

[fencing manawatu] g l o s s a r y

Absence of blades: The situation in which the opponents' blades are not in contact.

Accelerometer: See Sensor.

Action on the blade, attack on the blade: deliberate contact with the opponent's blade in order to make it deviate from line during an attack. The Hungarian system recognizes the beat and the bind. These actions may be direct or circular (or with change of engagement), and the binds and thrusts may be direct, or with transfer. A few bind thrust combinations may retain their old names: the flanconade and the copertino. The beats or binds are named after their position and direction: sixth (sixte) circular fourth (quarte), etc.

Advance: see step forward

Aid fingers, aids, retaining fingers: see aids

Aids retaining fingers, aid fingers: the third, fourth, and fifth fingers, used to secure the fencers grip on the blade rather than to manipulate it; contrasts with manipulators.

Analysis: reconstruction of the fencing phrase to determine priority of touches.

Angled, angulated: see angular

Angular, angulated, or angled thrust: a thrust made with the blade (held or moving) at a marked angle with the hand's direct line toward the target; in sabre a cut made with the edge moving at a marked angle, with the hand's direct line toward the target.

Angulated, angled: see angular.

Appel: a short, single-cadence forward movement of the front foot, used in preparation and with renewed attacks. Also a vertical stamp of the front foot to distract the opponent or draw the referee's attention.

Appuntata, remise: a renewed attack consisting of a stop thrust or time thrust into an anticipated delayed riposte; thus, an immediate continuation of the attack.

Assault: friendly combat between two fencers.

Attack: an offensive action continuously threatening the target. Attacks are named according to the actions that prepare the final thrust or cut. Attacks are simple if they consist of one action only. Simple attacks may be direct or indirect, according to whether or not they land in the line in which they began. Attacks are compound if they are preceded by one or more feints.

Attack au Fer: an attack that is prepared by deflecting the opponent's blade, eg. beat, press, froissement.

Attack "a tempo": see tempo.

Attack on the blade: see action on the blade.

Backsword: an archaic, edged, unpointed sword used in prizefighting; also singlestick.

Balestra, jump-lunge: a jump forward followed immediately by lunge. (Thus the expression "balestra-lunge" is redundant.)

Barrage: A fence-off due to a tie.

Basic position (stance), initial position, ready position, first position: an erect stance with the feet at right angles - the fencer's equivalent of the military "attention."

Baudry point: a safety collar placed around a live epee point to prevent dangerous penetration.

Beat: A sharp, controlled blow against the middle or weak part of the opponent's blade.

Beat attack: an offensive action on the opponent's blade in which the blades make brief contact that is "dry," i.e. without appreciable sliding.

Bell Guard: The metallic part of the weapon - circular and convex in foil and épée, and elliptical and convex as in saber that protects the hand. Also known as the coquille.

Bind: an action on the blade that takes it out of line with sustained sliding contact and pressure. (The Hungarian bind, like the Italian, differs from the bind (liement) in the French system, in which the opponent's blade is carried diagonally from high to low). Binds may be direct, change, circular, semicircular, or with transport.

Bind thrust: an action on the blade in which the thrust is preceded by a bind. In the Hungarian system, traditional terms like the Italian copertino and flanconade, or the French croise and bind (liement), all fall under the general heading of

bind thrusts, which are further specified by their position, direction, and target.

Black Card: used to indicate the most serious offences in a fencing competition. The offending fencer is usually expelled from the event or tournament.

Blade: All blades are made of flexible steel. The cross section of the foil blade is quadrangular; the épée blade is triangular in section without cutting edges; the saber blade is approximately rectangular in section. The maximum length of the foil and épée blades forward of the bell guard is 90 cm; for saber it is 88cm.

Body cord, Body wire: The electrical wiring cord worn by the fencer, which connects the weapon to the electrical apparatus.

Bout: The formal personal combat between two fencers. An assault at which the score is kept. To engage in a bout. See Fencing Bout.

Bout Line: An imaginary straight line that would pass from the rear heel through the front foot of one fencer, continuing through the front foot to the rear heel of the opponent as they face each other in the fencing position

Bout Plane: An imaginary two-dimensional plane that arises from the bout line perpendicular to the fencing strip.

