

# United States Fencing Association

Fencing Officials Commission

## National Referee Examination Study Guide

June 2011

### Information

These are the study questions used to prepare for the written test for the USFA National Referee Rating. Questions for the written examinations are chosen from those listed here. The Fencing Officials Commission strongly recommends that Referee candidates study the *USFA Fencing Rules* prior to taking an examination. The questions in the Study Guide are presented in the order of the relevant rules. If a candidate is unable to find the ANSWER to a specific question in the *Rules*, an FOC Examiner or Instructor may be consulted. Please disregard all Study Guide materials with an earlier date.

A score of 90% or better is required in the general section and each of the weapons being examined. The required passing scores are as follows:

General 54/60  
Foil 27/30  
Épée 27/30  
Sabre 27/30

To obtain a rating in a particular weapon, a candidate must attend a Referee Seminar, pass the written General Section as well as the specific weapon section. Within one year of successful completion of the written portion of the exam, a candidate must also pass a practical examination. The written examination is to be taken without any references (e.g., the *Rules*, Penalty Chart, consultation with others). *Please Note:* These questions are based on the current *USFA Fencing Rules*, as adopted by the USFA Board of Directors.

The current USFA ratings scheme is based on a 10 level scale, with 1 being the highest.

A level 10 rating requires a passing score on the written exam and a demonstrated proficiency at a level equivalent to the finals of an E rated competition.

A level 9 rating requires a passing score on the written exam and a demonstrated proficiency at a level equivalent to the finals of a E rated competition.

A level 8 rating requires a passing score on the written exam and a demonstrated proficiency at a level equivalent to the finals of a D rated competition.

A level 7 rating requires a passing score on the written exam and a demonstrated proficiency at a level equivalent to the finals of a C rated competition.

A level 6 rating requires a passing score on the written exam and a demonstrated proficiency at a level equivalent to the finals of an B rated competition.

A level 5 rating requires a passing score on the written exam and a demonstrated proficiency at a level equivalent to the round of pools in an Open North American Cup competition.

A level 5 rating must be earned before subsequent ratings can be earned.

A level 4 rating requires a demonstrated proficiency at a level equivalent to the Direct Elimination round of 64 of an Open North American Cup competition.

A level 3 rating requires a demonstrated proficiency at a level equivalent to the Direct Elimination round of 16 of an Open North American Cup competition.

A level 2 rating requires a demonstrated proficiency at a level equivalent to the Direct Elimination round of 8 of an Open North American Cup competition.

A level 1 rating requires a demonstrated proficiency at any level of an Open North American Cup competition.

For more information, contact the Referee Development Committee of the Fencing Officials Commission  
Email: [drd@fencingofficials.org](mailto:drd@fencingofficials.org)

## General Questions

1. A counter time is defined as:
  - a. an attack on the opponent's preparation
  - b. a stop thrust into the final action of an attack
  - c. an action made by the attacker against a stop hit made by the opponent
2. Before going off the end of the strip with both feet, fencers must be able to retreat from their on guard lines a total distance of:
  - a. 7 meters
  - b. 5 meters
  - c. 2 meters
3. The protective plastron must be checked at the beginning of each:
  - a. bout
  - b. pool, team match and direct elimination bout
  - c. tournament
4. Fencer X has a YELLOW CARD. During a halt, Fencer X's weapon is found not to conform to the Rules with a fault that could have been caused by the fencing.
  - a. confiscate X's weapon; X receives a YELLOW CARD
  - b. confiscate X's weapon; X receives a RED CARD
  - c. confiscate X's weapon; no additional penalty required
5. During a halt, a fault is found in Fencer X's equipment; the equipment appears fraudulent.
  - a. confiscate X's weapon; X receives a YELLOW CARD
  - b. confiscate X's weapon; X receives a RED CARD
  - c. confiscate X's weapon; before deciding on any penalty, consult technical expert
6. With no penalties yet given, Fencer X reports to the strip with a mask that does not bear the marks of the preliminary inspection.
  - a. X receives a YELLOW CARD
  - b. X receives a RED CARD
  - c. X receives a BLACK CARD
7. What feature should the Referee check about the fencer's jacket and breeches?
  - a. that the jacket covers the entire torso and the breeches cover the entire leg
  - b. that the jacket must overlap the breeches by at least 3 centimeters when the fencer is in the on guard position
  - c. that the jacket must overlap the breeches by at least 10 centimeters when the fencer is in the on guard position
8. Fencer X arrives at the strip wearing shorts or sweat pants instead of fencing breeches.
  - a. allow X to fence if X is a beginner, as we don't want to discourage beginners
  - b. allow X to fence if it is not a major competition; X probably won't get hurt anyway
  - c. X receives a YELLOW CARD; allow a reasonable amount of time for X to obtain fencing breeches
9. What action should a Referee take if a fencer reports to the strip with a torn sleeve?
  - a. allow a reasonable amount of time for the replacement or repair; fencer receives a YELLOW CARD
  - b. allow a reasonable amount of time for the replacement or repair; fencer receives a RED CARD
  - c. allow a reasonable amount of time for the replacement or repair; no penalty
10. Specifications for the cuff of the glove are:
  - a. none
  - b. cuff must be 8 centimeters long
  - c. cuff must cover approximately the lower half of the forearm
11. What test must a mask be subjected to before use in a competition?
  - a. visual inspection
  - b. punch test and visual inspection
  - c. check that the bib is less than 2 centimeters long
12. No penalties have been given. While retreating, Fencer X parries Fencer Y's attack and ripostes, touching Y on the valid surface. X retreats then falls; Y's remise arrives on the valid surface.
  - a. award a touch for X;
  - b. award a touch for Y; X receives a YELLOW CARD
  - c. annul all touches; X receives a YELLOW CARD
13. In a pool bout, Fencer X has received a YELLOW CARD for nonconforming equipment and is losing 3-2. Fencer Y attacks and scores a valid touch. In attempting to avoid the attack, X falls.
  - a. X is now losing 4-1
  - b. X is now losing 4-2
  - c. X has lost the bout 5-2
14. Having already received a YELLOW CARD for raising the mask before the Referee called Halt, X parries while turning the back and then makes a riposte that arrives on the opponent's valid surface.
  - a. annul X's touch; X receives a RED CARD
  - b. allow X's touch; X receives a RED CARD
  - c. annul X's touch; X receives a YELLOW CARD

