



## 7. CHECK LAMÉ

If lamé registers non valid hits and is not worn out or damaged, depress tip of opponent's weapon on:

- i: Alligator clip – if a coloured light, the lamé is faulty.
- ii: A prong at reel end of bodywire – if a coloured light, the bodywire is faulty.
- iii: A prong at the reel end of floor cable – if a coloured light, the reel is faulty.
- iv: A prong at the scoring box end of floor cable – if a coloured light, the floor cable is faulty. If no coloured light the scoring box is faulty.

## TROUBLESHOOTING ON THE PISTE

# FOIL

*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

## 6. CHECK FLOOR CABLE

In step 5, if the off target light isn't cancelled by spanning the B and C prongs with a metal object, the problem is not the reel. Check the floor cable in the same way. If the off target light is cancelled, the floor cable is faulty. If the off target light isn't cancelled, the scoring box is faulty.

## 5. CHECK REEL

In step 4, if the off target light isn't cancelled by spanning the B and C prongs with a metal object, the problem is not the bodywire. Check the reel in the same way. If the off target light is cancelled, the reel is faulty.

## 4. CHECK BODYWIRE

In step 3, if the off target light isn't cancelled by touching the B and C 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 B and C prongs with a metal object (screwdriver, shim, coin etc). If the off target light is cancelled, the bodywire is faulty.

## 3. CHECK WEAPON

Unplug weapon. Off target light should light and remain. Touch the B and C prongs of the bodywire to the guard. If the off target light is cancelled, the weapon 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 tape is scuffed, re-tape.