Button: The safety tip on the end of practice and sporting swords. The extremity of the blade, flat at the tip of the foil and the épée. In the electric foil and épée, the button (tip) is called the point. In saber, the end of the blade must be folded over onto itself or be fashioned in one piece to form a button, which - viewed end on - must have a square or rectangular cross section of 4 mm minimum and 6 mm maximum. The maximum dimension must be not more than 3 mm from the end of the blade.

Broadsword: any sword intended for cutting instead of thrusting; sabre.

Broken Time: a sudden change in the tempo of one fencer's actions, used to fool the opponent into responding at the wrong time.

Cadence, tempo: a term in the analysis of right of way (priority). A cadence (and a tempo in this sense) is one of the units into which a complete fencing action, or phrase, is divided. If an action is compared to a musical measure, a cadence is one musical beats.

Ceding parry, yielding parry: a parry, used against a bind thrust in which, rather than opposing the pressure of the bind, the fencer's wrist "yields," rotating like a cone whose apex is the point of contact with the opponent's blade. The fencer's blade and point move in a direction opposite to that of the hand. In Fencing: the modern international style, Lukovich comments that these parries are hard to picture but unforgettable once performed.

Change, disengage, degagement: in Hungarian theory, a change of engagement from one side to the other by passing one's blade under the opponent's. For practical purposes, however, the change need neither begin or end with actual engagement, i.e. contact of the blades, nor need it finish in the same plane, high or low, in which it started. Hence change becomes synonymous with "disengage[ment]," French degagement.

Change beat, change bind: a beat or bind preceded by a circular motion, passing under the opponent's blade to make contact on the other side - a circular beat or bind. See change.

Change cut, change thrust: broadly, a disengage cut or thrust. See change.

Change of Engagement: The act of engaging in a new line.

Change parry, circular parry, (French counter-parry): "The parry called the 'change parry' in Hungarian is actually a circular parry, except that initially the blades are in contact with each other. (Lukovich, Fencing)" See change.

Change thrust, disengagement or disengage thrust, degagement thrust: See change.

Changing the line: 1) changing the relationship between the two blades with respect to inside vs. outside or high vs. low. 2) Changing the line threatened by the attack. See line.

Check: see stop short.

Circular beat: see change beat.

Circular bind, envelopment: a bind which proceeds through a circular movement after initial binding contact is made, returning to the original position while maintaining contact. Distinct from change bind.

Circular parries, counter-parries: see change parries.

Close: To defend a line of engagement against a straight thrust.

Closed Line: A line of engagement when the defender's weapon has covered or closed the line to a straight thrust.

Close or closed distance: that fencing distance at which the arm must be bent in order to hit; infighting distance.

Commanding the blade: grabbing the opponent's blade with the off-hand, illegal in sport fencing.

Compound attack, composed or composite attack: an attack in which the final thrust or cut is preceded by one or more feints.

Copertino: traditional Italian term for a bind thrust in the same line (high or low) to the opposite side of the opponent's blade (inside or outside) from that of the engagement. The copertino overlaps with the flanconade, a bind thrust to the flank. Contrary to some authorities, it is quite different from the (French) *croisé*, which in Hungarian terminology would be described as a bind thrust on the same side, but the opposite line.

Corps-a-Corps. Said to exist when two competitors are in contact, at which point the referee must stop the bout.

Coulé. The French term for a *glide* (c.f.), which is a thrust in the line of engagement while keeping contact with the opponent's blade.

Counterattack, attack into the attack: an offensive action, made in response to the opponent's attack. Typical counterattacks in the Hungarian school are the time thrust (*tempo*), the time degagement thrust, (*disengage - time thrust*) intended to arrive a full fencing tempo ahead of the attack, and the stop hit (*time hit*), delivered with opposition so as to hit while stopping the opponent's attack.

Counter-tempo: A counterattack into a counterattack. (This is the Italian, not the French sense of the term.)

Coup lancé: a launched hit; an attack that starts before a stop in play but lands after. Valid for normal halts, but not valid at end of time.

Coupé, Coupé attack: see cutover.

Croisé. A blade-taking action that carries the opposing weapon from a high line to a low line, on the same side as the engagement.

Crossover step backward, cross step backward, crossover backward, (Fr~ passe-arrière): a retreating move with both feet, crossing the legs.

Crossover step forward, cross step forward, crossover forward, (Fr. passe-avant): an advancing move with both feet, crossing the legs.

Cuissard: The portion of a fencing jacket that protects the groin area.

Cut (Sabre): an action attempting to hit with the blade.

