

Instructions for Score Keepers

This document explains what timer/score keepers do in fencing tournaments in general and GHSFL tournaments in particular.

Basic score keeping

The following assumes that the score keeper does everything except referee the bout. Some referees prefer to do some of the other tasks themselves, so check with your referee.

- Make sure the fencers know which side of the strip they will fence from.
 - Normally, the fencer whose name is listed first on the score sheet will be on the referee's right. **But...** If a left-hander is fencing a right-hander, the left-hander will be on the referee's left even if listed first.
- Timing
 - Set the timer for 3 minutes (or 1 minute if this is the extra tie-breaker period).
 - Start the timer when the referee says "Fence" and stop when the referee says "Halt".
 - When time expires, call "Time" immediately.
- Keeping score
 - At each "Halt", the referee says who, if anyone, scored: "Touch right" – the fencer on the right gets a point, "Touch left" – the fencer on the left gets a point, "Double touch" – both get a point.
 - Make a tally mark by the fencer's name on the score sheet for each point they score.
 - If the referee issues a penalty, note the type of penalty (Y for yellow, R for red, B for black) and the fencer's name on the score sheet. A red card means a point for the other fencer (there may be multiple red cards). A black card means expulsion from the tournament. See the Offences section below.

Pools

For the first round of a tournament, the fencers are divided into either pools of 6 to 7 fencers or pools of 5 to 6 fencers. Each fencer fences one bout against every other fencer in the pool.

In pools, each bout consists of one 3-minute period and is won by the first fencer to score 5 touches.

- If the score is 4-4 and there is a double-touch, the score remains 4-4 and fencing resumes from where the touch occurred (instead of from the en garde line).
- If a fencer scores 5 touches before the 3-minute period ends, that fencer is the winner. The score is recorded as V5-D3, D2-V5, etc. ("V" for victory, "D" for defeat).
- If time expires before either fencer has 5 touches, the winner is the fencer who has more touches.
- If the score is tied when time expires, the referee tosses a coin to see which fencer has "priority". The fencers fence one 1-minute period; the first fencer to score a touch that is not a double-touch is the winner.
- If a double-touch occurs during the extra period, the score remains the same and fencing resumes from where the touch occurred (instead of from the en garde line).
- If the score is still tied at the end of the extra period, the fencer with "priority" is the winner, but is not awarded an extra touch, so the score is recorded as V4-D4, V3-D3, V2-D2, etc.

The pool score sheet

Here is the score sheet for a pool that is still in progress (the text in blue was written by the score keeper).

Pool #1 - Strip: 1 - Referee: Abrams

			1	2	3	4	5	V	TS	TR	Ind	PI
Picard	TER	1		V5			D4					
Riker	L TER	2	D4		D4							
Troi	BET	3		V5		V5						
Data	AND	4			D3							
Worf	KLI	5	V5									

Teammate bout order (10 bouts):

#	Bout	Competitors	Score	Warnings
////	1 1 vs. 2	Picard vs. Riker	////	V5 - D4 Y Riker
////	2 3 vs. 4	Troi vs. Data	///	V5 - D3
////	3 5 vs. 1	Worf vs. Picard	////	V5 - D4 R Worf / R Worf
////	4 2 vs. 3	Riker vs. Troi	X ////	D4 - V5
	5 5 vs. 4	Worf vs. Data	-	
	6 1 vs. 3	Picard vs. Troi	-	
	7 2 vs. 5	Riker vs. Worf	X	
	8 4 vs. 1	Data vs. Picard	-	
	9 3 vs. 5	Troi vs. Worf	-	
	10 4 vs. 2	Data vs. Riker	-	

The upper section has the fencers' names and club abbreviations on the left, scores in the middle, and space for totals on the right. Below that is the list of bouts in the order they are fenced.

The first thing you need to do when you get the score sheet is to make sure all the fencers are present at the strip. In some cases, fencers may have been told which strip they are on, in others you will need to call them. Next, find out if any are left handed and put an "L" next to their name in the upper part of the score sheet.