15. In a pool bout, Fencer X has received a YELLOW CARD for non-conforming equipment and is winning 4-2. X attacks, sees the machine register a valid touch and, in excitement, removes the mask before the Referee calls Halt!
  - a. X has won 5-2
  - b. X is now winning 4-3
  - c. X has won 5-3
16. No other penalties have been given. At the referee's command "Ready," Fencer X comes on guard with his or her weapon curved beyond the maximum allowed by the rules for the weapon.
  - a. YELLOW CARD for X
  - b. the Referee instructs X to straighten the blade.
  - c. the Referee issues X a verbal warning, and instructs X to straighten the blade.
17. Fencer X stops for any reason other than the Referee's Halt! during a phrase and is hit valid by Fencer Y.
  - a. award a touch for Y
  - b. annul touch by Y
  - c. annul touch by Y only if there were loud and confusing noises
18. Fencer X executes an attack. After scoring a valid touch, X then leaves the side of the strip with both feet.
  - a. award a touch for X
  - b. annul the touch; Y advances one meter
  - c. annul the touch; Y remains in place and X assumes normal distance
19. Fencer X drops the weapon after Fencer Y executes a parry. Y's immediate riposte scores a valid touch.
  - a. touch annulled
  - b. award a touch for Y
  - c. award a touch for X
20. As Fencer X makes a straight attack, the Referee notices that Fencer Y is in danger of tripping over the reel. The Referee calls Halt! At the moment of the Halt!, Fencer Y makes a parry and then an immediate riposte that lands valid on X.
  - a. award a touch for Y
  - b. do not award the touch, as the action started after the Halt!
  - c. do not award the touch; caution Y for continuing to fence after the Halt!
21. Fencer X makes an attack, which is parried. X is off the side of the strip in front of Y with both feet before Fencer Y's riposte starts. Y's riposte lands valid.
  - a. award a touch for Y
  - b. do not award a touch; place the fencers on guard where they were, but in the lateral center of the strip
  - c. do not award a touch; have Y advance one meter, and then place them in the lateral center of the strip
22. Fencing at close quarters is allowed so long as the competitors can:
  - a. possibly score a touch
  - b. wield their weapons correctly and the Referee can, in foil and sabre, follow the phrase
  - c. continue fencing without a part of one fencer's body blocking the opponent's body from the view of the Referee
23. No other penalties have been given. During the action, the fencers come into body contact (corps à corps).
  - a. for sabre and foil, call Halt!; fencer(s) who caused the corps à corps receive a YELLOW CARD
  - b. for all three weapons, call Halt!; for foil and sabre, fencer(s) who caused the corps à corps receive a YELLOW CARD
  - c. for sabre and foil, call Halt!; fencer(s) who caused the corps à corps receive a YELLOW CARD; for épée, only call Halt! if the action is dangerous
24. No penalties have been given. After causing incidental corps à corps with Fencer Y, Fencer X leaves the side of the strip with both feet.
  - a. Y advances one meter; X receives a YELLOW CARD in foil and sabre
  - b. Y holds ground except if it would cause X to be placed behind X's end line; X receives a YELLOW CARD in foil and sabre
  - c. X loses one meter; X receives a YELLOW CARD in foil and sabre
25. No penalties have been given. While fencing at close quarters, Fencer X is not moving. Fencer Y's elbow gently touches X's mask as Y makes a parry. Y's immediate riposte lands valid.
  - a. no touch; in foil and sabre, Y receives a YELLOW CARD
  - b. no touch; in all weapons, Y receives a YELLOW CARD
  - c. award a touch for Y
26. Fencer X makes a simple attack that misses because Fencer Y counter attacks by ducking. Y's counter attack lands valid.
  - a. award a touch for X
  - b. award a touch for Y
  - c. no touch awarded

