

DOUBLES FENCING RULES

July 18, 2003

All current USFA rules for the conduct of épée competitions apply, except as follows:

1. Bouts are contested between two teams, each consisting of two fencers.
2. Before the start of the competition, each two-member team must indicate on a card provided by the organizers, which of its fencers will assume the right-hand position, and which will assume the left. Fencers will be required to fence from the indicated positions for the entire competition.
3. The piste is the same as a normal, two-fencer piste, except that it is 3 meters wide.

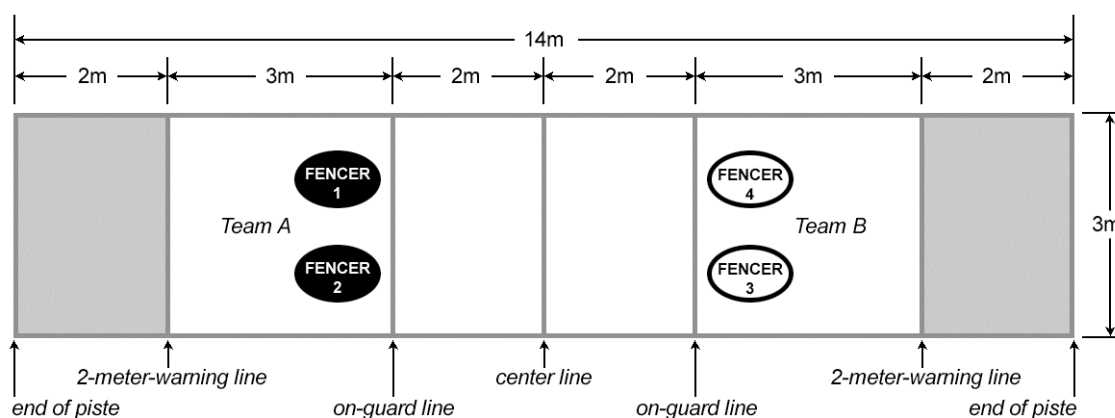


Figure 1. The doubles piste with starting positions.

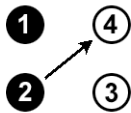
4. When two teams are called by the referee to fence each other, both fencers of the team called first come on guard behind the on-guard line to the referee's right, and both fencers of the opposing team come on guard behind the on-guard line to the referee's left. Each fencer must come on guard to the left or right of his teammate as indicated earlier on the card.
5. Each fencer connects his body cord into a separate reel, but the two reels of one team feed into a single floor cable, which is connected to a single scoring apparatus.
6. Either of a fencer's two opponents is a legitimate target.
7. During fencing, a fencer may not pass his opponent on the piste. That is, a fencer may not advance so that his leading shoulder goes beyond the trailing shoulder of either of his opponents.
8. When a fencer is touched the referee stops the action and that fencer is eliminated (i.e., he must leave the piste but remains connected to his reel). In the case of a double touch, both fencers touched are eliminated. A team that successfully eliminates both opponents scores a point. If each team successfully eliminates each other at the same time (i.e., by means of a double-touch), each team scores a point, unless the score is tied at 4 – 4, then the touches are annulled.
9. If the elimination of a fencer results in a two-against-one situation, the two fencers who are on the same team must come on guard behind the 2-meter-warning line and their opponent must come on guard behind the nearest on-guard line, before fencing resumes.

10. If both fencers on the same team are touched, only the fencer touched first is eliminated. If both fencers on the same team are touched at approximately the same moment so that the referee cannot ascertain who was touched first, the referee determines who is eliminated by a coin toss. Heads – the left-hand fencer is eliminated; Tails – the right-hand fencer is eliminated.

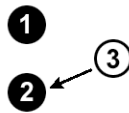
11. An eliminated fencer remains eliminated until one team has scored a point, then all four fencers retake their starting positions and fencing resumes until 5 points have been scored by one team.

(Note: All pronouns above refer to either gender, as in: 'He who laughs last laughs best.')

Some possible scenarios are illustrated below. The circles represent the fencers of two teams ('Black' and 'White'). The arrows represent the direction of actions resulting in a touch.



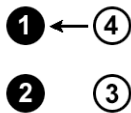
1. Fencer 2 eliminates fencer 4.



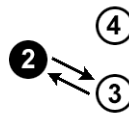
2. Fencer 3 eliminates fencer 2.



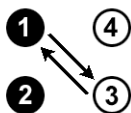
3. Fencer 3 eliminates fencer 1.
The White Team gains a point.



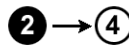
1. Fencer 4 eliminates fencer 1.



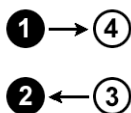
2. Fencers 2 and 3 eliminate each other with a double touch.
The White Team gains a point.



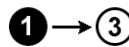
1. Fencers 1 and 3 eliminate each other with a double touch.



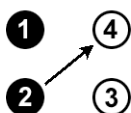
2. Fencer 2 eliminates fencer 4.
The Black Team gains a point.



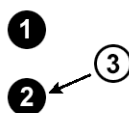
1. Fencers 2 and 4 are eliminated with a double touch.



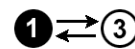
2. Fencer 1 eliminates fencer 3.
The Black Team gains a point.



1. Fencer 2 eliminates fencer 4.



2. Fencer 3 eliminates fencer 2.



3. Fencers 1 and 3 eliminate each other with a double touch.
Both teams gain a point.