If a left-hander is fencing a right-hander, the left hander will be on the referee's left even if the left-hander is listed first for the bout. Put an "X" next to each bout where a left hander is listed first and a right hander is listed second as a reminder that the fencers will switch sides for this bout. In this example, Riker is left handed. The score keeper noted this by putting an "L" next to his name in the scoring grid. When Riker is listed first for a bout, but is fencing a right hander, the score keeper put an "X" next to the bout; in this case the Riker vs. Troi and Riker vs. Worf bouts.

The score keeper should enter the score next to each bout in the lower section. Remember (except for lefty vs. righty) the fencer on the right is the one listed first (on the left) in the list of bouts. The score is also entered in the scoring grid in the upper section. For example the fourth bout is between fencers #2 and #3 (Riker and Troi). Riker's score (D4) is entered in row 2 (the row with Riker's name) in the column numbered 3 (because Troi is fencer #3), and Troi's score (V5) is entered in row 3 (Troi's row) in the column numbered 2 (Riker's column).

The next bout will be between fencers #5 and #4. Putting a small dot in the grid squares where that bout's score will go (row 4 column 5 and row 5 column 4 in the example above) makes it easier to remember where to put the next bout's score.

Offences

There are four groups of offences for which the referee may penalize a fencer:

- Group 1. If the first offense of any kind in the bout, Yellow Card and a warning, otherwise treat as Group 2.
- Group 2. Red Card: A penalty touch is awarded to the fencer's opponent for each offence.
- Group 3. Red Card: The same as Group 2 except that a second Group 3 offense results in a Black Card.
- Group 4. Black Card: The bout is forfeit and the fencer is excluded from the tournament.

On the pool score sheet, note any offenses in the column headed Warnings. Enter "Y" for yellow, "R" for red or "B" for black followed by the fencer's name. Also be sure to award the opponent a penalty touch for a red card. In the example above, Riker received a yellow card in the first bout and Worf received two red cards in the third bout.

Injuries, withdrawals and exclusions

If a fencer is unable to fence because of an injury or other medical problem, the Referee may allow a 10 minute break. The score keeper should time the 10 minutes, but don't lose the time remaining in the current period, so you may need to use your watch or a second timer. If still unable to fence after 10 minutes, the fencer must withdraw.

If a fencer withdraws (or is excluded because of a black card) during pools, none of that fencer's bouts will count. On the score sheet, the score keeper should draw a line through all that fencer's bouts in the list of bouts and through the fencer's row on the score sheet grid and also through the column with that fencer's number.

Skip any remaining bouts that include the withdrawn fencer. Do not include any of the withdrawn fencer's results or scores when calculating the totals.

The following is an example of a pool score sheet after one fencer (Picard) withdraws.

Pool #1 - Strip: 1 - Referee: Abrams

			1	2	3	4	5	V	TS	TR	Ind	PI
Picard	Withdrawn	TER	1	V5			D4					
Riker	L	TER	2	D4		D4						
Troi		BET	3	V5		V5						
Data		AND	4			D3						
Worf		KLI	5	V5								

Teammate bout order (10 bouts):

#	Bout	Competitors	Score	Warnings
1	1 vs. 2	Picard vs. Riker	V5 - D4	Y Riker
2	3 vs. 4	Troi vs. Data	V5 - D3	
3	5 vs. 1	Worf vs. Picard	V5 - D4	R Worf / R Worf
4	2 vs. 3	Riker vs. Troi	D4 - V5	
5	5 vs. 4	Worf vs. Data	-	
6	1 vs. 3	Picard vs. Troi		
7	2 vs. 5	Riker vs. Worf	-	
8	4 vs. 1	Data vs. Picard		
9	3 vs. 5	Troi vs. Worf	-	
10	4 vs. 2	Data vs. Riker	-	

Pool results

Here are the final pool scores from a pool of 5. The highlights show how some of Troi's results are calculated.