Cutover, coupé: the action of changing the line by passing the point over the opponent's blade.

Deceiving the Blade: An action that consists of removing one's blade from an opponent's attempt to make contact with it.

Deceiving the Parry: An offensive action consisting of avoiding the opponent's attempt to block the attacking blade.

Defensive system: a group of interrelated parries.

Degagement, disengage, change: the action of changing the lateral relationship between the blades by passing the point under the opponent's blade. See *change*.

Derobement, time degagement thrust: a counterattack in which the fencer "deceives" the opponent's attempt to contact his blade by a degagement. (*disengagement, disengage*), passing his blade under the opponent's.

Destructive parry: a forceful circular or semicircular parry taken from an initial position of parry or invitation (*invito*.)

Diagonal parry: a parry that moves diagonally between high and low lines - high inside to low outside or vice versa; high outside to low inside or vice versa.

Direct counterattack: a counterattack by direct thrust or cut.

Direct Attack (Simple). A single-blade action into the line of engagement.

Direct cut: a cut that moves to the target in one motion, regardless of the distance covered or the size of the arc it sweeps.

Direct parries: in foil, the lateral parries taken by the most direct route - inside to outside or vice versa in the high or low lines; in sabre, all parries taken by the most direct route.

Direct thrust, straight thrust: a thrust without change of line.

Direct Thrust-Cutover Attack: A feint delivered in the line of engagement, followed by the cutover as the final action of the attack.

Disengage stop thrust: see time degagement thrust.

Disengage, disengagement: see degagement, change.

Disengage-thrust, disengagement thrust: see degagement thrust or change thrust

Displacement: Moving the target to avoid an attack. Sometimes used in the sense of any body movement, not the rule book's sense of "displacement of target."

Distance, fencing distance: "The distance" refers to the distance between the two opponents. The fencing distances are classified as close, short, medium and long distance, and "out of distance."

Double: in epee, two attacks that arrive within 40-50 ms of each other.

Double intention: used of a planned attack containing the option of an action against the opponent's counterattack.

Double-time: also "dui tempo"; parry-riposte as two distinct actions.

Doûlé: an attack or riposte that describes a complete circle around the opponent's blade, and finishes in the opposite line.

Dry: also steam; fencing without electric judging aids.

Eight leaves exercise: a finger exercise in which the student traces a precise pattern with the foil point.

Eighth or octave: in foil and épée, the outside low position or parry with the hand supinated (supine).

Engagement of Blades: Making blade contact with the opponent's blade.

En garde: see on guard.

Envelopment: A taking of the opponent's blade, which - by describing a circle with both blades in contact - returns to the line of engagement.

Epee: a fencing weapon with triangular cross-section blade and a large bell guard; also a light duelling sword of similar design, popular in the mid-19th century; epee de terrain; duelling sword.

Escrime: The French term for fencing.

Exercise: a related set of movements.

Extension, extend, stretching, straightening (of the arm): A thrusting action of the weapon arm.

False attack: An attack, usually deliberately short, with the purpose of discovering the opponent's purpose or reaction.

Feeble or flexible, or foible: the "weak" part of the blade that lies between the middle and the tip and exerts the least leverage on the opponent's blade.

Feint: a simulated thrust designed to draw the opponent's parry in order to deceive it.

Feint counterattack, finta in tempo, feint in time: a stop thrust or time thrust preceded by a feint designed to draw the opponents parry in order to deceive it. Used against second intention attacks.

Fencing bout: A contest between two adversaries.

Fencing distance, distance: The space between two fencers at any given time.

Fencing line: See Bout Line.

Fencing master: A teacher or coach who has been accredited and licensed to instruct in three weapons-foil, saber, and épée.

Fencing measure: The distance between two fencers that requires extending the weapon arm and attacking in order to touch the opponent.

Fencing plane: See Bout Plane.

Fencing strip: The field of play on which a bout is conducted.

Fencing surface: May consist of wood, linoleum, cork, rubber, plastic, etc. In competition utilizing electrical apparatus, the fencing surface (strip) must be entirely covered by metal.

Fencing tempo: Basically, the amount of time required to execute one simple fencing action.

FIE: Fédération Internationale d'Escrime (International Fencing Federation).

Fifth or quinte: 1) in foil and épée, the low inside pronated (prone) position or parry. 2) In both classical (Italian) and modern sabre, the position with the thumb pointing up and in and the palm facing forward and down.

