

## 6. CHECK FLOOR CABLE

In step 5, if there's no light when spanning the A and B prongs with a metal object, the problem is not the reel. Check the floor cable in the same way. If there's a light, the floor cable is faulty. If there's no light, the scoring box is faulty.

## 5. CHECK REEL

In step 4, if there's no light when spanning the A and B prongs with a metal object, the problem is not the bodywire. Check the reel in the same way. If there's a light, the reel is faulty.

## 4. CHECK BODYWIRE

In step 3, if there's no light when touching the A and B prongs to the guard, the problem is not the weapon. Check the bodywire by *slightly* unplugging it from the wireless box or reel and span the A and B prongs with a metal object (screwdriver, shim, coin etc). If there's a light, the bodywire is faulty.

## 3. CHECK WEAPON

Unplug weapon. Touch the A and B prongs of the bodywire to the guard. If there's a light, the weapon is faulty.

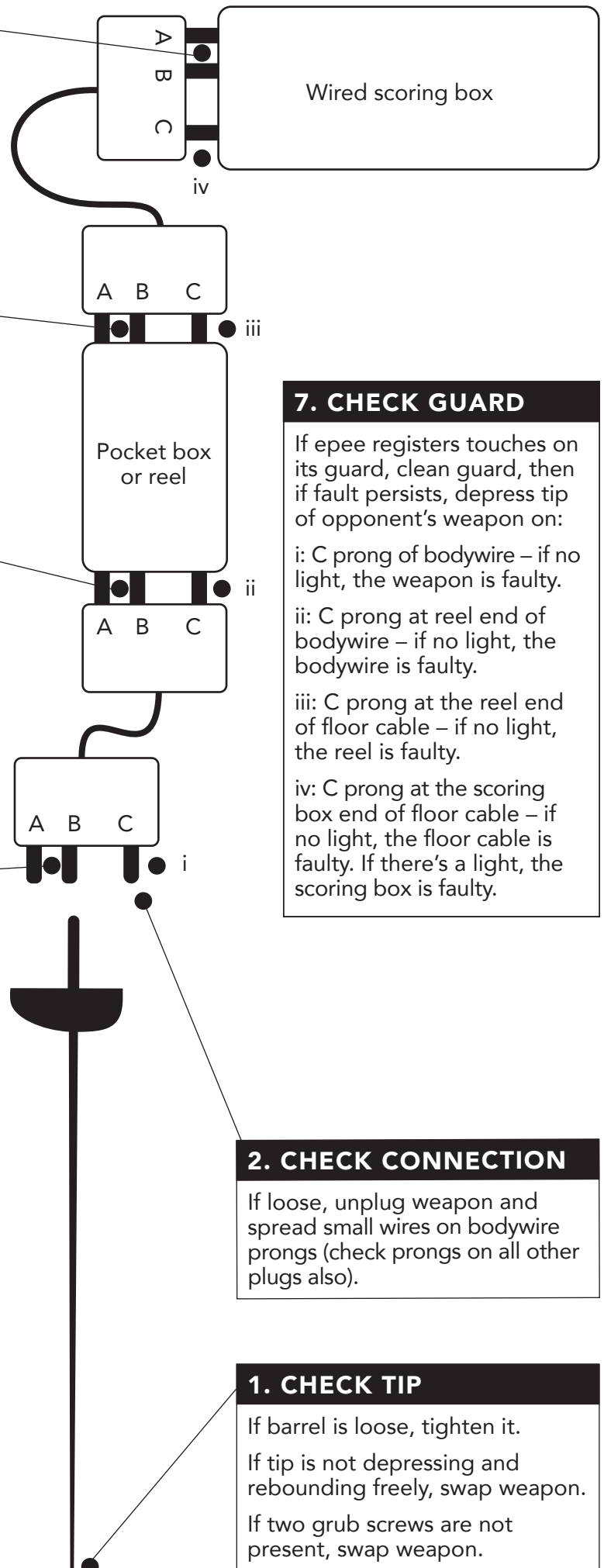
## TROUBLESHOOTING ON THE PISTE

# EPEE

*NB, these steps are for locating fault/s that are occurring in component/s of the system, they are NOT the same as weapon/wire/gear tests*



Work backwards  
from the tip



## 7. CHECK GUARD

If epee registers touches on its guard, clean guard, then if fault persists, depress tip of opponent's weapon on:

i: C prong of bodywire – if no light, the weapon is faulty.

ii: C prong at reel end of bodywire – if no light, the bodywire is faulty.

iii: C prong at the reel end of floor cable – if no light, the reel is faulty.

iv: C prong at the scoring box end of floor cable – if no light, the floor cable is faulty. If there's a light, the scoring box is faulty.

## 2. CHECK CONNECTION

If loose, unplug weapon and spread small wires on bodywire prongs (check prongs on all other plugs also).

## 1. CHECK TIP

If barrel is loose, tighten it.

If tip is not depressing and rebounding freely, swap weapon.

If two grub screws are not present, swap weapon.