



THE RULES

DURATION AND SCORING: INDIVIDUAL EVENTS

Duration and scoring

In foil and epee, all bouts in the individual events will consist of three periods of three minutes, with one minute between periods, or until one fencer has scored 15 hits. If the third period is completed before either fencer has scored 15 hits, the fencer with the most hits will be declared the winner. If the scores are tied after the third period, there will be a further one minute of fencing.

One fencer will be randomly given priority. The winner will be the first fencer to score a valid hit; if no hits are scored, the winner will be the fencer with priority.

In sabre, there is a one minute break after one fencer has scored eight hits. After this break, the bout is resumed until one fencer has scored 15 hits.

DURATION AND SCORING: TEAM EVENTS

Duration and scoring

In the team events, a match consists of nine bouts of three minutes each, to a maximum of 45 hits. Each bout will last three minutes, or until one team's score has reached the next multiple of five hits: a score of five (5) hits after the first bout, a score of 10 hits after the second bout, a score of 15 hits after the third bout, and so on. If the time elapses in the ninth bout, before either team has scored 45 hits, the team with the most hits will be declared the winner.

If the score is tied after the ninth bout, there will be a further one minute of fencing. One team will be randomly given priority. The winner will be the first team to score a valid hit; if no hits are scored, the winning team will be the team with priority.