27. During the second bout of a team match, both fencers are not actively attempting to score. The Referee should:
- Call "Halt!" and warn the fencers.
  - Call "Halt!" Award each fencer with a YELLOW CARD. Continue the bout
  - Call "Halt!" Award each team a YELLOW CARD. Proceed to the next bout.
28. The correct distance between fencers when they come on guard (other than at the on guard lines) is:
- four meters for sabre and Referee's discretion for foil and épée
  - four meters for all weapons
  - when both fencers are in a proper on guard position with the weapons in line, the points should not overlap
29. In an advance-lunge, Fencer X steps off the side of the strip with one foot during the advance, but recovers the strip and then scores a valid touch on Fencer Y.
- no touch; place the fencers on guard where they are
  - no touch; Y advances one meter
  - award a touch for X
30. Fencer X has retreated behind the end line with both feet while parrying Fencer Y's attack. X makes an immediate valid riposte.
- award a touch for X
  - award a touch for Y
  - no touch awarded
31. A fencer steps off the side of the strip with one foot. The Rules direct the Referee to:
- allow the action to continue
  - call Halt! and penalize with the ground penalty
  - call Halt! and place the fencers back on guard in the lateral center of the strip
32. Fencer X goes off the side of the strip with one foot between Fencer Y and the end line. Y was standing 2.25 meters from X's end line when X went off the side of the strip. The end result is:
- place X on guard with X's rear foot at the end line
  - place X on guard one meter back from where X left the strip
  - award a touch for Y
33. At the start of a five-touch bout, the clock is set for:
- 6 minutes
  - 5 minutes
  - 3 minutes
34. In which of the below circumstances is a touch awarded after time has expired?
- never
  - if it is an immediate riposte
  - if the action began before the Halt!
35. If the clock fails, the Referee should:
- retain the touch score and restart the clock
  - retain the touch score and restart the clock with one minute remaining
  - retain the touch score, estimate the time expired, and restart the bout from that point
36. Fencer X has already had a verified sprained ankle occur in the current bout and has taken a ten minute break. During a subsequent action, X sprains a finger.
- require X to continue as one injury time out has already been granted
  - if requested, and verified by available medical authorities, allow X another ten minute break
  - award a touch for X's opponent
37. Fencer X has a sprained ankle. X states that the ankle was sprained the day before while playing basketball and that, as it still hurts, an injury time out is officially requested.
- require X to continue
  - if requested, allow X a ten minute break
  - require X to continue; RED CARD for X
38. At the end of a pool, the Referee should:
- immediately return the scoresheet to the Bout Committee
  - immediately total all indicators, announce the results, have all fencers sign the scoresheet, and then return the scoresheet to the Bout Committee
  - immediately total all indicators, announce the results, and then return the scoresheet to the Bout Committee
39. The score in a bout is not tied and time expires before the maximum number of touches has been scored.
- the score is recorded as that at the expiration of time
  - the touches for each fencer are raised by one simultaneously until one fencer's score reaches the maximum number of touches
  - the score of the fencer who has made more touches is raised to the maximum number of touches
40. In a pool two fencers have a 0.600 victory indicator. Fencer X has scored 23 touches and received 17. Fencer Y has scored 21 touches and received 15. For placing:
- fence a 5-touch bout to determine their relative places
  - X is placed above Y
  - Y is placed above X

41. How much time is a fencer allowed between consecutive bouts?
  - a. 2 minutes for a pool bout; 5 minutes for a direct elimination bout
  - b. 2 minutes for a pool bout; 10 minutes for a direct elimination bout
  - c. 3 minutes for a pool bout; 10 minutes for a direct elimination bout
42. Fencer X is in a team match and sustains (verified) a twisted ankle while fencing and cannot continue. The score in the bout at the time of the injury is 0-3 in favor of Fencer Y.
  - a. this bout and the rest of X's bouts in this match are forfeited
  - b. this bout is forfeited and a substitute may take the place of X in subsequent bouts
  - c. with Bout Committee approval, X may be replaced by a substitute for the rest of the match, starting at 0-3 in the current bout; X may not fence again in the same team match
43. Fencer X has received a RED CARD for disturbing order on the strip. X repeats the offense and receives a BLACK CARD. X protests the issuance of the BLACK CARD because the RED CARD was not noted on the scoresheet.
  - a. award a penalty touch for X's opponent because of X's unjustified appeal; the exclusion of X stands
  - b. no additional touch for X's opponent; the exclusion of X stands
  - c. X's protest is valid; X receives a RED CARD (noted on the scoresheet) for disturbing order
44. Fencer X is not present when called to the strip after the first and second required calls at the start of a pool, but arrives, ready to fence before the third call.
  - a. X receives a YELLOW CARD
  - b. award a penalty touch for X's first opponent
  - c. allow X to fence without penalty
45. During the first period of a 15 touch direct elimination bout with no previous warnings having been given, the fencers are not actively attempting to score, the Referee should:
  - a. call "Halt!" and warn the fencers
  - b. call "Halt!" The fencers will go straight into the next period of fencing, without the minute break and without the possibility of consulting with their coaches
  - c. call "Halt!" Award each fencer with a YELLOW CARD. The fencers will go straight into the next period of fencing, without the minute break and without the possibility of consulting with their coaches
46. During the first encounter of a Youth 10 or Youth 12 direct elimination bout, the fencers are not actively attempting to score, the Referee should:
  - a. do nothing and allow fencing to continue
  - b. call "Halt!" and warn the fencers
  - c. call "Halt!" If the score is not tied, the bout ends at the current score. If the score is tied, determine priority and fence either to 5 touches for one fencer or one full minute. If the score is still tied at the end of that minute, the fencer with priority wins the bout.
47. With no penalties yet given, Fencer X allows Fencer Y to score a touch without attempting to defend.
  - a. X receives a YELLOW CARD
  - b. X receives a RED CARD
  - c. X receives a BLACK CARD
48. A YELLOW CARD indicates:
  - a. a warning valid for the bout
  - b. a warning valid for the pool
  - c. a touch for the opponent
49. Having already received a YELLOW CARD in the current bout, Fencer X commits a different offense from the same group.
  - a. a previous touch scored by X is removed
  - b. X receives a RED CARD
  - c. X receives another YELLOW CARD
50. In a previous bout in the same pool, Fencer X committed an offense requiring an immediate Group 2 RED CARD. With no other penalties given in the current bout, X commits the same offense.
  - a. X receives a RED CARD
  - b. exclude X from the competition
  - c. consult the Bout Committee
51. When may a Referee's awarding of a touch be protested?
  - a. when a rule is misapplied
  - b. when a fencer disagrees with the reconstruction of the phrase
  - c. never
52. In an individual competition, Fencer X unjustifiably complains about an analysis of a phrase after a penalty for body contact earlier in the bout.
  - a. X receives a YELLOW CARD
  - b. X receives a RED CARD
  - c. X receives a BLACK CARD

