rd, the next highest 4th, and the lowest 5th. In the case of tied indicators, the person with the highest number of touches scored wins; if everything is tied, then the person who won the match between the two fencers is used to determine the final ranking.

Pool #1 - Strip: 1 - Referee: Abrams

		1	2	3	4	5	V	TS	TR	Ind	PI
Picard	TER	1	V5	D3	D4	D4	1	16	19	-3	
Riker	L TER	2	D4	D4	V3	D3	1	14	17	-3	
Troi	BET	3	V5	V5	V5	V5	4	20	11	+9	
Data	AND	4	V5	D2	D3	D4	1	14	17	-3	
Worf	KLI	5	V5	V5	D1	V5	3	16	16	0	