

All For One – One For All 2025

Tournament ruleset

Last change 2025-06-03

Note: In case of any differences between the Czech and English versions of this ruleset, the Czech version is the binding one.

The organiser reserves the right to change the content of this ruleset up until the start of the tournament.

Changes

Date	Change
2025-06-03	Initial version.

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I. Basic terms

Assault A friendly fight of two fencers that is started and ended by an assigned referee.

Bout A series of assaults between two fencers or teams of fencers in which a score is recorded, and the outcome of the bout is determined from it. A bout can be won by only a single fencer or team.

Exchange A basic unit of an assault. An exchange starts with the first offensive action and ends with a valid hit, by stopping performing of offensive actions, or by increasing the distance between the fencers such that it is impossible to immediately continue renewing the attack, or possibly by being ended by a referee for other reasons (e.g. due to safety or because of leaving the ring).

Tempo An elementary unit of time that is needed to perform one simple fencing action – step, direct attack, parry, counterattack (if it consists of a single uninterrupted motion). More than one action can be performed simultaneously in one tempo, e.g. a (direct) attack with a step.

II. The ring

1. A ring must provide equal conditions for both fencers. This applies mainly to the lighting conditions and the ground surface.
2. The ring has the shape of a rectangle at least 8 m long and at least 5 m wide.
3. The border of the ring must be clearly marked by a solid line, and the closest obstacle can be no closer than 1 m, if the construction of the room allows it (all obstacles that can be removed from this zone must be removed).
4. The fencers start each assault on marks that are placed 2 m from the centre of the ring in the opposite directions along the longitudinal axis of the ring.

III. Mandatory equipment

1. Each fencer is responsible for their own equipment. Unsuitable equipment prevents the fencer from starting or continuing their participation in the tournament.
2. The mandatory equipment is checked and approved by a referee. The entry equipment check is performed before a fencer's first bout in the tournament, additional check can be performed at any time.
3. Mandatory head and neck protection:
 - a. A fencing mask certified at CEN level 2 according to the EN 13567 norm (colloquially called "1600 N"), however the new fastening mechanism introduced in 2018 is not required.
 - b. Back of head and cervical spine protector.
 - c. Neck protector with a hard layer protecting the larynx, worn directly on the neck under the mask and jacket.
4. Mandatory torso and arm protection:
 - a. The torso must be protected with an unbroken fencing jacket with padding layers under most of its surface.
 - b. The jacket must be made of durable material with puncture resistance of at least 350 N. The jacket must not have gaps in the armpits.
 - c. A firm breast/chest protector is mandatory for ladies, recommended for gentlemen.
 - d. A fencer is required to use gloves specially designed for HEMA, or gloves suitable for a sport-historical fencing, i.e. notably hard protection of fingers, back of the hand, and wrist.
 - e. The gloves must not have gaps in the reinforcement that would allow a dangerous hit, and the surface must not be made of metal except for joining elements like rivets, grommets etc.
 - f. The palms of the hands must not be bare and must be covered at least by a cloth, leather or similar glove.
 - g. Elbows and forearms must be protected by firm protectors. They can be their own part of the equipment, or integrated in the fencing jacket or the gloves.
5. Mandatory leg and groin protection:
 - a. Groin protector is mandatory for gentlemen, recommended for ladies.
 - b. Both knees and shins must be protected by a solid protector from the sides and the front. The whole surface of the legs must be covered at least by a cloth.
 - c. Hips have to be protected by padded pants or by overlaying fencing jacket.
 - d. Thighs and the groin area must be protected with durable pants made of durable material with piercing resistance of at least 350 N.

