

## Individual Events

- Fencers will be put into groups for the poule stage, the fencer score 5 points or the one with more points within 3 minutes wins.
- The fencers advancing to direct elimination fence in three bouts of 3 minutes each for Foil and Épée. The first fencer to score 15 points or with more touches at the end of the third bout wins.
- As Sabre has faster pace, no separate bout is arranged in the direct elimination. When one fencer reaches 8 points, there is a 1-minute break. The first fencer to score 15 points wins.

# Fencing



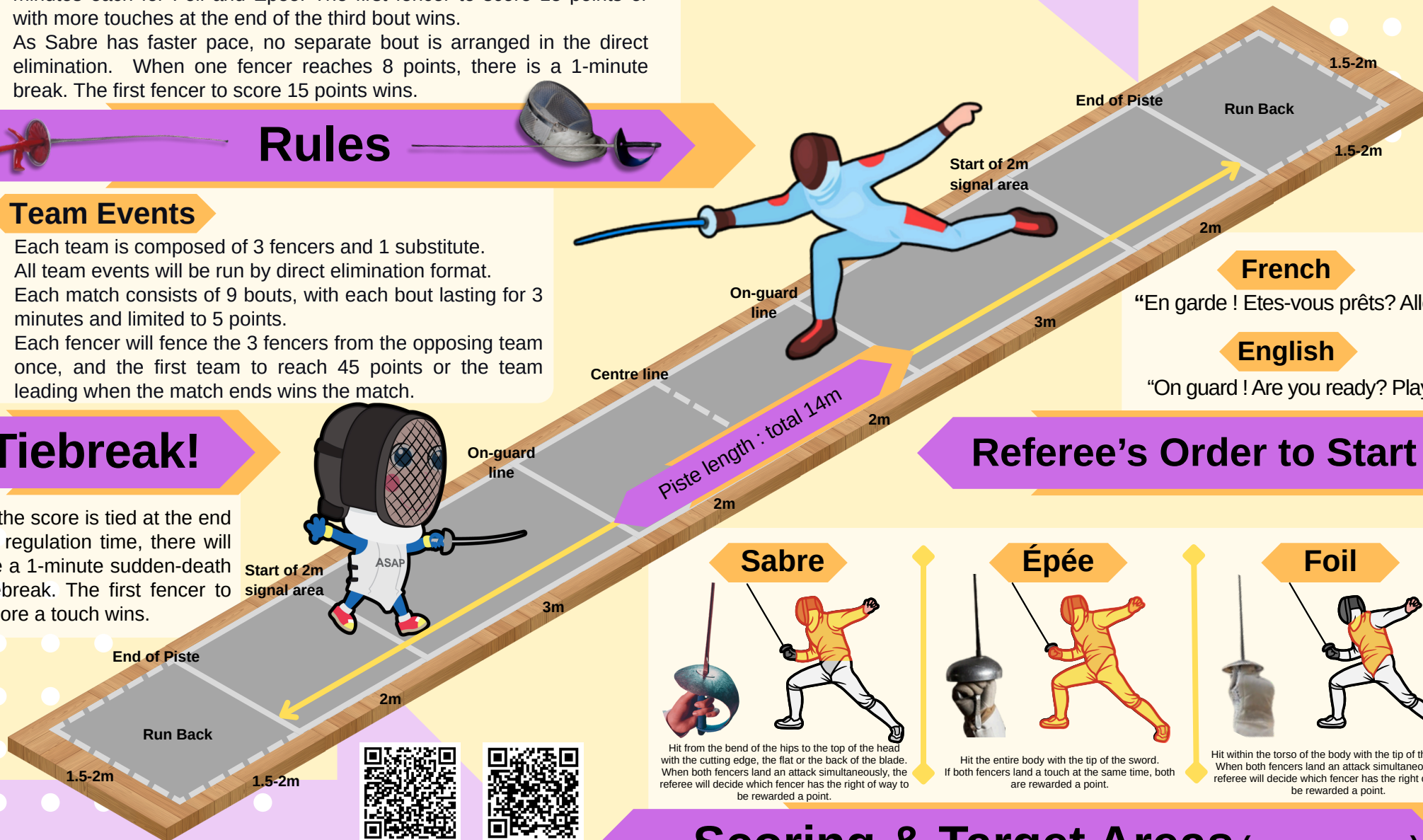
## Rules

### Team Events

- Each team is composed of 3 fencers and 1 substitute.
- All team events will be run by direct elimination format.
- Each match consists of 9 bouts, with each bout lasting for 3 minutes and limited to 5 points.
- Each fencer will fence the 3 fencers from the opposing team once, and the first team to reach 45 points or the team leading when the match ends wins the match.

## Tiebreak!

If the score is tied at the end of regulation time, there will be a 1-minute sudden-death tiebreak. The first fencer to score a touch wins.



### French

“En garde ! Etes-vous prêts? Allez!”

### English

“On guard ! Are you ready? Play!”

## Referee's Order to Start

### Sabre



Hit from the bend of the hips to the top of the head with the cutting edge, the flat or the back of the blade. When both fencers land an attack simultaneously, the referee will decide which fencer has the right of way to be rewarded a point.

### Épée



Hit the entire body with the tip of the sword. If both fencers land a touch at the same time, both are rewarded a point.

### Foil



Hit within the torso of the body with the tip of the sword. When both fencers land an attack simultaneously, the referee will decide which fencer has the right of way to be rewarded a point.

## Scoring & Target Areas (orange area)