53. Fencer X, seeded #27 into the direct elimination table, is leading 13-11 over Fencer Y, seeded #6, when time expires at the end of the third round.
- X wins
  - as neither fencer reached 15, fencing continues until one fencer scores 15 touches
  - Y wins
54. A fencer reports to the strip without the name on the back of the uniform between the shoulders.
- fencer receives a YELLOW CARD unless the name appears on the fencer's year leg; allow the fencer to fence.
  - fencer receives a RED CARD unless the name appears on the fencer's rear leg; allow the fencer to fence.
  - no penalty if the fencer is wearing an armband bearing the national colors
55. During the action, a spectator is giving verbal instructions to Fencer X.
- Call Halt! only if the verbal instruction is excessively disruptive
  - Call Halt! Give spectator a YELLOW CARD for disturbing order.
  - Only allow such instruction if Fencer Y is also getting instruction.
56. Fencer X reports for his bout with a mask with a valid inspection mark: With no other penalties given, the Referee notes that there is no safety strap on the back of the mask.
- Start the bout since the mask passed inspection.
  - Fencer X receives a YELLOW CARD, and is allowed to fence with the mask as is.
  - Fencer X receives a YELLOW CARD, and must either obtain a safety strap or use another mask.
57. No other penalties have been given. Fencer X attacks. Fencer Y makes a prime parry, and scores a riposte to the valid target of Fencer X. During the parry, Fencer Y's bell guard hits Fencer X's mask.
- Award a touch for Fencer Y
  - Annul the touch; Fencer Y receives a RED CARD.
  - Annul the touch; Fencer Y receives a YELLOW CARD.
58. In a team match, Team X properly substitutes for fencer #3 with their reserve fencer for the fifth bout of the relay match. In the seventh bout, Team X is winning by a score of 33-16, when the Team X fencer sustains an injury, verified by the medical personnel, because of which he is forced to retire.
- Team X replaces the injured fencer with fencer #3, and continues the match.
  - Team X loses the match.
  - Team X wins the match, by the score of 33-16.
59. The format of a Youth 10 Direct Elimination Bout is:
- Best 2 out of 3, 5 touch bouts. 1 minute rest between bouts.
  - 10 touch bouts, with two 3 minute periods. 1 minute rest between periods.
  - 15 touch bouts, with three 3 minute periods. 1 minute rest between periods.
60. During a team match, in the second bout of the match Fencer #1 for Team X should have fenced, but Fencer #2 for Team X actually did fence. The error is caught at the beginning of the third bout.
- Since the error happened early in the match, change the order of the fencers on the scoresheet and continue to fence as though Fencer #1 and Fencer #2 were in the changed slots.
  - Go back and fence the second bout over with the proper fencers. The bout never happened and the score should be reset to what it was at the end of the first bout.
  - Team X forfeits the match. Team Y wins.
61. Fencer X makes an attack and Fencer Y makes a counter attack by ducking. Fencer X's attack misses and Fencer Y touches on valid target as Fencer Y falls over backwards.
- Annul touch made by Fencer Y. Y receives a YELLOW CARD.
  - Award touch for Y.
  - Annul touch made by fencer Y. Resume bout from that point.
62. Having already received a YELLOW CARD for a failing weapon, Fencer X presents his last weapon which passes. Fencer X's coach asks to take the failing weapon while Fencer X is in the current bout so that they may take the weapon for repair. After all, if Fencer X's current weapon breaks, he will have no other weapon to fence with.
- Allow the coach to take the weapon for repair
  - Decline the request to take the weapon for repair as it is under confiscation until the bout is complete
  - Request to take weapon is declined. Fencer X's coach receives BLACK CARD.

## Foil Questions

201. Fencer X makes a simple attack with advance-lunge while Fencer Y, who has been waiting to time X's action, immediately extends the arm before the start of X's lunge. Both fencers hit valid, within the same tempo.
- award a touch for X
  - award a touch for Y
  - no touch awarded
202. Fencer X is at double advance plus lunge distance and makes a double advance plus lunge attack while Fencer Y, who has been waiting to time X's action, immediately extends the arm before the start of X's advance-lunge. Both fencers hit valid.
- award a touch for X
  - award a touch for Y
  - no touch awarded
203. There has been no official weapons check. Fencer X reports to the strip wearing a metallic vest with a small patch sewn on it. During the check it is found that the patch registers non-valid.
- no penalty; confiscate the metallic vest; X gets another metallic vest
  - X receives a YELLOW CARD; confiscate the metallic vest; X gets another metallic vest
  - X receives a RED CARD; confiscate the metallic vest; X gets another metallic vest
204. The jacket, in foil
- may be cut horizontally at the waist, but must overlap the breeches by at least 10 centimeters
  - must cover the entire trunk and overlap the breeches by at least 10 centimeters
  - may be cut horizontally at the waist, and must barely overlap the breeches by 1 centimeter
205. May a fencer hold a French foil by the pommel?
- no
  - yes
  - yes, but only if the entire handle is insulated
206. After a penalty for corps à corps in the current bout, Fencer X parries with the unarmed hand and then lands a valid riposte.
- annul X's touch
  - annul X's touch; X receives a RED CARD
  - exclude X from the competition
207. Fencer Y has received a YELLOW CARD for covering target in the current bout. Fencers X and Y come together, both causing corps à corps.
- X receives a YELLOW CARD; Y receives a RED CARD
  - no penalty but caution both
  - no penalty
208. What is the maximum bend allowed in the foil blade?
- none
  - less than 1 centimeter, located near the center of the blade
  - less than 2 centimeters, located near the center of the blade
209. The foil spring must push back a test weight of how many grams?
- 500
  - 750
  - 1000
210. Fencer X parries Y's attack and makes an immediate compound riposte (with the arm extending during the feint), while Y makes a simple, direct remise. Both touches arrive on the valid surface within the same tempo.
- award a touch for X
  - award a touch for Y
  - no touch awarded
211. The metallic vest must be made so that when it is laid flat there is a straight line between the junction of the lines of the groin and the:
- two points corresponding to the tops of the hip bones
  - juncture of the torso with the legs, measured from the side of the fencer
  - two points corresponding to the bottom of the ileum
212. Where must the body cord be attached to the fencer's metallic vest?
- any place on the back of the metallic vest
  - so as to be visible to the Referee when the fencer assumes the on guard position
  - on the weapon arm side of the back of the metallic vest
213. No penalties have been given. During a halt following an action, the side judge observing Fencer X announces the non-valid touch occurred on X's hand while it was covering the valid surface. The Referee believes that covering did not occur.
- only the side judge's opinion is counted: award a touch for X's opponent; X receives a YELLOW CARD
  - due to disagreement, no penalty nor touch may be given
  - only the Referee's opinion is counted: no touch and no penalty in this case