Pool #1 - Strip: 1 - Referee: Abrams

			1	2	3	4	5	V	TS	TR	Ind	Pl
Picard	TER	1		V5	D3	D4	D4	1	16	19	-3	
Riker	L TER	2	D4		D4	V3	D3	1	14	17	-3	
Troi	BET	3	V5	V5		V5	V5	4	20	11	+9	
Data	AND	4	V5	D2	D3		D4	1	14	17	-3	
Worf	KLI	5	V5	V5	D1	V5		3	16	16	0	
Teammate bout order (10 bouts):								10				

The scorekeeper should enter each fencer's totals in the columns on the right.

- "V" is the number of victories.
- "TS" is touches scored.
- "TR" is touches received.
- "Ind" (indicator) is touches scored minus touches received.
- "Pl" (place) is not used in our league.

In Troi's case the numbers are:

- 4 victories – add the number of Vs in Troi's row (row 3).
- 20 touches scored – add the numbers in Troi's row (row 3): $5+5+5+5=20$.
- 11 touches received – add the numbers in the vertical column with Troi's number (#3): $3+4+3+1=11$.
- +9 is the indicator – subtract Troi's touches received from touches scored: $20 - 11 = 9$.

The score keeper should add up the total victories in the pool in the column headed "V", and check that it equals the number of bouts. E.g. pool 1 has 10 bouts and there were $1+1+4+1+3=10$ victories. If the total does not match, double check the scores in the grid against the scores written next to the list of bouts.

Once the totals have been entered, ask the fencers to sign (or initial) the score sheet next to their name. Give them time to check the maths; once they have signed, they cannot challenge the results. If a fencer disagrees with the scores, work with them to try to resolve the discrepancy. Once all the fencers have signed, take the score sheet to the scoring table. If one of the fencers does not agree to sign, take all the fencers in the pool to the scoring table for further discussion.

Direct elimination

The fencers are ranked based on their results in the pool round. The top 80% of the fencers advance to the second round which is a standard single elimination bracket with the ranks from the pool round being used to seed them.

Direct elimination bouts

In direct elimination, bouts consist of three 3-minute periods with a 1-minute break between periods (the score keeper will need to time the 1-minute break). The winner is the first fencer to score 15 touches. Fencers are allowed a break of at least 10 minutes between bouts, if the score sheet indicates a start time; the bout must not start before that time. If the score keeper receives a score sheet with no start time, then unless told otherwise the bout should begin immediately.

- If the score is 14-14 and there is a double-touch, the score remains 14-14 and fencing resumes from where the touch occurred (instead of from the en garde line)
- If a fencer scores 15 touches before the third 3-minute period ends, that fencer is the winner.
- If time expires before a fencer has 15 touches, the winner is the fencer who has more touches.
- If the score is tied when time expires, the referee tosses a coin to see which fencer has “priority”.
The fencers fence one 1-minute period; the first fencer to score a touch that is not a double-touch is the winner.
- If a double-touch occurs during the extra period, the score remains the same and fencing resumes from where the touch occurred (instead of from the en garde line).
- If the score is still tied at the end of the extra period, the fencer with “priority” is the winner.

The score sheet

Here is the score sheet from the bout between Picard and Riker in our example tournament.

Table A 16		Strip #		Start Time 1:22 PM		UFP Championship Open Mixed Epee 10/31/2010				Bout ID # 147 Winner to #155 bottom										
Seed 8	Name Picard			TER	Cards Y R G3R Black				Signature <i>JL Picard</i>		Bout 1	Quadrant 1/4								
/	/	/	/	/	/	/	/	/	/	13	D	Referee / Scorekeeper <i>G. Roddenberry</i>								
1	2	3	4	5	6	7	8	9	10	11	12		13	14	15	Score	V/D	of 8	Octant 2/8	
/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	15	V	<i>J.J. Abrams</i>		BC recorded	
Seed 9T	Name Riker			TER	Cards Y R G3R Black				Signature <i>W. Riker</i>		Fencing Time c Copyright by Dan Berke									

For each touch scored, the score keeper simply makes a mark in the upper or lower part of the grid depending on which fencer scored. The score and result (“V” or “D”) is entered on the right. The referee and score keeper sign the sheet to indicate it is accurate. The fencers sign the sheet above or below the score to indicate they agree with the results. The winning fencer takes the score sheet to the scoring table.

