

The University of Memphis: College of Education: HSS Dept Foil Fencing PHED 1461: TERMS

Abstain - To vote, when judging that one is not sure of a touch has been made, or if made, whether it is on-target or off-target.

Advance - To move towards the opponent by stepping sequentially with first the front foot, followed by the rear foot, keeping the orientation of the feet constant, relative to each other.

Allez - A command made by the Referee (President/Director) to the fencers to begin fencing.

Attack - The initial offensive action made by extending the weapon arm towards the opponent and continuously threatening the opponent's target.

Attack on the blade - Offensive actions made against an opponent's weapon. Attacks on the blade may include the beat, bind, coule (glide), croise, envelopment, froissement, and press.

Balestra - (Italian) An attacking footwork movement executed in two motions by jumping forward with both feet landing together and lunging.

Beat - An attack on the opponent's blade made by tapping it sharply.

Bind - An attack on the opponent's blade executed by engaging the blade and moving it diagonally to the opposite quadrant (i.e. from the inside high to the outside low, or outside high to inside low, etc.).

Body Cord - The electrical wires held on the fencer's body connecting the weapon to the reel.

Change of engagement - A reorientation of the relative positions of the fencer's and opponent's blades made by moving one's blade from the engagement, in a circular motion, to the new engagement.

Composed attack (compound attack) - An attack made with more than one blade movement.

Corps a Corps - A clinch. The clinch is subject to penalties, since it prevents fencing actions from proceeding normally. If made with jostling, further penalties may be imposed.

Coupé - One of the simple, indirect, attacks, made in one motion by lifting the point over the opponent's point (in the high line) and extending the arm and weapon threatening the opponent's target.

Counter-attack - An attack made against an attack.

Counter-parry - A parry executed against an indirect attack by moving the point in a circular motion, bringing the attacking blade back to the original line of engagement.

Counter-Riposte - A riposte made after parrying the opponent's riposte.

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Deceive - Any action which deliberately avoids contact with the opponent's blade.

Derobement - A deceive of the opponent's attempt to deflect the point in line.

Development - The action of the simple thrust and lunge, executed as one movement.

Director - An American term describing the presiding judge of a fencing bout (now Referee).

Disarm - An action intended to extract the weapon from an opponent's grip.

Disengage - A simple indirect attack made in one motion by passing the point into the line opposite to the engagement, under the opponent's blade in the high line, and over the opponent's blade in the low line.

Double touch - An event when both fencers hit each other simultaneously.

Elimination (direct) - A form of competition where the loser retires after losing one bout.

Engagement (of the blades) - An event when the two fencers' blades meet in contact.

Epee - One of the three fencing weapons. The Epee is a thrusting-only weapon, with a blade triangular in cross-section. The target includes the entire body of the opponent.

Esquive - Any body action made in order to avoid being hit; such as ducking, side-stepping, withdrawing, etc.

Feint - A general term for actions which are not made with the intention associated typically with that action, but to influence the opponent.

Fleche - An attacking footwork formed by either leaping or running forward, with the rear foot crossing past the front foot.

Foible - The third of the blade closest to the tip.

Foil - One of the three modern fencing weapons. The Foil is a thrusting-only weapon, with a blade quadrangular in cross-section. The target is restricted to the torso (or trunk of the body) and the bib.

Forte - (pronounced "fort") The third of the blade closest to the guard.

Glide - An attack on the opponent's blade executed by engaging the blade and sliding along the blade straight to the target.

Glove - The protective garment worn on the armed hand. The fencing glove must cover the opening of

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the jacket sleeve and extend at least halfway on the forearm.

Grip - The manner of holding the weapon.

Guard (hilt) - The protective metal disc mounted on the hilt of the weapon.

Guard (on) - One of the two main fencing postures, characterized by offering the option of either attacking or defending. Also, a command issued by the Referee (Director) prior to the start of a bout.

Handle - The part of the hilt held by the fencer's hand; it may be French, Italian, or a wide variety of molded styles.

High Line - The part of the target area above a horizontal line drawn through the center of the target.

Intention (first) - An action made with the forthright intent to score.

Invitation - An action made to provoke the opponent to attack.

Judge - In non-electrical competition, an official whose task is to observe the fencer and determine if a touch has or has not landed.

Jump - A footwork action, either forward or backward, where both feet leave the ground simultaneously and land simultaneously.

Jury - In non-electrical fencing, the four Judges and the Director (President/Referee) who conduct the competitive bout.

Line - The lateral designation of the target areas, as : high-outside, low-outside, high-inside, low-inside. The line may be open or closed, according to the relationship of the attacking blade, the target, and the defending blade.

Lunge - The basic fencing movement of the body made to deliver an attack to an opponent just out of arm's reach. One of the two basic fencing postures.

Manipulators - The thumb and forefinger used to control the weapon and blade motion.

Mask - The protective wire mesh head gear of the fencer.

Measure - The distance between two fencers.