IV. The weapon

1. Each fencer is responsible for their own weapons. Unsuitable weapon forbids the fencer from starting or continuing in the tournament.
2. The weapons are checked and approved by persons appointed by the organiser. The entry weapons check is performed before the start of the tournament, additional check can be performed at any time at a command of a referee.
3. A weapon that does not pass a check at any moment is forbidden to be used.
4. A fencer must allow the tournament organiser to place a proofing sticker on the weapon, and to wrap the tip of the blade with a tape.
5. A weapon must comply with the following requirements:
 - a. Only straight-bladed, European-type swords are allowed, consisting of a double-edged blade, crossguard, hilt, and a pommel. The blade must be made of proper steel.
 - b. The blade must be safe – undamaged, without chip-outs, cracks, and bends. The edges must be dull, including the schilt.
 - c. The crossguard must be straight, with rounded ends, without acute protrusions. Side rings or any other more complex crossguards are not allowed.
 - d. The pommel must be smooth and without protrusions.
 - e. The tip of the blade must be rolled into a cylinder, widened, or its safety must be ensured by other means. In no case can it have sharp edges.
 - f. The total length of the sword must be between 120 cm and 140 cm.
 - g. The mass of the sword must be between 1450 g and 1800 g.
 - h. The point of balance of the sword must not be further than 9 cm from the crossguard in the direction of the tip of the blade.
 - i. The stiffness of the blade must be between 9 kg and 16 kg. The stiffness measurement procedure is described in [Appendix A](#).
6. The organiser has the right to remove any weapon from the tournament at any time, without providing a reason.

V. Judging system

1. Each individual or team bout is managed and evaluated by one referee, with the help of one or more assistant referees.
2. Referee
 - a. manages the individual and team bouts assigned to them,
 - b. is responsible for equipment check in the bouts assigned to them,
 - c. manages the assistant referees, timekeeping, score recording, and video recording,
 - d. moves around the ring such that they perfectly observe what is going on in it,
 - e. issues penalties (yellow, red, and black card),
 - f. awards points for actions according to the rules,
 - g. is obliged, at a polite request, to explain their decision or stopping an assault.
3. Assistant referee
 - a. assists the referee in identification and evaluation of the hits – observes the fighting from other angles, signalises, and remembers hits they see,
 - b. signalises to the referee that they have seen a hit by raising their arm,
 - c. is not responsible for awarding the points or issuing penalties,
 - d. assists the referee during the equipment check and in passing instructions to the fencers.
4. The council of referees
 - a. is composed of all referees judging at the tournament (assistant referees have an advisory opinion, which is not binding to the council), and the head organiser of the tournament,
 - b. interprets the ruleset in disputable situations, and decides situations not covered by the ruleset,
 - c. decides by simple agreement,
 - d. its decisions are final.
5. In team bouts, a video recording is recorded, which can be used for reevaluation of a referee's verdict.
6. The video recording is captured by two video-referees from two sides. Video-referees cannot be referees or assistant referees at the same time.
7. A video recording is evaluated strictly after a verdict is announced by a referee, at a request of one of the teams, according to the following rules:
 - a. The request can be issued only by the currently fencing team member, with an appropriate gesture (see Figure 1), but they can consult this very briefly¹ with other team members.
 - b. After the video recording is examined, the referee can either change their verdict – the request is then considered successful, or keep the original one – then the request is considered unsuccessful.

¹By a few words or gestures, in the order of seconds. Under no circumstances can they leave the ring.

- c. The team loses the right to request the video recording examination for the rest of the bout after a 3rd unsuccessful video recording examination request. This right is restored in the overtime (if the team lost it), and is lost after the 1st following unsuccessful request.
- d. In case the video recording does not provide sufficient information to evaluate the assault², or if the video recording failed, the referee is obliged to announce an empty verdict (i.e. to award no points and to issue no cards), and the request is considered successful.

²For example, if the fencer disputes a received hit, and the potential hit zone is obstructed in all recordings (i.e. the hit cannot be confirmed), as well as it does not follow from the recording that the hit has not landed (i.e. the hit cannot be refuted).

