

## **FORMAT FOR USFA TEAM COMPETITIONS**

### **Team Composition**

Each team consists of a minimum of three fencers, with the option of a fourth fencer designated as the substitute. The fencers on one team in a match are numbered 1-3; the opposing fencers are numbered 4-6. Each slot on a team competes against the three opposing slots (9 relays). Substitution of fencers is as specified for FIE team competitions (Article 562):

- If a member of a team is *obliged* to withdraw during a match, either as a result of an accident, or by reason of some cause beyond his control that has been duly recognized by the referee, his team captain may ask the permission of the bout committee to put in a substitute to continue the match at the point where the fencer who so obliged withdrew, even during a bout in progress. However, a fencer who is thus replaced cannot take back his place in the team during the same match.
- In the course of a match, the team captain may ask to replace a fencer with the substitute named before the start of the match. The substitution may only be made at the end of a bout. The fencer who has been replaced *may not fence again during that match*, even in the case of an accident or unavoidable circumstances in order to replace a fencer on the strip. The announcement that a fencer is to be substituted, which must be made by the referee to the opposing team captain, must be made at the latest before the beginning of the bout preceding the next bout of the fencer who is to be replaced.
- If an accident occurs in the bout that follows the request for a substitution, the team captain may annul that request. If the captain of the opposing team has also requested a substitution, this substitution may be implemented or canceled.

### **Order of bouts**

The bouts of each team match are fenced in the following order: 3-6, 5-1, 2-4, 6-1, 3-4, 5-2, 1-4, 6-2, 3-5. The placing of each team on the score sheet (i.e. 1-3 or 4-6) is initially determined by lot, then the order of the fencers is specified by the team captains.

### **Relay format**

The relays are run to multiples of five touches (5-10-15-20, etc.); the maximum time for each relay is four minutes.

- The first two opponents fence until one has reached a score of five touches, within the maximum time of four minutes. The following two opponents fence until one has scored ten touches, within the maximum time of four minutes, and so forth with successive relays to multiples of five touches.
- If, at the end of four minutes, the appropriate score for a relay has not been reached, the next two fencers continue from the existing score and fence until the appropriate score for their relay is reached, within a maximum of four minutes. (Example: in the second relay, the score is 8-6 when time expires. The third relay begins with a score of 8-6, and continues until one of the teams has a total score of 15 touches, or four minutes elapses.)

### **Determining the victor**

The winning team is the one that first scores 45 touches (9 x 5 touches), or that has scored more touches at the end of regulation time.

