



to Running a GO/FENCE Competition

INTRODUCTION

This guide is designed to be used in conjunction with the intra and inter competition cards designed for the School Games. Copies of these are available at <https://www.yourschoolgames.com/cmspage/sports>.

These resources have been produced to assist school staff and Sports Leaders, with little or no experience of fencing, to deliver a fencing competition. If your school has access to a fencing coach or someone with fencing experience then you may wish to adapt the competition to suit your needs.

Fencing is an inclusive sport, and the School Games fencing resources give guidance on how to adapt activities. Wheelchair fencing in particular is well established and is included in the Paralympic Games. For further details please visit www.bdfa.org.uk.

Video resources to help you with ideas for fencing activities can be found at <http://www.britishfencing.com/clubs/change4lifeshoolclubs/>.

If you have any questions regarding this resource or if you require any further information about locating a local club or coach or setting up a Leader course within your school please contact clubs@britishfencing.com.

SETTING UP A COMPETITION

The length of time required for your competition will depend on the number of entries, and the space and volunteers available to help.

You will need to identify people to perform the following roles:

- **Competition Organiser** - This person should maintain the paperwork and run the tournament, according to the guidelines provided. It is helpful if they have an assistant, as a second set of eyes when transferring results from each round to the master score sheet ensures accuracy.
- **Timekeeper** – To keep the competition as simple to run as possible all bouts can be centrally timed, starting and stopping at the same time. In fencing bouts are normally timed individually by a piste assistant (description overleaf). When using central timing you might want to increase the time of each bout.
- **Referee** (1 per piste) – The role of the referee is primarily to ensure that the fencers are safe and fence safely. Then the referee must:
 - Start and stop play.
 - Award hits and determine the winner of each bout and of the match.
 - Award penalties for infractions of the rules.
 - Ensure the proper etiquette of the sport is followed (fencers salute each other and the officials at the start and end of the bout, fencers shake hands with their non-sword hand at the end of the bout).
 - If you are not using piste assistants, referees need to record the score during the bout and inform the Competition Organiser at the end of each bout.

➤ *For an intra-school competition bouts can be self-refereed if fencers are comfortable with the rules.*

If you have plenty of helpers we recommend you also have the following:

- **Piste Assistants** (1 or 2 per piste) – Perform various roles including:
 - Calling each pair of opposing fencers to the piste according to the order of bouts shown on the score sheet.
 - Ensuring that they know which fencer is which so that scores can be recorded accurately.
 - Start the stop watch every time the referee says 'Fence!' (or 'Play!') and stop it every time the referee says 'Halt!' If the two minutes of total elapse before the maximum score is reached they shout 'Time!' and the play stops.
 - They pay attention to the referee's decisions and mark the score sheet accordingly.

REFEREEING – in detail

To start play the referee says, 'On Guard! Are you ready? Fence!' and to stop play the referee says, 'Halt!'

A Referee calls 'Halt!' and stops play when:

- A hit has been scored (on- or off-target)
 - A fencer has infringed the rules (e.g. they come off the piste, or have covered their target with their unarmed hand etc. – see below) or the fencers are unsafe in any way (see below)
 - The total time for the bout is up.
- *Fencers can't score at the same time. The fencer who starts the attack has priority. The other fencer must defend themselves by blocking (parry) or making their opponent miss before they are able to attack back (riposte). If unsure call "halt" and re-start from the position the fencers are in.*
- *After each good hit (landed with the tip of the sword so as to make the blade bend on the valid target area) the fencers are placed on guard on their on-guard lines (see piste diagram).*

In summary, call it as you see it; when one or both fencers lands a hit anywhere, call 'Halt!' and decide:

- Which fencer attacked first? (Point threatening opponent's target and moving towards it, arm straight or straightening)
- Did the hit land? If it did, was it on target (the chest from neck to waist) or was it off-target (anywhere else on the fencer)? Only hits that land on target are counted. Off-target hits do not count.
- Did the opponent make the attacker miss ('fall short') or block the attack with their blade ('parry')?
- What did the opponent do then? Did they attack back and land a hit? Etc.
- If you cannot decide – don't guess – it's hardly fair to randomly award a hit. Just start the fencers off again until it is clearer for you who scored.

Infringements and Penalties:

- *Fencer steps off side of piste **with one or both feet**:* Non-offending fencer advances 1 metre and offending fencer retreats. Restart unless offending fencer has to be placed completely over back line (see next penalty below).
- *Fencer steps off back of piste **with both feet**:* Free point to opponent.
- *Fencer covers target with unarmed hand:* Warning for first occurrence, free point to opponent for each recurrence.

- *Fencer uses back arm to parry or grab at opponent's sword:* Free point to opponent for each occurrence.
- *Fencer turns back on opponent during play:* Warning for first occurrence, then a free point to opponent for each recurrence. (Dangerous: exposing back of their head, not protected by mask.)
- *Fencer causes body to body contact with opponent:* Warning for first occurrence, then a free point to opponent for each recurrence.
- *Fencer plays wildly or hits heavily:* Warning for first occurrence, then a free point to opponent for each recurrence.
- The referee and tournament organiser(s) can expel a fencer from the tournament for unacceptable behaviour: deliberately dangerous fencing, deliberate cheating, foul & abusive language, etc.

Glossary:

Piste The strip or area of play, 12-14 m x 1.5-2 m

Bout A fight between two fencers

Match A series of fights between two teams of fencers

Target: The valid area on which hits may be scores (in this case the chest from neck to waist)

Off-Target: Head, arms, legs, back, below the waist

GO/FENCE COMPETITION SCORESHEET

Format: Team, 2 hits, 1 min (increase time if using central timing)

..... **versus**

Date: **Referee:**.....

Team A:	
	Fencer Name
1	
2	
3	
<i>Reserve</i>	

Team B:	
	Fencer Name
4	
5	
6	
<i>Reserve</i>	

Fencer	Score	A OR B WIN	Score	Fencer
1			4	
2			5	
3			6	
1			5	
2			6	
3			4	
1			6	
2			4	
3			5	
TEAM A TOTAL WINS				TEAM B TOTAL WINS

ORDER OF BOUTS:

1 v 4, 2 v 5, 3 v 6, 1 v 5, 2 v 6, 3 v 4, 1 v 6, 2 v 4, 3 v 5

Award points for the number of bouts won by each team. E.g. If Team A wins 6 bouts and Team B wins 3 bouts, Team A are awarded 6 points and Team B are awarded 3.

POOL SCORE SHEET:

TEAM	A	B	C	D	E	F	G	H	BOUTS FOR	BOUTS AGAINST	PLACE
A											
B											
C											
D											
E											
F											
G											
H											

You may like to adapt the pool sheet to have fewer teams in more than one per pool. You can then include quarter-final, semi-final and finals matches where appropriate.