VI. Assault – rules of fencing

1. An assault runs in the following way, in this order:
 - a. Both fencers stand at their starting marks.
 - b. The referee asks “Ready?”, and in case of positive answers, or if there is no negative answer, the referee starts the assault by the command “Fight!”.
 - c. The fencers fence.
 - d. The referee, or the assistant referee, stops the assault with the command “Stop!”. Assistant referee can issue this command only due to safety reasons.
 - e. At the “Stop!” command, the fencers are required to stop fencing and return to their starting marks.
 - f. The referee evaluates the actions that took place between the start and the end of the assault, and announces their verdict.
2. The referee stops the assault (issues the “Stop!” command) due to the following reasons:
 - a. a valid hit by at least one fencer,
 - b. an invalid hit that would complicate the evaluation of any subsequent actions,
 - c. leaving the ring according to [VI.4.](#),
 - d. a time limit has elapsed,
 - e. an imminent danger due to a weapon or equipment failure, or due to other circumstances that endanger the health of the fencers, referees, spectators, or anybody else,
 - f. the situation has become so confusing that the assault cannot be properly evaluated,
 - g. the fencers get into a distance so close that they cannot use weapons, or they enter a clinch,
 - h. an offense that is penalised by a card took place,
 - i. a fencer has requested an interruption of the bout.
3. The referee evaluates whether a hit or hits were dealt during the assault, according to the following criteria:
 - a. A hit is a contact of the blade, or the pommel, with the surface of the opponent’s body (including protective equipment), or the sword hilt (including the pommel). A hit can be valid or invalid.
 - b. In order for a hit to be valid, it must be executed with a sufficient vigour – there must be a noticeable energy transfer into the hit area³ – and must land on a valid surface.
 - c. A valid surface is the surface of the whole body⁴ (including protective equipment) except for:
 - i. legs from the ankle down,
 - ii. back of the head and cervical spine.

³A hit with a thrust which slides off the equipment, especially the mesh of the mask, can also be considered valid.

⁴A hit to the sword hilt is considered invalid, if it is clear that it was a hit to the hilt. If there is a doubt the hit is considered valid, provided it meets other criteria (i.e. was done with the edge of the blade, or the tip in case of a thrust, and there was sufficient energy transfer).

d. A hit can be achieved by:

- i. A cut – by the edge or flat of the blade to the whole valid surface, provided it exhibits a visually distinctive trajectory, and would have the potential to injure the opponent.⁵
- ii. A thrust – by the tip of the blade to the whole valid surface. A valid thrust must be such that it exhibits a bend of the blade, or the movement of the blade has the potential of penetrating the opponent's body.
- iii. A slice – by the edge of the blade to the whole valid surface. A valid slice has to be an intentional pulling or pushing motion with a pressure on the valid surface and of a noticeable length.
- iv. Pommel strike – only to the mesh of the mask, only frontally, not from the side.

e. Grabbing the opponent's static blade is allowed and is not considered a hit.

f. A fencer has the right to acknowledge a hit they have received by stepping away from opponent, and raising their arm with a simultaneous verbal acknowledgement of the hit. The referee is not obliged to award any points for such hit, but they must be able to explain the decision.

g. If the fencer A deals a valid hit, according to whether and how the fencer B deals a hit, one of the following situations takes place:

- i. **Double-hit** – the fencer B hits in such a way that the attack motion of their weapon was already initiated at the moment of the landing of the hit from fencer A, and was not interrupted.
- ii. **Hit with afterblow** – the fencer B hits in such a way that the attack motion of their weapon was initiated without a delay after the moment of the landing of the hit from fencer A, and was not interrupted.
- iii. **Clean hit** – the fencer B does not hit, or they hit in such a way that they performed another action (e.g. a step, preparation) between the start of the attack motion of their weapon and the moment of the landing of the hit from fencer A, or they delayed the start of the motion.

4. Leaving the ring

- a. A fencer that has both their feet outside the ring⁶ has left the ring.
- b. Hits performed in the tempo of leaving the ring are valid.
- c. Hits performed after leaving the ring are invalid.