214. Fencer X makes a direct attack that lands valid. Before the attack arrives, Fencer Y hits the floor and registers non-valid while trying to parry the attack.
- award a touch for X
  - no touch awarded, Y receives a RED CARD
  - no touch awarded; Y receives a YELLOW CARD
215. Fencer X executes a beat attack that registers valid. On the beat, Fencer Y's foil registers non-valid.
- award a touch for X
  - annul X's touch
  - award a touch for X only if Y has previously received an equipment penalty
216. Fencer X scores on Fencer Y with a direct attack. During the halt it is found that touches scored on X by Y do not remain fixed on the machine.
- award a touch for X
  - annul X's touch, call for the technician
  - annul X's touch only if the machine holds touches scored against X for less than one half a second
217. Fencer X scores on Fencer Y with a direct attack. During the halt it is found that valid touches scored on X by Y are registered as non-valid.
- award a touch for X
  - annul X's touch
  - annul X's touch only if some fencing action occurred prior to the direct attack
218. Fencer X attacks with a beat and thrust and scores a valid touch. The beat breaks Fencer Y's blade and it registers off target.
- award a touch for X
  - no touch awarded, Y's broken blade stops action
  - award a touch against Y unless Y's blade breaks before X's attack lands
219. Fencer X begins an attack even though Y has a point in line. To have the right of way, X must:
- have Y retreat or deflect Y's blade
  - have Y advance or deflect Y's blade
  - deflect Y's blade
220. Fencer X begins an attack with a feint. Fencer Y momentarily follows the feint and then counter attacks and hits valid into X's attack, which also lands valid.
- award a touch for X
  - award a touch for Y
  - no touch awarded
221. Fencer X makes an attack that is parried and an immediate remise that lands valid before Fencer Y's immediate riposte lands valid.
- award a touch for X
  - award a touch for Y
  - no touch awarded
222. Fencer X starts a multiple feint attack. Fencer Y follows the feints. After X's first feint, X's arm is pulled back so that X's elbow is touching X's side. X finishes the action with the arm extending and Y counter attacks into the extension. Both land valid.
- award a touch for X
  - award a touch for Y
  - no touch awarded
223. Fencer X trips and falls while retreating from Y's attack. Y's attack arrives as X is falling.
- Touch for Y
  - No touch awarded. X's fall stops the action.
  - Touch for Y. X receives a Yellow Card
224. Fencer X makes an attack which is parried. Fencer Y makes an immediate riposte, while Fencer X makes an immediate remise while dropping his head so that the top of his mask is facing Y. X's remise arrives, Y's riposte fails, glancing off X's mask.
- Touch for X
  - No touch. Call halt and place fencers on guard.
  - No touch, Yellow Card for X.
225. Fencer X makes an attack which is parried. Fencer Y makes an immediate riposte, while Fencer X makes an immediate remise while leaning forward. X's remise arrives, Y's riposte fails sliding down the front of X's lamé.
- Touch for X
  - No touch. Call halt and place fencers on guard.
  - No touch, Yellow Card for X.
226. Fencer X makes attack, Fencer Y makes counterattack while twisting away from X, so that when the action is finished and Y's light has registered on the machine, Y's back is turned to X. X's attack had failed, and Y's counter attack had landed valid.
- Touch for X
  - Touch for Y
  - No touch, Y receives a yellow card.
227. Fencer X makes an attack that is short. With no pause, X immediately continues and arrives valid, while simultaneously Fencer Y counterattacks. Both actions land valid.
- no touch awarded
  - award a touch for X
  - award a touch for Y
228. Fencer X makes an attack against Fencer Y's point in line without finding Y's blade. At the final moment of X's attack, Y advances. Both fencers hit.
- no touch
  - award a touch for Y
  - award a touch for X

229. Fencer Y makes a direct attack with advance-lunge against Fencer X's point in line. Expecting the beat, X makes two disengages. Both fencers hit.
- award a touch for X
  - no touch
  - award a touch for Y
230. A male fencer may wear a rigid chest protector:
- as long as it is next to the skin.
  - over the t-shirt (if worn), but under the under-arm protector and jacket.
  - as long as it is under the jacket
231. The referee clearly sees Fencer X's touch arrive on the hand of Fencer Y who is covering target in the middle of their chest. A white light registers on the machine.
- Give Fencer Y a YELLOW CARD.
  - Award touch for Fencer X. Fencer Y receives a YELLOW CARD
  - No card or touch given; bout resumes