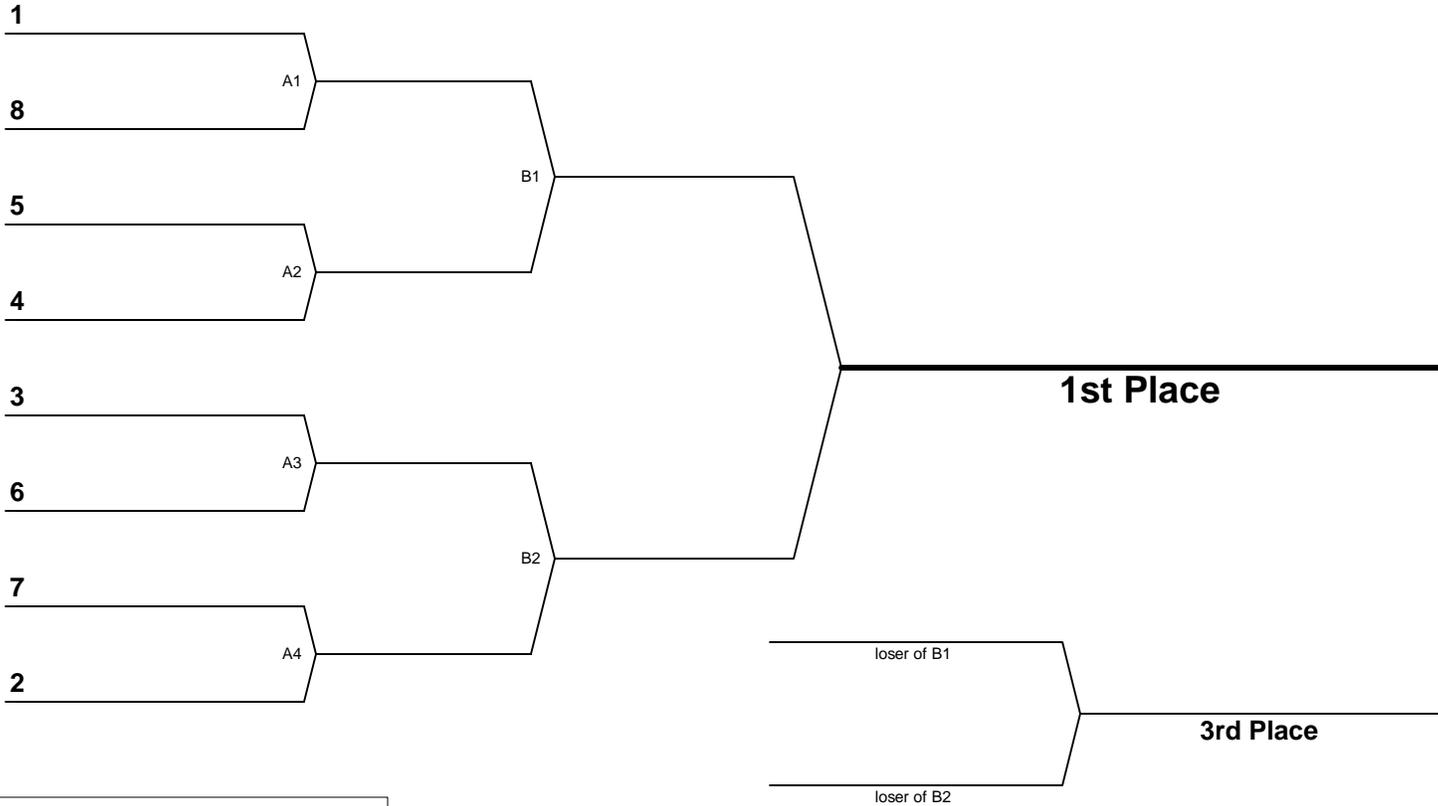
In the case of a tied score at the end of regulation time for the final relay, an additional minute of fencing will be allowed, to a single decisive touch. This decisive touch will be fenced by the final two fencers. Before restarting the team match, the referee will flip a coin to determine the winner should the score remain tied at the end of the additional minute, and *will note this priority on the score sheet*.

If a fencer and the possible substitute are forced to withdraw, or if a fencer is excluded, that team has lost the team match.

