

NAME:
COUNTRY CODE:
MOBILE NUMBER:



		SUBMITTED	PASSED	FAILED
WEAPONS (max 4 per weapon fenced)	FOIL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	EPEE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	SABRE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HEAD WIRES (max 3 per athlete)	FOIL/SABRE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BODY WIRES (max 4 per athlete)	FOIL/SABRE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	EPEE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LAMES (max 2 per weapon fenced)	FOIL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	SABRE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MASKS (max 2 per weapon fenced)	FOIL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	EPEE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	SABRE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	BIBS (LP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GLOVES (max 2 per weapon fenced)	FOIL/EPEE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	SABRE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Important Notes

1. **Lames** – Please have all lames zipped up before Equipment Control.
2. **Control Marks (Body Wires)** – All pre-existing control marks must be removed before placing through Equipment Control.
3. **Equipment Failure** –If equipment has failed, a “red card” will be attached with the failure indicated. There are resubmission times allocated, simply bring the piece of equipment and the red card to have the item retested.
4. Control marks are as follows:
 - a) Masks, Bibs, Lames, Cuffs & Weapons: <STICKER IMAGE REMOVED>
 - b) Weapons, Masks & Body Wires: <STICKER IMAGE REMOVED>