## Épée Questions

301. How are the shim gauges used to test the épée point?
- insert the 1.5 millimeter gauge, making sure it will fit; insert the 0.5 millimeter gauge and depress the point, making sure it registers a touch
  - make sure the 1.5 millimeter gauge does not fit; insert the 0.5 millimeter gauge and depress the point, making sure it will not allow the registering of a touch
  - insert the 1.5 millimeter gauge, making sure it will fit; insert the 0.5 millimeter gauge and depress the point, making sure it will not allow the registering of a touch
302. Fencer X just received a YELLOW CARD and had the weapon confiscated for having a weapon that did not support the weight. The second weapon at the strip is missing one of the screws to hold the point in.
- allow X to fence with the weapon, but advise X that a touch cannot be annulled if the point is missing
  - allow X to fence with the weapon if X's opponent agrees; X receives another YELLOW CARD
  - X receives a RED CARD; confiscate the second weapon; X gets another weapon
303. With no penalties given, Fencer X appears at the strip without a retainer to secure the body cord in the guard.
- allow X to fence with the weapon, but advise X that a touch cannot be annulled if the body cord comes out
  - allow X to fence with the weapon if X's opponent agrees
  - X receives a YELLOW CARD; confiscate the weapon; X gets a second weapon
304. What should be checked about the inside of an épée guard?
- the épée wires must be soldered to the connector; there must be a retaining device for the body cord
  - the épée wires must be contained in a single piece of insulated sheath and covered by a thumb pad; there must be a retaining device for the body cord
  - the épée wires must be individually covered with insulated sheaths and covered by a thumb pad; there may be no covering (e.g., tape) on an orthopedic handle that could hide wires or switches; there must be a retaining device for the body cord
305. May the épée be held by the pommel?
- yes, always
  - no
  - yes, but only if it does not have an orthopedic grip.
306. No penalties have been given. Fencer X has systematically caused corps à corps, but without jostling.
- X receives a YELLOW CARD
  - no penalty, but call Halt! on contact; any touch scored with an action started after the corps à corps will not be awarded, as it will automatically be after the Halt!
  - no penalty, but call Halt! only if both fencers cease offensive action
307. Fencer X attacks with a flèche and is off the strip with both feet just before the attack lands. Fencer Y had started a counter attack before X left the strip. The machine indicates a double touch.
- award a touch for Y
  - award a double touch
  - no touch awarded
308. Fencer Y makes a flèche attack and Fencer X attempts a stop hit while retreating over the rear limit. The machine registers a double touch when X has both feet off the strip.
- award a double touch
  - annul the double touch, touch for Y
  - award a touch for Y
309. What is the maximum bend allowed in the épée blade?
- none
  - less than 1 centimeter, located near the center of the blade
  - less than 2 centimeters, located near the center of the blade
310. How may the épée blade be bent?
- no bend is allowed
  - up or down
  - down only
311. The épée spring must push back a test weight of how many grams?
- 500
  - 750
  - 1000
312. No penalties have been given. Fencer X drags the point of the épée along the strip while retreating.
- call Halt!; X receives a YELLOW CARD
  - call Halt!; X receives a RED CARD
  - allow fencing to continue because the point is being dragged, not pushed

313. Fencer X attacks, and the Referee clearly sees the machine indicate a good touch when X's point is on the blade in front of Fencer Y's guard. Subsequent tests reveal no rust, glue or other foreign substance on the blade.
- award a touch for X
  - annul the touch if the Referee can recreate the situation
  - annul the touch
314. With no other penalties having been given, Fencer X intentionally touches the ground outside the metallic strip to cause a halt.
- X receives a YELLOW CARD
  - X receives a YELLOW CARD or, if it occurred during the last minute, a RED CARD
  - X receives a RED CARD
315. Just after the second of two touches have been scored against Fencer X, it is found that the floor cable connected to X's reel has become unplugged.
- annul both touches
  - do not annul any touches
  - annul the last touch
316. The proper procedure for testing the weapon at the request of a fencer is:
- simply press the point down; if it does not work, check all the connections to see where the problem lies
  - check that the fencer is plugged in at the back; check that the fencer is plugged in at the front; check that the wires are attached to the connector; check that the barrel is not loose; then (and only then), if everything is correct, press the point down
  - press the point down five times to find out if the weapon does not work on any of the five tries
317. Fencer X is hit and presents the épée for testing. On the first test the épée fails to register a touch, but all subsequent tests properly register a touch.
- annul the touch
  - award a touch for X's opponent
  - call the technical expert; if the technical expert certifies that all equipment is working correctly, award a touch for X's opponent
318. The Referee awards a touch for Fencer X. After the touch is awarded, the Referee sees Fencer Y simply press the tip of the épée; it does not work. Y then submits it to the Referee for testing.
- test the weapon; annul the touch if it does not work
  - test the weapon; annul the touch even if it does work, because Y found it defective
  - touch cannot be annulled, because the Referee did not make the initial test
319. A valid touch is registered by Fencer Y. The Referee believes the touch may have been on Fencer X's hand. X claims the touch occurred on the guard. In testing, a small area of oxidation is found that will cause a valid touch to be registered.
- award a touch for Y, X replaces the epee
  - annul Y's touch
  - call the technical expert; if the oxidation area has less than 50 ohms resistance, annul Y's touch
320. The Referee observes a small hole in the metallic strip while the bout is in progress.
- call Halt! and have the hole repaired
  - wait until a normal halt and then have the hole repaired
  - wait until the bout is complete and then have the hole repaired
321. Double touches are registered. Fencer Y has clearly hit Fencer X, but X's touch is doubtful.
- annul the double touch
  - X may decide to have the double touch awarded or annulled
  - Y may decide to have the double touch awarded or annulled
322. Double touches are registered. Fencer X is clearly hit, but X's point clearly hits the ground outside the metallic strip.
- annul the double touch
  - award a touch for Y
  - Y may decide to have the double touch awarded or annulled