First position (stance): see basic position.

First or prime: 1) in foil and épée, the low inside position or parry with the hand supinated. 2) In both classical (Italian) and modern sabre, the position with the thumb pointing down and the palm facing forward.

Fist: synonymous with hand, the weapon hand.

Fixing: causing a student's thrust or cut to come to rest in a fixed position.

Flanconade: traditional name for a bind thrust to the flank, on the same side (inside or outside) but the opposite line (high or low) as the opponent's blade. Contrasts with copertino.

Flank: the low outside portion of the target.

Flèche: the running attack or attack with crossover.

Flick, arcing thrust, thrown thrust: an angular thrust delivered with an arcing movement of the point.

Florentine: an antiquated fencing style where a secondary weapon or other instrument is used in the off hand.

Flying lunge: see schutt.

Flying Parry or Riposte: a parry with a backwards glide and riposte by cut-over.

Forecut: a stop cut

"Fork" thrust: in infighting (foil or épée): a jabbing thrust made with the arm bent.

Foible: The one-third of the blade nearest the tip. c.f. Forte

Forte: The one-third of the blade nearest the bell guard. Strong: the portion of the blade, affording the greatest leverage on the opposing blade. c.f. Foible

Fourth or quarte: 1) in foil and épée, the inside high position or parry. The exact hand position is variable. Szabo, as well as Lukovich in *Fencing: the Modern International Style*, defines the position with the hand supinated - that is, the French-school parry. On the other hand, Vass (*Epée Fencing*) and Lukovich (*Electric Foil Fencing*) illustrate the fourth parry with the hand toward pronation. Lukovich writes: "No absolute, permanently valid parry positions can be specified or determined accurately, because [their execution is] always dependent on the circumstances." 2) In classical (Italian) sabre, the position with the thumb pointing forward and the palm facing up. 3) In modern sabre, the parry or position with the thumb pointing up and the palm facing in.

French grip: a traditional hilt with a slightly curved grip and a large pommel. Also known as a straight grip.

Froissement. An attack on the opponent's blade with a strong, sharp, accentuated glide along the blade in order to deflect it.

Fuller: the groove that runs down a sword blade to reduce weight.

Glide, Coulé: A thrust in the line of engagement while keeping contact with the opponent's blade. Also called a "*graze*." The French term is *coulé*.

In footwork, a smooth distance-stealing move. After a half-advance, the front foot glides forward, brushing the ground, then the rear foot advances. Both feet finish at the same time.

Graze: See Glide.

Grip: The manner in which the weapon is held.

Guard, en garde: see on guard (stance). See also Bell Guard.

Half parry: (sabre) a small preliminary movement of the blade that responds to a feint.

Half-step, half advance or half retreat: a forward or backward move-ment of one foot only, typically of the leading foot of the footwork action.

Handle: The part by which the weapon is held. May be wood, metal, or plastic.

High-Low Attack. The first action is a feint to the high line to draw the parry. The second action is to avoid the parry and move the blade into the low line.

Hilt. The portion of the weapon composed of the bell guard, handle, and pommel.

High sixth and seventh combination parry mezzocerchio, half-circle or ninth: In foil and épée, a high-line lifting parry with the hand toward sixth position and the point inside and high.

Indirect Attack (Simple): A single blade action into the opposite line of engagement.

Initial position: see basic position.

Insistence: forcing an attack through the parry.

Instructor: A teacher or coach who has been accredited and licensed to instruct in at least one weapon. 4, 198

Invitation, invito: a hand position, equivalent to a parry position, which intentionally exposes the target to attack.

Italian Grip: a traditional hilt with finger rings and crossbar.

Judge: The individual who determines the materiality of a hit. In an electrical foil bout, a referee may request two judges to ensure that the touches registering are in accordance with the prescribed rules and regulations.

Jump forward: in basic footwork, a forward movement in which both feet land at the same time.

Jump backward: in basic footwork, a backward movement in which both feet land at the same time.

Jump-lunge: see *balestra*.

Jury: Four judges and a referee used to officiate in a non-electrical bout.

Lamé: Metallic cloth designed to meet valid target specifications of the fencer for foil and saber.

Leading: For a right-handed fencer, leading refers to the right hand and/or right leg. For a left-handed fencer, leading refers to the left hand and/or left leg.