5. Some actions are forbidden. They are split into two categories:

a. Standard

- i. attacking the back of head, cervical spine, or the leg from the ankle below, unless it is caused by an obviously unexpected movement of the hit fencer,
- ii. pommel strike elsewhere than the mesh of the mask, or into the mesh from the side,

⁵A hit with a flat to the head is a valid hit. A hit with a flat to other parts of the body is an invalid hit, but it must be obvious that it was a flat.

⁶In the sense of a projection – a foot is inside the ring, if at least some part of it is in the ring or above the ring, i.e. at least some part of its perpendicular projection to the ground is in the ring.

- iii. kicks and strikes with any part of the body (fist, elbow, knee, shoulder etc.),
- iv. grappling/wrestling techniques where the center of gravity of the opponent is being manipulated,
- v. attacking an unarmed opponent,
- vi. hit to the floor that is intentional, or inadequately strong,
- vii. dangerous exposure of risky non-hit areas (especially the back of the head and cervical spine).⁷

b. Serious

- i. crossguard strike,
- ii. removing the mask or any other protectors from themselves, of from the opponent,
- iii. throwing the opponent to the ground,
- iv. leverages or pressure on the joints,
- v. unnecessary brutality or the use of excessive force.

⁷E.g. turing the back towards the opponent, or a deep lean forward with head down.

VII. Individual bout

1. An individual bout is a contest between two fencers which is composed of multiple assaults which are run according to Section VI.
2. At the end of each assault, the referee announces a verdict, which can be:
 - a. awarding 2 points to one of the fencers, if they landed a clean hit (see VI.3.g.iii),
 - b. awarding 1 point to both fencers, if there was a double-hit (see VI.3.g.i),
 - c. awarding 1 point to one of the fencers, if they landed the first hit, and were subsequently hit by an afterblow (see VI.3.g.ii),
 - d. empty verdict – no change of score – if the referee assesses that none of the above happened, or there was a double-hit when the state of the score is 7:7.
3. Independently on the verdict, the referee can issue a yellow, red, or black card to one or both fencers, if an offense penalisable by that card took place.
4. A bout lasts until the moment when one of the fencers reaches 8 points, or 3 minutes of clean time elapse.
 - a. Clean time is the time running between orders “Fight!” and “Stop!” measured cumulatively over the whole bout.
 - b. In case the time limit elapses during an ongoing exchange,⁸ the referee stops the assault at the end of the exchange.
 - c. In case a fencer should be awarded 2 points when they already have 7 points, they get awarded only 1 point.
5. The winner of a bout is the fencer that has more points at the end of it.
6. In case both fencers have equal amount of points after the time elapses, an overtime takes place, according to the following procedure:
 - a. One of the fencers receives an advantage using a random draw.
 - b. The bout is extended by 1 minute of clean time.
 - c. The fencer, which first lands a valid hit that is not part of a double-hit (see VI.3.g.i), or whose opponent receives a red or black card, is awarded 1 point⁹, and becomes the winner.
 - d. If that does not happen until the time limit elapses, the fencer with the advantage is the winner.
7. The fencer called to the bout first lines up in the ring to the right-hand side of the referee, the other fencer to the left-hand side.
8. A fencer is obliged to come to the ring and be ready to start fighting in 1 minute after the bout is called. Each started additional minute, when the fencer is not ready, is considered delaying.
9. A bout can be interrupted by the command of the referee.
 - a. The referee interrupts the bout, if

⁸We remind you that an exchange is not the whole time between the commands “Fight!” and “Stop!”, but only an uninterrupted chain of offensive and defensive actions, see Section I.

⁹Even if it is a clean hit.

- i. there is an equipment failure of one or both fencers,
 - ii. it is not possible to continue in the bout because of medical reasons, e.g. an injury,
 - iii. one of the fencers requests it verbally (if an assault is not in progress), or by withdrawing from the opponent and raising their arm. They are allowed to do so only due the same reasons as in the two previous points, or if they notice them at their opponent, otherwise it is considered delaying.
- b. After the interruption, the fencer has 3 minutes to fix their equipment or medical condition, and return to the bout, otherwise their bout is scratched to the advantage of the opponent with a score of 0:8, regardless of the score up to that point. After consultation with the organiser, the referee is allowed not to terminate the bout in this way, but instead leave it open, and finish it later.
10. If the referee issues a yellow or red card to a fencer, each subsequent yellow card automatically becomes a red card until the end of the bout.

