

# Fencing Terminology

# Terminology to be Defined

- Weapon Terms
- Footwork
- Blade Actions
  - Offensive
  - Defensive
  - Counter-Offensive

# Weapon Terms

- Foil, Epee, Sabre
- Handle (grip)
  - French
    - Leather
    - Rubber
    - Plastic
    - LP Cantilever/LP Carbon (for pommeling)
  - Pistol
    - Visconti
    - Belgian
    - Russian
- Pommel
  - French
    - Comes in different weights to balance the weapon
    - Different sizes for pommeling
  - Pistol
    - Just a lock washer and nut to hold everything together
- Tip (mouche, point)
  - Plastic tip for practice (classroom) blades
  - No need to have a practice weapon
  - Electric foils and epees best for practice
- Blade
  - Non-FIE or FIE
  - Different flexibilities
  - Different lengths
  - Forte (bottom 1/3)
  - Foible (top 1/3)

# Footwork Terms

- Rassemblement (attention)
- En garde
- Advance
- Retreat
- Passe avant (cross over advance)
- Passe arrière (cross over retreat)
- Half advance, passe avant
- Half retreat, passe arrière
- Balestra
- Lunge
- Flèche
- Recovery forward
- Redoublement

# Blade Actions - Offensive

- Preparations
  - Anything that makes your offensive action more successful
  - Footwork, e.g., advance, retreat
  - Feints
  - Attacques au fer
    - Beat
    - Press
    - Froisement
- Attacks + Ripostes + Counter-Ripostes
- Prises-de-Fer

# Blade Actions - Offensive

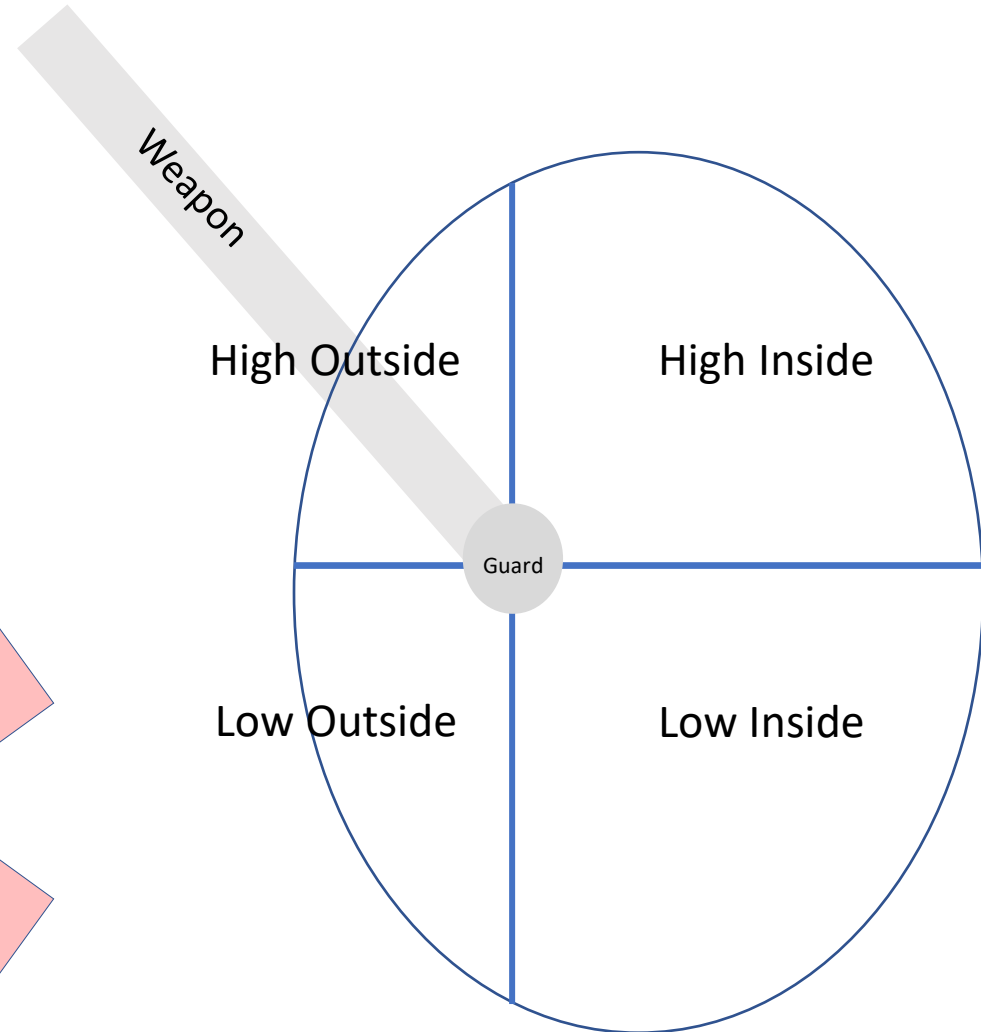
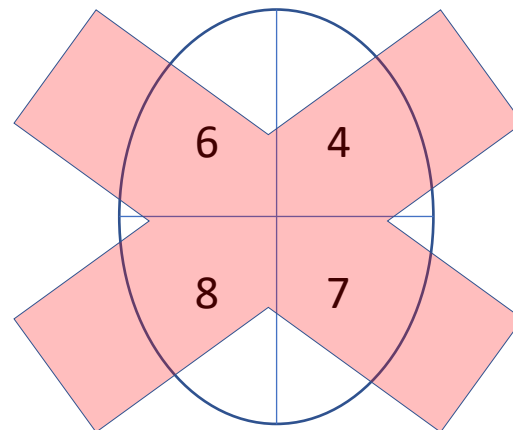
- Attacks + Ripostes + Counter-Ripostes
  - Direct
    - With no change of line
  - Indirect
    - With one or more changes of line
  - Simple
    - Action with one or less change of line done in one motion while continuously threatening the target
      - Straight
      - Disengage
      - Coupé
      - (Counter-disengage)
  - Compound
    - Action with two or more changes of line (or two tempos) while continuously threatening the target
      - Feint straight disengage
      - 1-2 (or double disengage)
      - Double
      - Low-hi

# Blade Actions - Offensive

- Prise-de-Fers (take the blade)
  - Can be used for attacks, ripostes or counter-ripostes
  - Four types
    - Opposition: straight
    - Lie: diagonal
    - Croisé: vertical
    - Enveloppement: circular
  - Strong part of your blade against weak part of opponent's blade (uses leverage)
  - Transport opponent's blade before closing distance to maintain leverage

# Positions and Lines

1. Prime
2. Seconde
3. Tierce
4. Quarte
5. Quinte
6. Sixte
7. Septime
8. Octave





# Blade Actions - Defensive

- Parries
  - Use the strong part of the blade to prevent the offense from arriving
  - Should be followed by a riposte or counter-riposte
    - Riposte á temps perdu
  - Types
    - Lateral
    - Counter (circular) – high line only
    - Semi-circular
    - Diagonal
    - Yielding – against prises de fer
    - Barrage

# Blade Actions – Counter-Offensive

- Counterattacks (stops)
  - May be done with or without opposition
  - But if without opposition must arrive one tempo before final action of the attacker (in conventional weapons)
- Countertime
  - A (planned) action made against an opponent's stop-thrust (or stop-cut) drawing the stop hit and then acting upon it by either parrying or stop hitting (the opponent's stop-hit); a form of second intention.
- Feint-in-Tempo
  - A (planned) counterattack to invite your opponent's countertime and then deceiving the attempted countertime

# Questions & Discussion