

Five Rules to Know FENCING



UMEDIA

Match Format

Matches are one-on-one and last up to three periods of three minutes each, with a 15-point target to win.

Scoring

Points are awarded for valid touches using the tip (foil, epee) or edge (sabre). Foil targets the torso, epee the whole body, and sabre the upper body above the waist.

Valid Target Areas

Each weapon has specific target zones. In foil, only the torso is valid; in epee, the entire body is fair game; and in sabre, the target area encompasses everything above the waist, excluding the hands.

Penalties

Fouls, such as crossing boundaries, covering the target area, or unsportsmanlike conduct, result in warnings, point deductions, or disqualification.

Right of Way

In foil and sabre, when both fencers land a touch simultaneously, the point is awarded based on "right of way." This rule prioritizes the fencer who initiated the attack, compelling the opponent to defend or evade before counterattacking.