VIII. Team bout

1. A team bout is a contest between two teams composed of at least 3 and at most 4 fencers, and optionally of 1 non-fencing captain/coach.
 - a. The team composition cannot be changed during the tournament with the exception of the non-fencing captain/coach, who can be different (or none) for each bout.
2. A team is obliged to come to the ring with all its members in 1 minute after calling the bout. Each started additional minute, when the whole team is not present, is considered delaying.
3. The team called to the bout first (further referenced to as team A) lines up in the ring to the right-hand side of the referee, the other team (further referenced to as team B) to the left-hand side.
4. Both teams secretly (with respect to the other team) and independently write their members in the line-up card for the particular bout, and hand it to the referee.
 - a. The team writes its different members in positions 1, 2, 3.
 - b. If the team has 4th member, it writes them in the position S.
 - c. If the team has a non-fencing captain/coach, it writes them in the position C.
 - d. The team must submit the filled-out line-up card to the referee in 3 minutes after receiving it. Each started additional minute is considered delaying.
5. A team bout consists of 9 legs which take place sequentially, and the score is carried over from one leg to the next.
6. In each individual leg, one member of the team A fences with one member of the team B according to their positions in the line-up cards. The legs, and the fencers which fence in them, take place in this order:
 - Leg 1: A3 vs B3
 - Leg 2: A1 vs B2
 - Leg 3: A2 vs B1
 - Leg 4: A1 vs B3
 - Leg 5: A3 vs B1
 - Leg 6: A2 vs B2
 - Leg 7: A1 vs B1
 - Leg 8: A2 vs B3
 - Leg 9: A3 vs B2
7. Each leg is composed of a series of assaults which are run according to Section [VI](#).
8. At the end of each assault, the referee announces a verdict which can be
 - a. awarding 2 point to one of the teams, if its member dealt a clean hit (see [VI.3.g.iii](#)),
 - b. awarding 1 point to both teams, if there was a double-hit (see [VI.3.g.i](#)),
 - c. awarding 1 point to one of the teams, if its member landed the first hit, and was subsequently hit by an afterblow (see [VI.3.g.ii](#)),
 - d. empty verdict – no change of score – if the referee determines that none of the above happened, or there was a double-hit in the 9th leg when the state of the score is 53:53.
9. Independently on the verdict, the referee can issue a yellow, red, or black card to one or both fencers, if an offense penalisable by that card took place.