Line: 1) the “fencing line,” the imaginary line along the strip (*piste*) that connects the heels of the two fencers. 2) as in “high line,” a potential path for an attack with the point. The target may be divided into four areas defined by a fencer’s weapon hand: above and below it (high and low lines) and toward the front or chest (inside line) or back (outside line). Some Hungarian writers refer only to high and low as “lines,” calling the inside and the outside “sides.” 3) as in “point in line,” that position of the hand and weapon in which the arm is fully extended, the weapon continues the line of the arm, and the point threatens the target.

Long distance: the fencing distance at which it is possible to hit with advance-lunge (step forward-lunge) or *flèche*.

Low-High Attack. The first action is a feint into the low line meant to draw the parry. The second action is used to avoid the parry and to move the blade into the high line.

Lunge: in basic footwork, a method of delivering an attack by extending the arm and stretching the front leg forward.

Lunge backwards: In basic footwork, a lunge-like action in which the rear foot reaches backwards. The effect is the same as that of a ducking movement.

Mal-parry: also *mal-paré*; a parry that fails to prevent the attack from landing.

Manipulators: the thumb and Index finger, by which the blade is principally controlled. Contrasts with *aids*.

Maraging: a special steel used for making blades; said to be stronger and break more cleanly than conventional steels.

Marker Points: an old method of detecting hits using inked points.

Martingale: a strap that binds the grip to the wrist/forearm.

Match: the aggregate of bouts between two fencing teams.

Measure: the distance between the fencers.

Medium distance: the fencing distance at which it is possible to hit with lunge.

Mezzocerchio parry: see high sixth and seventh combination parry.

Middle: the middle third of the blade.

Moulinet, swinging thrust: in foil and *épée*, a thrust delivered with an overhand swinging motion from the wrist.

Ninth position or parry: see high sixth and seventh combination parry.

Neuvième: an unconventional parry (#9) sometimes described as blade behind the back, pointing down (a variant of octave), other times similar to elevated sixte.

Octave or eighth parry or position: the low outside parry with the hand supinated.

On deck: The next pair of scheduled adversaries ready to compete when the bout in progress is completed.

One-two attack: This attack involves two disengages. The first disengage is a feint designed to draw a direct (lateral) parry, the second disengage is to deceive the intended parry.

On guard, en garde, or guard position: the fundamental fencing position of active readiness for attack or defense. The feet are spread apart and the legs bent at the knees to keep the fencer both stable and mobile.

Open line(s): Unprotected area(s) or position(s).

Open target: An unprotected target area.

Opposition: A movement of taking and retaining the opponent's blade.

Opposition thrust: a thrust delivered with pressure against the opponent's blade, or while closing the line of an anticipated counterattack.

Orthopedic grip, Orthopedic handle: The term applied to molded handles.

Out of distance: the fencing distance at which an attack with step forward-lunge or flèche is no longer possible.

Pad: A cushion or padding located inside the bell guard.

Parry: a defensive action with the blade, which deflects a thrust or blocks a cut.

Passata-sotto: a lunge made by dropping one hand to the floor.

Passé: an attack that passes the target without hitting; also a cross-step (see cross).

Patinando: a step forward - lunge (advance - lunge), specifically one delivered rapidly and without interruption, with sole of the front foot and the heel of the rear foot striking the ground simultaneously at the end of the advance.

Phrase: An uninterrupted exchange of blade actions, ending either with a touch or with the fencers breaking off the action. Also known as *phrase d'armes*.

Pineapple tip: a serrated epee point used prior to electric judging.

Piste: The strip or mat.

Pistol grip, Pistol handle: See Orthopedic grip.

Plaqué: a point attack that lands flat.

Plastron: An undergarment worn to protect the armpit and side.

Point-in-Line: Refers to weapon arm being extended with point toward opponent's target.

Pommel: A metal piece at the rear of the handle, which serves the dual purpose of locking together the different parts of the weapon while acting as a counter weight to the blade.

Pool: A tournament term for several fencers assigned to compete against one another.

Position: one of the designated positions of the hand for invites, beats, parries, etc. The positions specify line (high or low), side (inside or outside), and hand position (pronation, supination, etc.) Since "high" and "low" refer to the line being defended or attacked and not to the position of the hand, it is quite possible to take a high-line position such as fourth with the hand quite low (or high, or in-between).

Preparation: a non-threatening action intended to create the opening for an attack; the initial phase of an attack, before right-of-way is established.