323. In a pool bout before the expiration of time, the score is 4-4. A double touch occurs.
- award a touch for each fencer; score is 5-5; return the fencers to their on guard lines; continue fencing until a single touch is scored or time expires
  - award a touch for each fencer; score is 5-5; bout is over; previous determination of advantage decides the winner
  - annul the double touch; do not return the fencers to their on guard lines; continue fencing until a single touch is scored or time expires
324. Time expires when the score is 3-3 in a pool bout.
- the score remains 3-3; the Referee randomly determines priority; the bout continues for one additional minute; if a single touch is scored in this additional minute, the bout ends 4-3; if no single touch is scored, the fencer with priority wins 3-3
  - the score goes to 5-5; ; the Referee randomly determines priority; the bout continues for one additional minute; if a single touch is scored in this additional minute, the bout ends 5-4; if no single touch is scored, the fencer with priority wins 5-5
  - the score goes to 4-4 with fencing continuing until there is a single valid touch
325. At the start of the bout, with no penalties given, the Referee notices that the edge of the point of Fencer X's weapon has no chamfer, resulting in a 90 degree angle.
- Award a RED CARD, confiscate the weapon.
  - Award a YELLOW CARD, confiscate the weapon.
  - If the weapon passes all other tests, allow its use.
326. In a team match, in the fifth bout of the relay match, the score is 24-24 when a double touch is scored. There is 1 minute remaining in that bout.
- Award the double touches, the score is now 25-25. Proceed to the next bout.
  - Annul the double touches. The fencers must fence for a single touch.
  - Award a single touch to the higher seeded team.
327. With no penalties given, Fencer X has been hit, without a touch registering for Fencer X. Fencer X immediately presents the weapon for testing by the referee. While performing the tests, the referee notes that the epee is missing one tip screw.
- Stop the test, confiscate the weapon. Do not annul the touch.
  - Continue the test and annul the touch if the weapon is not functional. Confiscate the weapon.
  - Stop the test, give fencer X a YELLOW CARD. Confiscate the weapon.
328. Fencer X attacks with an advance-lunge. Fencer Y counter-attacks with a retreat, stepping off the side of the strip with one foot during the retreat. Double touches are registered.
- Award the touch for Fencer X.
  - Award both touches.
  - Annul both touches.
329. Fencer X has been hit by Fencer Y, without a touch registering for Fencer X. Fencer X immediately presents the weapon for testing by the referee. While performing the test, the referee notes that Fencer X's body cord is unplugged in the back, and the safety device is present and functioning.
- Annul Fencer Y's touch.
  - Award Fencer Y's touch.
  - Plug the body cord back into the reel and continue the test.
330. Fencer X makes a beat-attack on Fencer Y. Fencer Y's weapon breaks on the beat. Fencer X's touch arrives valid.
- Award a YELLOW CARD to Fencer Y for non-conforming equipment.
  - Allow the touch made by Fencer X.
  - Annul the touch made by Fencer X.
331. During a simultaneous action, only a touch for Fencer X registers on the machine. Fencer Y paces to the back of the strip and violently twists the barrel of his weapon with his unarmed hand. Fencer Y then presents the weapon to the referee for testing. The referee should:
- Test Fencer Y's weapon. If it fails, annul touch scored by Fencer X.
  - Decline testing the weapon as Fencer Y may have deliberately broken the wire. Touch for Fencer X stands, Fencer Y may replace weapon if desired.
  - Have a technical expert examine Fencer Y's weapon for a broken wire at the barrel. Issue a Group three RED CARD for dishonest fencing if the wire is broken.

## Sabre Questions

401. Fencer X makes a flank cut that is short. With no pause, X immediately cuts to the head, while simultaneously Fencer Y cuts to the head. Both actions land valid.
- no touch awarded
  - award a touch for X
  - award a touch for Y
402. Fencer X is at double advance plus lunge distance and makes a double advance plus lunge attack while Fencer Y, who has been waiting to time X's action, immediately establishes a line before the start of X's advance-lunge. Both fencers hit valid.
- no touch awarded
  - award a touch for X
  - award a touch for Y
403. The correct distance between sabre fencers when they come on guard (other than at the on guard lines) is:
- four meters
  - at the discretion of the Referee
  - when both fencers are in a proper on guard position with the weapons in line, the points should not overlap
404. Fencer X makes a beat attack that arrives on the valid surface. On the beat, Fencer Y's weapon drops to the strip.
- award a touch for X
  - penalize Y for incorrect fencing
  - no touch awarded
405. Before the command Fence! is given, Fencer X establishes the line.
- give the command Fence!
  - give the command Fence!, but do not award any touch scored by X's existing line
  - instruct X to remove the line
406. Fencer X retreats over the rear limit for the first time.
- call Halt!; replace X at the on guard line and warn X: Once off
  - call Halt!; replace X two meters from the end line and warn X: Two meters
  - call Halt!; award a touch for X's opponent
407. What feature should the Referee check about the sabre fencer's conductive jacket?
- that the conductive jacket covers the complete torso
  - that the conductive jacket must overlap the breeches by at least 5 centimeters when in the on guard position
  - that the jacket must cover the valid surface and the sleeves must be fixed at the wrist by an elastic band
408. Fencer X cuts (not a point action) and clearly lands with the flat of the blade on Fencer Y's valid surface. Y's counter-attack lands with the point.
- no touch awarded
  - award a touch for X
  - award a touch for Y
409. Fencer X's attack arrives on Fencer Y's leg. Y's counter attack arrives simultaneously on X's valid surface.
- award a touch for X
  - award a touch for Y
  - no touch awarded
410. Both fencers attack simultaneously. Fencer Y makes an attack that lands valid, while Fencer X's attack lands off the valid surface.
- award a touch for X
  - award a touch for Y
  - no touch is awarded
411. Fencer X makes a bladeless attack against Fencer Y's point in line. At the final moment of X's attack, Y lunges. Both fencers hit.
- no touch
  - award a touch for X
  - award a touch for Y
412. With no penalties given in the bout, Fencer X makes a flèche-attack. While retreating, Fencer Y makes a stop-cut. Neither of these actions lands. Both fencers immediately remise their actions; the remises land at the same time.
- award a touch for X
  - award a touch for Y
  - no touch; X receives a YELLOW CARD
413. Fencer X begins an attack with a feint. Fencer Y momentarily follows the feint and then counter attacks and hits valid into X's continuation, which also lands valid.
- award a touch for X
  - award a touch for Y
  - no touch awarded
414. Fencer X makes a compound attack, but the blade is less than 135 degrees; Fencer Y immediately cuts into X's action.
- award a touch for X
  - award a touch for Y
  - no touch
415. Both fencers start attacks simultaneously. While attacking, Fencer X makes a feint, with the blade and arm forming an angle of about 135 degrees. Fencer Y makes a direct attack. Both hit at the same time.
- award a touch for X
  - award a touch for Y
  - no touch

