

2. EVENT RULES – FENCING

2.7 **Scoring of Points**

2.7.1 At all UIPM competitions, all bouts in the fencing event shall count for the Modern Pentathlon points in both the individual and team classification.

2.7.2 **Individual Competitions 7**

70 % of bouts won correspond to 1000 points.

Each victory over or under this number is in accordance with the number of the bouts, as laid down by the Points table annexed to these Rules (Appendix 2A).

The pentathlete who has finished the competition without a victory will score 0 (zero) MP points.

2.7.3 **Relay Competitions**

70 % of bouts won correspond to 1000 points.

Each victory over or under this number is in accordance with the number of the bouts, as laid down by the Points table annexed to these Rules (Appendix 2A)

2.7.4 **Tie**

When there is a tie between the number of fencing victories, first place will be determined as follows:

- in case of a tie between two athletes, the winner of the tied pentathletes' bout
- in case of a tie with more than two athletes, the pentathlete with the most wins in the tied athletes' bouts
- if there is no outright winner, the result will be declared equal first.

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Våbenet er kårde, som er et stød våben. Alle møder alle, og det gælder i hver kamp om, at man træffer modstanderen, inden man selv bliver truffet. Der fægtes kun ét touche (én træffer). Hvis ingen har vundet, når kampen afbrydes efter 1 minut (effektiv kamptid), har begge femkæmperne tabt denne kamp.

Der bruges elektrisk markering af træffere. Hvis begge rammer hinanden på samme tid (coups-double) annulleres, og kampen fortsætter. 70 % sejre giver 1.000 points. Flere/færre sejre giver flere/færre points. Den enkelte sejrsmæssige værdi beregnes ud fra antallet af kampe efter følgende formel: $\pm (900:a)$, hvor "a" repræsenterer antallet af kampe.

Eksempel:

32 deltagere =

31 kampe pr. femkæmper

22 sejre (= 70%) giver 1.000 points

1 sejr svarer til 30 points.