10. A leg lasts until the moment when at least one of the teams reaches or exceeds a number of points equal to the multiple of the number of the leg and the number 6,¹⁰ or until 90 seconds of clean time elapse.
 - a. Clean time is the time running between commands “Fight!” and “Stop!” measured cumulatively over a whole leg; it is reset between the individual legs.
 - b. In case the time limit elapses during an ongoing exchange,⁸ the referee stops the assault at the end of the exchange.
11. The winner of the bout is the team that has more points at the end of the 9th leg.
12. In case both teams have equal amount of points after the time elapses in the 9th leg, an overtime takes place, according to the following procedure:
 - a. One of the teams receives an advantage using a random draw.
 - b. The bout is extended by 1 minute of clean time.
 - c. In the overtime fence the fencers who fenced in the 9th leg.
 - d. The team the member of which first lands a valid hit that is not part of a double-hit, or whose opponent receives a red or black card, becomes the winner.
 - e. If that does not happen until the time limit elapses, the team with the advantage is the winner.
13. If the team has a member in the S-position, they can switch them with another of their members in positions 1, 2, or 3, according to the following rules:
 - a. The switch can be performed at any time an assault is not in progress, i.e. between the legs, or between the individual assaults of a leg. The request for switch is signalled verbally together with an appropriate gesture, see Figure 2.
 - b. The switch can be performed only once per whole bout, except for a switch forced by a medical or equipment failure according to VIII.14.b.
 - c. If a team had to do a forced switch, it can no longer do any switch other than a forced one.
14. A bout can be interrupted by the command of the referee.
 - a. The referee interrupts the bout, if
 - i. there is an equipment failure of one or both fencers,
 - ii. it is not possible to continue in the bout because of medical reasons, e.g. an injury,
 - iii. one of the team members, including a non-fencing captain/coach, requests it verbally (if an assault is not in progress, or if the request is issued by a currently not fencing member), or by withdrawing from the opponent and raising their arm. They are allowed to do so only due the same reasons as in the two previous points, or if they notice them at their opponent, otherwise it is considered delaying.
 - b. After the interruption, the fencer has 2 minutes to fix their equipment or medical condition, and return to the bout. If they are not able to do so, the team must switch this member, if they have a member in the S-position who is capable of fencing. If the team is unable to do so, the bout is scratched to the advantage of the opponent with a score of 0:54, regardless of the score up to that point.

¹⁰Example: it is 6 points in the 1st leg, 12 points in the 2nd leg, 18 points in the 3rd leg etc.

15. If the team has a non-fencing captain/coach, that can enter the ring and consult with their team member, while an assault is not in progress, according to the following rules:
 - a. This consultation must not prolong the progress of the bout.
 - b. The referee can end this consultation and eject the captain/coach from the ring, or possibly consider it delaying.
16. If the team does not have a non-fencing captain/coach, for the duration of a whole leg, a single team member (including the substitute) that does not fence in that leg can act as the captain/coach.
17. Once during the bout, including a possible overtime, a team can request a time-out, according to the following rules:
 - a. The time-out can be requested only at the time between the final decision of the referee after the end of an assault, and the start of the next assault, or between the individual legs of the bout.
 - b. Time-out can be requested by any team member, including the non-fencing captain/coach, verbally together with an appropriate gesture (see Figure 3).
 - c. The time-out is started by the referee following this request, if it is warranted by these rules. The time-out is 30 seconds long.
 - d. During the time-out, the bout is interrupted, both teams can leave the ring and spend the time of the time-out by a counsel, rest, refreshment, or in any other way.
 - e. The end of the time-out is announced by the referee by the command "Time!" after which both teams must line up for the continuation of the bout, without an unnecessary delay. Not abiding by this is considered delaying, and the yellow card is issued to the team member which is supposed to line up after the end of the time-out. If the delaying continues, the yellow card can be issued repeatedly. Obvious disrespect for the end of the time-out can be, at the discretion of the referee, penalised by a black card.
18. If a referee issues a yellow or red card to a fencer, each subsequent yellow card given to the same fencer automatically becomes a red card until the end of the bout.
19. If a referee issues a yellow or red card because of delaying according to Sections [VIII.2.](#) or [VIII.4.d.](#), it is considered issued to all members of that team.¹¹

¹¹I.e. every member of the team, including the substitute (if a switch takes place) enters each leg with a yellow card already issued. In other words, any yellow card issued to any member of that team during the bout automatically becomes a red card.