President: The referee, arbitrator of the bout (replaced by the term "referee").

Presentation: offering one's blade for engagement by the opponent.

Pressure, press: A lateral blade press on the opponent's blade, depending on the opponent's response, pressure is followed by a direct or indirect attack.

Prevost: A preliminary status of an accredited and licensed fencing teacher or coach before achieving the Master certificate. See also Fencing Master.

Prime or first parry or position: see first.

Priority of a Hit: Refers to the time frame establishing the validity of a hit as determined by the referee.

Prone, pronated: the position of the hand in which the nails point more or less downward or outward. In an individual's fencing system, the pronated and supinated positions are theoretically separated by ninety degrees. Full pronation is rarely recommended; the term "pronated" should generally be interpreted as "toward pronation relative to the fencer's supinated position." The precise degree of pronation or supination of any action will depend on circumstances.

Quarte or fourth parry or position: see fourth.

Quinte or fifth parry or position: see fifth.

Rapier: a long, double-edged thrusting sword popular in the 16th-17th centuries.

Rassemblement, reassemble: The return from on guard position to basic position, used in épée as a defensive move-

ment.

Ready position: see basic position.

Recover, Recovery forward or backward to guard, return to guard, resumption of guard: the resumption of the on guard position from lunge.

Red Card: used to indicate repeated minor rule infractions or a major rule infraction by one of the fencers; results in a point being given to the other fencer.

Redoublement, redouble, radoppio: A new indirect attack made against an opponent who has failed to riposte. (Italian sense) The renewed action consisting of a forward return to guard followed by lunge.

Referee: The arbitrator of a bout (formerly called “director” or “president”).

Remise: An immediate direct offensive action by the attacker, made in the same line without withdrawal of the weapon arm, against an opponent who has failed to immediately riposte.

Renewed action, redoublement (French sense): a new attack made after the first has terminated in a lunge.

Renewed counterattack, counter tempo: see appuntata.

Repêchage: A competition with a mixed system of one, two, or more rounds or qualifying pools and a direct elimination table with a repechage table to qualify fencers for the finals. Under the latest rules, the repechage table has been eliminated.

Reprise: A renewal of the offensive with a disengage while in the lunge. See also renewed action.

Resting position: a position corresponding to military “at ease,” used in instructional situations while receiving instructions or explanations. The fencer stands erect and relaxed, with the feet slightly separated.

Retaining fingers: see aids.

Retreat: see step backward or step back. In some terminology, “retreat” is the general term for backward movement, including step backwards, jump backwards, and crossover backwards.

Return to guard, resume guard: see recovery forward or backward. Returned attack, riposte: an offensive action made immediately after a parry.

Ricasso: On an Italian foil or épée, the flattened part of the blade (tang) within the bell guard, between the bell guard and the cross bar.

Right-of-Way: The conventional rule of play for foil and saber.

Riposte: The offensive action that follows a successful parry.

Ripresa d’attacco: reprise of attack, a renewed attack executed after a resumption of the on guard position.

Rote: A routine, mechanical way of learning.

Salle: a fencing hall or club.

Salute: Formal acknowledgment, executed with the weapon, to the opponent, officials, and spectators.

Schlager: German fraternity duelling sword, used with cuts to the face and no footwork.

Schutt, flying lunge: a lunge in which the rear foot leaves the ground.

Scorekeeper: The person who maintains the ongoing record of a bout.

Second intention: The counter-tempo action in which an attack is made with the purpose of provoking a counter-action, whether parry-riposte or counterattack, which the fencer plans to answer with his own parry-riposte. See also feint counterattack.

Second intention defense: a planned defense against opponent’s anticipated counter-attacks and ripostes.

Second or seconde: 1) in foil and épée, the low outside position or parry with the hand pronated. 2) In classical (Italian) sabre, the hand position with the thumb pointing in and the palm facing down. 3) In modern sabre, a position differing from the classical second position by 45 degrees. The thumb points obliquely in and the palm faces obliquely out and down.

Semicircular beat, bind, parry: a semicircular movement between the high and low lines which maintains the relationship between the two blades, e.g. sixth (third) to eighth (second) and vice versa, fourth (fifth) to seventh (first) and vice versa.

Sentiment-de-fer: (French) sense of the blade, feeling for the blade.

Seventh or septime: in foil and épée, the low Inside position or parry with the hand supinated. In Epée Fencing, the position of the hand is relatively high; in other writers, the height of the hand is not specified, but is illustrated as relatively low, as in fourth.

