

What to expect the day of the tournament

If you want to make sure that you see your child fence, count on being around most of the day (the better your child does, the longer he/she (and you) will be at the tournament). The waiting times, although many, are unpredictable. There will be long waiting periods, especially if your fencer got a bye after the pools. It is a good time to catch up with your reading, knitting or crossword puzzles.

At the beginning of the tournament each fencer is assigned to a "**pool**", typically with 6 others (if the number of fencers competing is not a multiple of seven, one or more pools adjust to six or eight members). Every fencer fences everyone else in the pool in 5-touch (or 3 minute) bouts. The pools will go on simultaneously on different strips for 2-3 hrs (I believe). *If you want to run home for a short while, but don't want to miss anything, the best time is right after the pools, as they will take a while to sort through the results and assign the DE (direct elimination) matches.*

After the pools are finished, the fencers are given a ranking, or "seed," versus other fencers in the tournament, based primarily on their winning percentage and secondarily on the difference between touches made and received. Once seeding completes, **direct elimination** starts. Fencers are sorted in a table. In the first round, high seeds typically receive a bye. Lower rated players will fence into a bracket of 64 or 32 fencers. For example, say there are 35 fencers to start. Seed 35 will fence seed 30, 34 will fence 31, and 33 will fence 32. Everyone else will get a "bye" into the round of 32. All players then fence down to 16, 8, 4, 2, and 1, always with the highest rated fencer versus the lowest and so on. DE bouts are 15 touches or three 3-minute periods. **Encourage your kid to eat/drink during the waiting periods (it will be a long day and they need to keep their energy levels up!). We will have the concession stand where they can purchase food/drinks, but they can bring drinks and snacks from home if they prefer.**

How to follow the bouts

This will be "electric" fencing, where the foils are connected to a scoring machine (via the body cord). Try to place yourselves where you can see the scoring machine to follow the score (although sometimes the points are not recorded in the machine). There are two scoring lights on the machine: one shows a green light when a fencer is hit, the other shows a red light when the opponent is hit. A touch landing outside the valid target area (outside the lame) is indicated by a white light. However, the referee has to decide priority before the point is awarded.


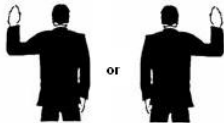







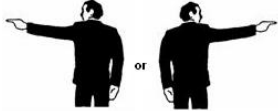

Foil fencing is conducted using rules of **right of way** or **priority**, which determine which fencer's hit will prevail when both fencers touch. The basic principle is that the fencer who begins an offensive action first will prevail over his/her opponent's hit, unless the initial action fails. A fencer's action fails when it falls short of the opponent, when it misses, or when it is parried. When one fencer's action fails, the other fencer gains right of way.

The target must be hit with the tip of the foil; a touch with any other part of the foil has no effect whatsoever and fencing continues uninterrupted. A touch on an off-target area halts the action, but does not score a point.

When an exchange ends in a hit, the referee will call "halt", and fencing will cease. The referee will then analyze the exchange and phrase it in official terminology. An example of this terminology would be "Attack from the left, no. Parry riposte from the right, yes. Point right."

The first offensive action (advancing towards the opponent) is called the **attack**. All defensive actions successfully deflecting an opponent's blade are called **parries**. The touch after parrying is called a **riposte**. When a player misses their opponent on their initial attack and then touches him/her immediately after without regaining right of way, it is called a **remise**. When a player on defense (retreating) touches his/her opponent without right of way, the player has **counter-attacked**. When two players attack simultaneously and both touch, no point is awarded.

When time runs out and the fencers are tied, a bout goes into overtime. One player is randomly (coin toss) awarded "priority", and a minute is put on the clock. The first fencer to score a touch wins, and if time runs out again, the player with priority wins.

<p>On Guard</p> 	<p>Point Awarded</p> 
<p>Ready</p> 	<p>Together</p> 
<p>Play/Fence</p> 	<p>Off Target</p> 
<p>Halt</p> 	<p>Parried</p> 
<p>Attack from left/right</p> 	<p>Point in Line</p> 
<p>Hits</p> 	<p>Fails/Miss</p> 