IX. Offenses and penalisations

1. For very light offenses, or for behaviour that is close to the limit given by the rules, the fencer is notified by the referee with a verbal admonition.
2. Other offenses are penalised by the referee with a yellow, red, or black card.
3. A yellow card is a warning.
4. A red card results in 1 point being awarded to the opponent.
5. A black card results in disqualifying the fencer from the tournament.
 - a. In exceptionally serious cases, the fencer can be banned from future tournaments organised by the organiser, and/or organisers of other tournaments and/or umbrella organisations can be notified about their misconduct.
 - b. If a black card is issued for an action or actions performed during a team bout, the whole team is disqualified from the tournament.
6. Offenses penalised by a yellow card are:
 - a. actions listed in [VI.5.a.](#),
 - b. leaving the ring according to [VI.4.](#) (does not apply, if the fencer was physically pushed out),
 - c. a hit by an attack started after the assault has been ended (after the “Stop!” command),
 - d. delaying, including an unwarranted interruption of the bout (see [VII.9.a.iii.](#) and [VIII.14.a.iii.](#)), and not respecting the end of a time-out (see [VIII.17.e.](#)),
 - e. protesting against a decision, requesting decision reevaluation, or requesting video recording evaluation before the referee announces their decision,
 - f. disputing the decision of a referee beyond a polite and founded request for reevaluation of the decision.
7. Offenses penalised by a red card are:
 - a. actions listed in [VI.5.a.](#), if they are performed too dangerously,
 - b. actions listed in [VI.5.b.](#),
 - c. intentional covering of a hit area by a non-hit one,
 - d. inadequately frequent equipment failures,
 - e. unsportsmanlike conduct.
8. Offenses penalised by a black card are:
 - a. actions listed in [VI.5.](#), if they are clearly vindictive, intentional, or exceptionally severe or dangerous,
 - b. usage of any health endangering techniques (in addition to those listed in [VI.5.](#)),
 - c. exceptionally severe unsportsmanlike conduct,
 - d. usage of a weapon with missing, forged, imitated, or transferred proofing mark,
 - e. refusal to enter a bout with another regularly enrolled fencer,

- f. not being ready for an individual bout in 3 minutes after it being called, without an acceptable apology,¹²
- g. not being ready for a leg of a team bout in 30 seconds after it being called, without an acceptable apology,¹²
- h. inability to put their equipment into a state that passes the entry check,
- i. systematic, repeated committing of offenses penalised by a red card without any signs of an effort to change their behaviour.

¹²Whether an apology is acceptable, and whether the fencer behaves according to it, is determined by the referee. An example of an acceptable apology may be the need to go to the toilet, unless it takes inadequately long.

Appendix A.

Blade stiffness measurement

1. The blade stiffness is measured using a weight scale following this procedure:
 - a. The sword is put vertically on the scale with the tip of the blade down.
 - b. The measurer pushes down on the pommel of the sword vertically – the blade will start to bend, and the scale will show increasing weight.
 - c. At some moment, the increase in the indicated weight will slow down significantly – the reading on the scale at this moment is the stiffness of the blade.
2. In case the measured stiffness is outside the limits by 2 kg or less, the measurement is repeated by a referee who decides whether the blade meets the stiffness criteria. This decision is final.

Appendix B.

Tournament format

1. The tournament is split into two phases – individual (groups), and team (elimination).
2. A number (determined by the organiser) of the best ranked teams, based on the results of their members in the individual phase, advances to the team phase.
3. Procedure of the individual (group) phase:
 - a. A team puts at least 3 and at most 4 of its members in the individual phase.¹³
 - b. The organiser splits all fencers into groups in such a way that the sizes of the groups differ at most by 1, and no fencer is in the same group with any of the other members of their team.
 - c. Each fencer has exactly one individual bout with each of the other fencers in their group.
 - d. After all groups are finished, a ranking of all fencers is established as descending lexicographic ordering according to these criteria:
 - i. number of victories / number of bouts in the group
 - ii. number of points for (gained) - number of points against (gained by opponents)
 - iii. number of points for (gained)
 - iv. a random draw
4. Ordering of teams is determined by ascending ordering by the sum of ranks of the 3 best ranked members of each team.
 - a. In case of equality in the sum of ranks, the mutual ordering of these teams is determined by the sums of criteria B.3.d.i., B.3.d.ii., and B.3.d.iii. over 3 members of the given team who have the highest values of each given criterion. In case of total equality, the mutual ordering is determined by a random draw.
 - b. If a team does not have at least 3 members able to continue in the tournament after the individual phase, the team is disqualified, and its rank is not determined.
5. A number of best ranked teams according to the previous point, predetermined by the organiser, advances to the team (elimination) phase.
6. Procedure of the team (elimination) phase:
 - a. The teams are put into an elimination tree such that the first team is seeded against the last one, second against the second to the last one etc. In case the number of teams is not equal to a power of 2, a number of best-ranked teams, equal to the number missing for the closest higher power of 2, does not have an opponent in the first round.
 - b. The seeded team pairs each have a team bout.
 - c. The winning team advances to the next round, where this procedure is repeated, but the seeding is in accordance to the positions in the elimination tree.

