



FENCING



UMEDIA

WHAT YOU NEED

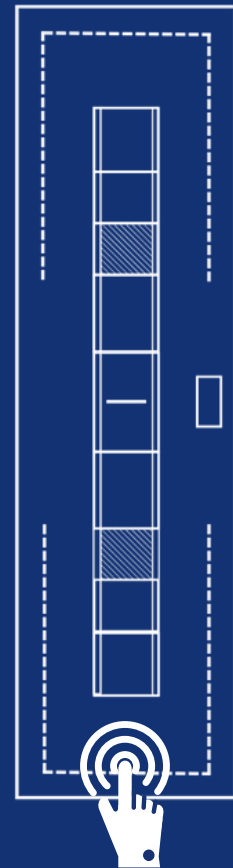
Protective Gear

- Mask: Protects the face and neck with a mesh front for visibility and a bib to cover the throat.
- Jacket: A thick, padded garment that safeguards the torso.
- Glove: Covers the weapon hand to shield it from scratches and impacts.
- Plastron: An under-arm protector worn beneath the jacket to provide extra padding for the dominant side.
- Breeches: Knee-length pants made of durable material to protect the lower body, paired with long socks for full coverage.
- Chest Protector: A rigid shield worn under the jacket, mandatory for women and optional for men.
- Lamé: A conductive jacket used in foil and sabre fencing to define the target area electronically

The Outfit

In fencing, the outfit is designed for safety, mobility, and adherence to competition standards. It typically includes a jacket made of puncture-resistant material like Kevlar or similar fabrics, with a high neckline to protect the throat. A pair of breeches extends just below the knees, secured with straps, and paired with long socks to cover the lower legs. The uniform is typically white, a tradition from the sport's early days.

THE COURT



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SWORDS

FOIL

- Design: The foil is a lightweight thrusting weapon with a flexible rectangular blade and a small circular handguard.
- Target Area: Points are scored only with the tip, and valid target areas are restricted to the torso (including the back but excluding the arms and head).
- Rules: Foil follows a "right-of-way" system, which determines who has the priority to score if both fencers land touches simultaneously.

ÉPÉE

- Design: The épée is heavier than the foil and has a stiff triangular blade. It has a larger guard to protect the hand.
- Target Area: The entire body is a valid target, from head to toe.
- Rules: There is no "right-of-way" rule; simultaneous hits are counted for both fencers.

SABRE

- Design: The sabre is a lightweight cutting and thrusting weapon with a flat blade and a curved guard to protect the knuckles.
- Target Area: The upper body above the waist, including the arms and head, is the valid target area.
- Rules: Sabre also uses "right-of-way," but touches can be scored with either the edge or the tip of the blade, making it the fastest of the three disciplines.