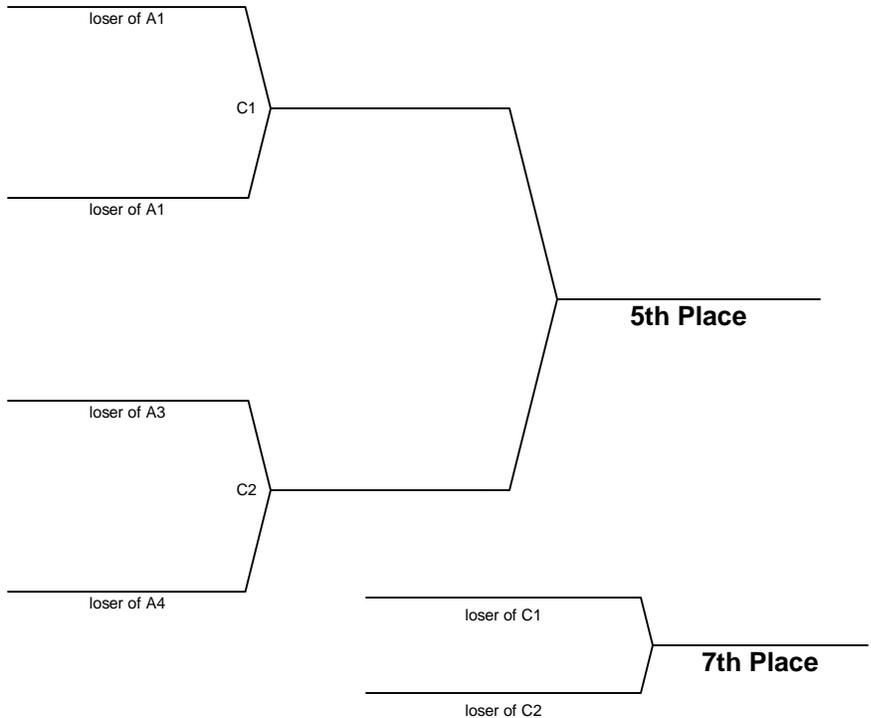


# Official US Fencing Team Match Tableau

<b>Event/Weapon:</b>
<b>Date:</b>



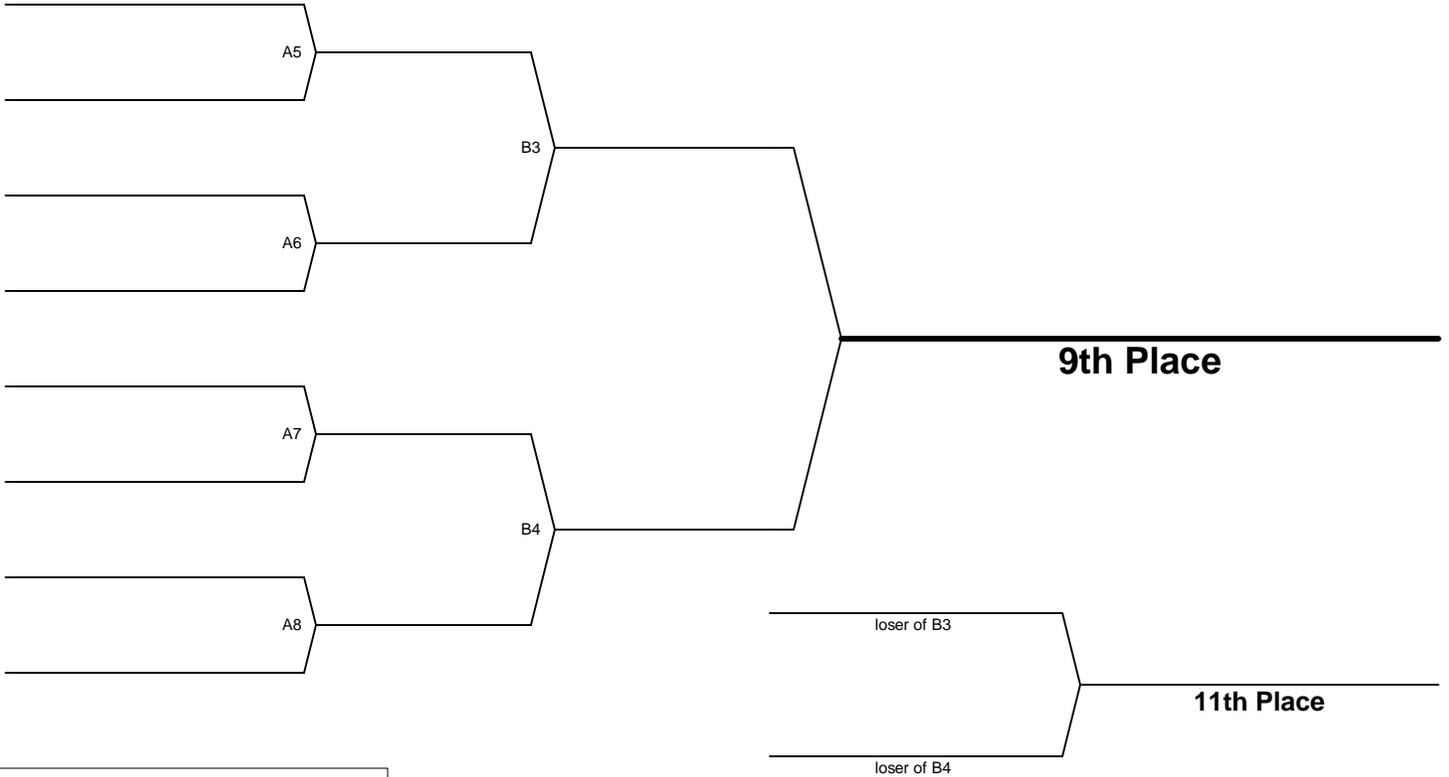
Final Standings	
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	





# Official US Fencing Team Match Tableau

<b>Event/Weapon:</b>
<b>Date:</b>



Final Standings	
9.	
10.	
11.	
12.	
13.	
14.	
15.	
16.	