¹³It is therefore possible for a member of four-member team to not fence in the individual phase at all, and to take part only in the team phase.

- d. A defeated team finishes in the tournament except for the teams which were defeated in the second to the last round (semifinal – 4 remaining teams). They have a bout for the bronze medal in a so-called “small” final.
7. The final ranking of the teams that took part in the tournament is determined in the following way:
- a. In the 1st place is the winner of the final.
 - b. In the 2nd place is the defeated in the final.
 - c. In the 3rd place is the winner of the “small” final.
 - d. In the 4th place is the defeated in the “small” final.
 - e. In the following places are teams in the descending order according to the elimination round in which they were defeated. Mutual ordering of teams defeated in the same elimination round is carried over from their mutual ordering after the individual phase.
 - f. In the following places are teams that have not advanced to the team phase, in the same mutual order as after the individual phase.
 - g. In the following places are teams that have been disqualified after determining the ranking from the individual phase, in the same mutual order as after the individual phase.
 - h. If any teams were disqualified according to [B.4.b.](#), they share the last place below all other teams.

Appendix C.

Gestures

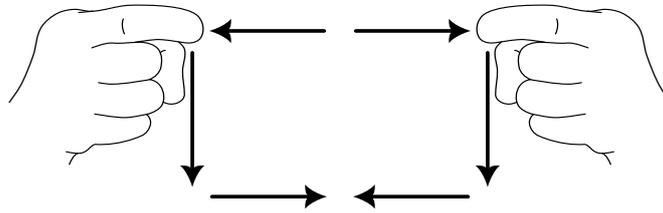


Figure 1: Gesture for video review request: the hands outline a rectangle.

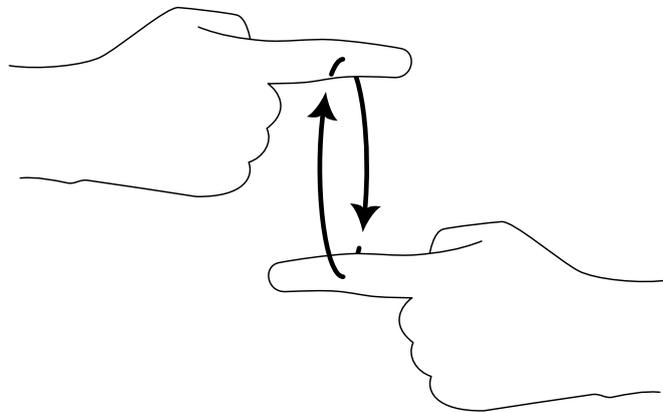


Figure 2: Gesture for switch request: the hands circle one another.

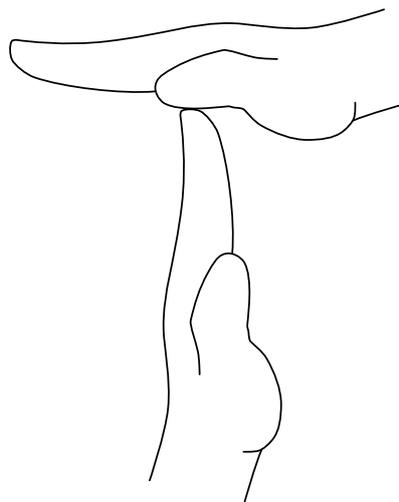


Figure 3: Gesture for time-out request: hands in the shape of the letter T.