

# Veterans Winton Cup Competition

## Competition Rules

1. Entry is open to geographical regions: specified by BVF
2. All competitors must be both BVF and British Fencing members with a compete licence. All fencers must be aware of the BF guidelines on equipment and these are mandatory for all fencers at this event. For further details of these, visit the BF website.
3. Each team will comprise a minimum of 3 fencers at each of the 6 weapons. A fourth fencer may be selected as substitute if that substitute is entered on the poule sheet at the start of the match.
4. Doubling up of weapons is NOT permissible on the same day.
5. The competition will be fenced between teams of 3 in matches. During the weekend, each team will fence all other teams, with each fight to 5 hits to determine the winner and each fight for a maximum duration of 3 minutes of fencing time.
6. If the score is equal at time in any fight the priority rule will apply.
7. All matches will be fought to a conclusion of 9 fights.
8. Any fencer missing from a team will concede victories to the opposing team. (If one fencer is missing, the team concedes 3 fights. If two fencers are missing, the team concedes 6 fights. If three fencers are missing then the other team wins 9-0. If both teams are missing one fencer then the match is scored for 4 fights. If each team has only one fencer then the match is scored for that one fight. If a team of two fences a team of one, then the team of one concedes two fights and the results of the other 2 fights are added.)
9. For a match plan of 10 teams, 6 teams will fence at any one time at any weapon; a referee for the matches occurring must be provided by the remaining teams. Details are on the running orders.
10. The organisers reserve the right to amend the rules to ensure the smooth running of the competition.

## 11. Overall Section Winners

Points per team will be awarded at the rate of one point for a victory against the whole team, ½ for a draw and 0 for a loss.

If, at the conclusion of the competition, there is a draw based on points, team places will be determined by a count back of victories. If there is still equality after that the result between the tied teams will be taken into account. In the event of more than two teams drawing and there is equality of victories and not a clear winner when they fought each other then hit indicators can be used to decide the winner.

## 12. Winning FOIL/SABRE/EPEE Teams

The victorious weapon Section is the one with the highest number of Team victories at the end of the Competition

If, at the conclusion of the competition, there is a draw based on Team victories, the winners will be determined initially by the number of individual victories. If there is still equality after that the result between the tied teams will be taken into account. In the event of more than two teams drawing and there is equality of victories and not a clear winner when they fought each other then hit indicators can be used to decide the winner.