Octave (8th) - The eighth parry or guard position, defending the outside low line, with the hand held in supination.

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Off-Target - A touch made upon a non-valid surface.

Parry - A defensive action of the blade and guard of the weapon, deflecting an attacking blade. Parries may be executed either by opposition, percussion, shielding.

Pattinando - An advance-lunge.

Penalty - A punishment awarded to a fencer who has committed a rule infraction. The penalty, depending on the infraction, the penalty rules, and the discretion of the Referee, may range from having a point taken away or awarded to the opponent to being ejected from the competition.

Phrase - An uninterrupted series of fencing exchanges (such as an attack, riposte, and counter-riposte).

Piste - The fencing strip.

Pistol (grip) - Any one of a number of molded handles used in Foil and Epee.

Plastron - An additional protective garment, worn under the jacket to cover the side of the fencer closest to the opponent. The Plastron is required in all official competitions.

Point - The theoretical puncturing tip of the fencing weapon.

Point in line - A position by a defending fencer holding his arm straight from the shoulder and presenting the defending point directly at an attacker, offering to impale him. The point in line is a "defensive threat" and has right of way until deflected.

Pommel - The part of the hilt at the very end, acting as a counterbalance to the blade and holding the parts of the weapon together.

Pool - A grouping of fencers who all fence each other to determine their relative ranking.

President - The Referee or Director, who presides over a Jury.

Pressure - An attack on the blade executed by contacting the blade and pressing upon it (varying degrees of pressure and movement may be used).

Prime (1st) - The first guard or parry defending a high inside high line, with the hand held in pronation. Generally used in Saber to parry a head cut.

Prise de Fer - A "taking" or contacting of the opponent's blade in an offensive or counteroffensive action.

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Pronation - A position of the armed hand with the palm facing downwards (used in the 2nd, 3rd, 5th parries in Foil).

Quarte (4th) - The fourth parry or guard positions, defending the high inside line with the hand held in supination.

Quinte (5th) - The fifth parry or guard position, in Foil defending the inside low line with the hand held in pronation.

Recovery - The action of resuming the guard position after having lunged.

Redoublement - A new action, either simple or composed, made on an opponent who has parried without riposting or who has merely avoided the first action by retreating or displacing the target.

Remise - The act of making a simple and immediate offensive action following the original attack, without withdrawing the arm, after the opponent has parried or retreated without riposting or has made a riposte which is delayed, indirect, or composed.

Reprise d'Attack - A new attack executed immediately after a return to the "on guard" position. The recovery may be either forward or backward.

Retreat - To move away from the opponent by stepping sequentially with the rear foot first, followed by the front, keeping the orientation of the feet relative to each other constant.

Right of Way - The event in Foil and Saber fencing which prevents the causing of a double touch by establishing priority when a fencer attacks first.

Riposte - An offensive action made by the fencer who has parried an attack. It may be direct, indirect, simple or composed.

Saber - One of the three fencing weapons. The Saber is a cutting and thrusting weapon with a bowed guard to protect the hand. The target is everything from the waist up, except the rear hand.

Salle d'Armes - The French name for a fencing school or club.

Salute - A courteous gesture to the opponent, jury, and audience, at the start and finish of a bout. The salute may be simple or elaborately choreographed.

Seconde (2nd) - The guard or parry defending the outside low line with the hand in pronation.

Septieme (7th) - The guard or parry defending the inside low line with the hand in supination.

Simple Attack - An attack executed in one fencing "time", such as a thrust, disengage, coupe, counter-

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disengage, and counter-coupe.

Simultaneous (action) - An action executed by both fencers in a bout which are substantially simultaneous (or within the same fencing time).

Sixte (6th) - The guard or parry defending the outside high line with the hand in supination.

Strip - The competitive fencing floor area.

Substitution (of target) - Replacing or covering the valid target area with invalid target area (in Foil and Saber only). Hits made on a such a substituted surface may be scored as valid.

Supination - The position of the armed hand with the palm facing up (as in the 4th, 6th, 7th, 8th parries in Foil).

Target - The area of the fencer's body which is specified by the rules as legitimate scoring surface.

Tempo - A general term describing time relationships of fencing actions, related to cadence or rhythm.

Thrust - One of the simple attacks, made in one motion by moving the point of the weapon directly towards the opponent's target with a full extension of the arm.

Tierce (3rd) - The guard or parry defending the outside high line with the hand in pronation.

Time (fencing) - Fencing time is defined as the time required to perform one simple fencing action. There is no actual time measurement of this time; it is subjectively determined by the Referee, depending upon how fast or slow the fencers are moving during a given phrase.

Touch - The arrival of the point or edge of the blade upon the bodily surface of the opponent, as specified by the rules.

Underarm Plastron - The inner protective garment worn under the standard fencing jacket, for additional safety.

Valid - The determination that a touch has been scored correctly on the target area specified by the rules.

Warning - A formal notice made by the Referee to the competitor that a rule infraction has taken place and that penalties may be applied.