Offences

The direct elimination score sheet has space to record penalties at the top for the first fencer and at the bottom for the second fencer (Under “Cards” where it says “Y”, “R”, “G3R” and “Black”). If the referee awards a penalty, the score keeper should circle the appropriate color. In the case of Red (which can be awarded multiple times), add “x2”, “x3” etc. if there are multiple offenses. Be sure to award a penalty touch to the opponent for each red card.

Withdrawals and exclusions

If a DE bout ends because of a medical withdrawal, or a black card, there is no score to be recorded. Simply indicate the winner by writing “V” in the result box for the remaining fencer and next to the other fencer’s name write “Withdrew” for a medical withdrawal or “Excluded” for a black card.

Team Matches (does not apply to most tournaments)

A team match is between two teams of three fencers (and an optional reserve) and the format is called a 45-touch relay. Every fencer fences a three-minute bout against each fencer on the other team. As there are three fencers on each team, there are nine bouts in a match. As with pools, the order of the bouts is set in advance.

If the team has four fencers, the team captain decides which three fencers will start in this match and which will be the reserve. The captain may substitute the reserve for another fencer after any bout. However, the fencer who comes out may not fence again in the same match.

The first bout ends when one team has five touches, or time expires. The second bout starts with the score where it was at the end of the first bout (that's what makes it a relay) and continues until one team has a total of 10 touches or time expires. The third bout continues until one team has 15 touches, the fourth until 20 touches and so on.

The ninth bout continues until one team has 45 touches. If time expires first, the team that is ahead is the winner. If the score is tied when time expires, there is an extra one minute of fencing with priority (as in pools and DEs).

Except in the ninth bout, it is OK for the score to be tied at the end of a bout. It is also OK for both teams to reach the target number of touches for the bout. For example, if the score is 14-14 in the third bout and there is a double-touch, the score goes to 15-15 and the bout ends.

On the right is an example score sheet for a match in progress. From top to bottom, it shows which fencers compete in each of the nine bouts. Down the middle are the numbers 1-45. The scorekeeper puts a mark beside the number for each touch scored. At the end of each bout the current total score is entered in the box headed "Score". The scores in each individual bout may be entered in the column headed "Touches", but this is not required.

Remember that the number of touches required to end the bout increases by five each bout even if scoring has been low. In the example on the right, the fourth bout is about to start and even though the score is only 8 – 12, the fencers are still fencing to 20 and not 10 or 15. The score keeper has drawn a line under "20" as a reminder that that is the score being fenced to in this bout.

Also in the example, Team B has made a substitution. Beginning in the fourth bout, Burton replaces Shatner.

At the end of the match, the final scores are entered in the box that says "Final Score", the team captains, the referee and the scorekeeper sign the sheet at the bottom, and the score keeper takes it to the scoring table.

Team Match Scoresheet									
Team A: TNG					Team B: SAG				
No. 1: Picard					No. 4: Frakes				
No. 2: Troi					No. 5: Nimoy				
No. 3: Worf					No. 6: Shatner				
Alt: Data					Alt: Burton				
#	Fencer	Touches	Score	1	2	3	4	5	6
3	Worf		5	/	/	/	/	/	
1	Picard		7	/	/	/	/	/	
2	Troi		8	/	/	/	/	/	
1	Picard			/	/	/	/	/	
3	Worf			/	/	/	/	/	
2	Troi			/	/	/	/	/	
1	Picard			/	/	/	/	/	
2	Troi			/	/	/	/	/	
3	Worf			/	/	/	/	/	
2	Troi			/	/	/	/	/	
1	Picard			/	/	/	/	/	
2	Troi			/	/	/	/	/	
3	Worf			/	/	/	/	/	
				21					
				22					
				23					
				24					
				25					
				26					
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				36					
				37					
				38					
				39					
				40					
				41					
				42					
				43					
				44					
				45					
Penalties		Final Score		Final Score		Penalties			
Captains		Signatures		Referees		Signatures			
Berman				Roddenberry					
Asner				Abrams					