416. Both fencers start attacks simultaneously. During Fencer Y's attack, Y attempts to find Fencer X's blade with a forward and sideways sweep, but fails. Both fencers hit at the same time.
- award a touch for X
  - no touch
  - award a touch for Y
417. Fencer X advances with a slow feint and then completes the attack with a head cut. On the feint, Fencer Y finds X's blade and makes a head cut. Both actions land valid.
- no touch awarded
  - award a touch for X
  - award a touch for Y
418. Fencer X makes an advance-lunge with a head cut, but X's arm is in the guard position on the advance. As X starts the advance, Fencer Y hits X before the start of X's lunge. Both actions land valid.
- no touch awarded
  - award a touch for X
  - award a touch for Y
419. Fencer X attacks and is parried. There is no riposte. X quickly recovers, simultaneously placing the point in line. After X recovers with line, Fencer Y makes an advance-lunge attack. Both actions land valid.
- no touch awarded
  - award a touch for X
  - award a touch for Y
420. Fencer X reports to the strip with a lamé over-glove that has no provision, such as elastic, to ensure good contact with the sleeve of the metallic jacket.
- allow Fencer X to fence
  - ask Fencer X to change the over-glove
  - confiscate the illegal over-glove; X receives a YELLOW CARD; require X to get a legal over-glove
421. Fencer Y makes a direct attack with advance-lunge against Fencer X's point in line. Expecting the beat, X makes two disengages. Both fencers hit.
- award a touch for X
  - no touch
  - award a touch for Y
422. The metallic fabric covering the glove must be folded to the inside of the cuff to a depth of at least:
- 5 centimeters
  - 2 centimeters
  - 3 centimeters
423. Fencer X makes an attack which clearly registers a valid touch as X's cut arrives on the guard of Fencer Y. Upon examination it is found that Y has a non-insulated pommel nut.
- Award a touch for X. Y must replace weapon.
  - Confiscate the illegal weapon; Y receives a yellow card; require Y to get a legal weapon.
  - Annul the touch.
424. During the preliminary check-in of fencers prior to a pool it is discovered that Fencer X is wearing a waist-length jacket (without croissard / groin strap).
- No penalty, but require X to get a legal jacket prior to fencing the first bout.
  - Require X to get a legal jacket prior to fencing; X receives a yellow card in the first bout.
  - Allow X to fence with the jacket as long as long as there is at least a 10 centimeter overlap with the breeches when in the on guard position.
425. May an orthopaedic grip be used in sabre?
- Yes, provided that the hand may be fixed in only one position, with the thumb 2 centimeters or less from the guard, and the upper surface of the thumb is perpendicular to the plane of flexibility of the blade.
  - No.
  - Yes, provided documented medical necessity for such a handle.
426. Fencer X makes a direct attack to head with advance lunge. During the course of the action, Fencer Y blocks the attack with the elbow of his weapon arm and makes a riposte which arrives valid.
- Award a touch for X.
  - Y receives a yellow card for substitution of target. X's touch is allowed.
  - Annul the touch. Y receives a yellow card.
427. Fencer X makes an attack which Fencer Y successfully parries. After the parry, X's blade whips over and hits Y, registering a touch. Y's immediate and direct riposte, which arrives on valid target is timed out and does not register on the machine.
- Award a touch for X.
  - Award a touch for Y.
  - Annul all touches.
428. Fencer X makes an attack against Fencer Y's point in line. At the final moment of X's attack, Y hits with the cutting edge. Both fencers hit.
- No touch.
  - Award a touch for X.
  - Award a touch for Y.

429. Fencer X makes an attack against Fencer Y's point in line. During the course of the attack X searches for and finds Y's blade. Y places his point in line again while X continues his attack directly. Both fencers hit.
- No touch.
  - Award a touch for X.
  - Award a touch for Y.
430. Fencer X makes an attack which is successfully parried. Fencer Y makes an immediate riposte while simultaneously X makes a remise of the attack. Both fencers hit. Prior to the referee making his call, Fencer Y acknowledges a touch against himself.
- Award a touch for X.
  - Award a touch for Y.
  - Penalize Y for attempting to influence the referee.
431. Fencer X makes an attack which is parried. Instead of retreating, Fencer X advances into Fencer Y's riposte so that Fencer Y accidentally brushes X's mask with the bell while landing the riposte.
- Award touch for Fencer Y
  - Touch for Y is annulled. Y receives a 2<sup>nd</sup> Group RED CARD for making an intentional blow with guard
  - Annul touch for Fencer Y. Fencer X receives a YELLOW CARD for corps a corps.
432. Fencer X attacks and is parried. Y's riposte clearly and audibly hits X on the mask as Fencer X makes a remise which also lands. Only a light for Fencer X has registered on the machine. Fencer Y then notices that the mask cord for Fencer X has become detached.
- Award touch for Fencer Y despite the fact that the machine did not register a touch.
  - Award touch for Fencer X.
  - Annul touch for Fencer X.