Short distance: the fencing distance at which It is possible to hit by extending the arm.

Side: see line, definition 2.

Simultaneous: in foil and sabre, two attacks for which the right-of-way is too close to determine.

Simple attack: an attack in one movement or cadence; see attack.

Simple or direct (beat or bind): see action on the blade, attack.

Single Stick: an archaic form of fencing with basket-hilted wooden sticks.

Single-time: also “stesso tempo”; parry-riposte as a single action.

Sixte or sixth: 1) In foil and épée, the high outside position or parry with the hand supinated. 2) In classical (Italian) sabre, the position with the thumb pointing up and in and the palm facing In and down. 3) In modern sabre, the position or parry with the thumb forward and the palm upward, differing by 45 degrees from fifth position.

Small jumps: Bouncing action used to alter the fencing distance tactically while waiting for an opportunity to attack or counterattack.

Small Sword: a light duelling sword popular in the 17th-18th centuries, precursor to the foil.

Steal the Time. An action taken to touch the opponent’s target before the opponent’s final movement can arrive.

Step backward or step back, retreat: in basic footwork, a backward movement made by both feet, moving one at a time, without crossing. The standard step backward is initiated by the back foot.

Step forward, advance: in basic footwork, a forward movement made by both feet, moving one at a time, without crossing. The standard step forward is initiated by the front foot.

Stepped-on flèche: A flèche that begins with a vigorous step by the front foot, followed by a slower crossover. The resulting change of rhythm facilitates a second intention attack.

Stop cut, forecut: in sabre, a counter-attack delivered by a cut. See stop-thrust.

Stop-short, check: a sudden halt after the start of a forward step, applied with intention to attack or parry; useful for stealing distance or launching a compound attack.

Stop-thrust or stop-hit, time-thrust or time-hit: Kinds of counter-attack. Simple answer - A counteroffensive action that, to be valid, must land before the attacker’s final movement.

Complex answer - The Hungarian writers do not seem fully consistent in differentiating between these terms. The context will generally give a clear sense of which interpretation is intended. 1) Very frequently, the word “time” translates the Italian “tempo,” and a time thrust is thus a thrust “with tempo,” that is, with right-of-way. By contrast, the word “stop” is used in the sense of “prevent;” a stop thrust is thus delivered with opposition to the line of the opponent’s counteraction in order to avoid being hit. 2) However, the words are sometimes used in their French senses, which are unfortunately the opposite of the Italian: a “stop” thrust is now a thrust into the first movement of a compound attack, while a “time” thrust is made with opposition.

Straight grip: French grip.

Straight Thrust: A simple, direct extension of weapon arm aimed to score.

Strong: see forte.

Supine, supinated: a position of the hand with the fingernails pointing more or less upward. In an individual fencer’s system, supination is theoretically ninety degrees from pronation. Full supination is rarely recommended; the term “supinated” should be interpreted as meaning “toward supination relative to the fencer’s pronated position.” The precise degree of pronation or supination of any action will depend on circumstances.

Taking the Blade: Making contact with the opponent’s blade in preparation for attack. Includes *prise de fer*, envelopment, croisé, bind, and glide.

Tang: The part of the blade that is inserted into the handle.

Tempo attacks, attacks “a tempo”: attacks at a particularly favorable moment, particularly when the opponent is preparing an attack or changing the position of his blade.

Tempo stealing: seizing the opportunity to take over the opponent’s initiative.

Three Prong: a type of epee body wire/connector; also an old-fashioned tip that would snag clothing, to make it easier to detect hits in the pre-electric era.

Third or tierce: 1) in foil, and épée, the high outside parry or position with the hand pronated. 2) in classical (Italian) sabre, the parry or position with the thumb pointing up and the palm facing in. 3) in modern sabre, the parry or position with the thumb pointing up and in and the palm facing in and down.

Thrust: an action intended to hit with the point. Sometimes this term is used synonymously with extend-lunge.

Thrust “as in foil” or detached thrust: in épée, a thrust that follows the shortest path to the target without taking into account the possibility of a counterattack. Contrasts with angulated thrust and with thrust with opposition.

Thrust with apposition: see opposition.

Tierce or third parry or position: see third.

Time degagement thrust: disengage stop thrust, derobement: see stop thrust, degagement, change.

Time thrust (cut): see discussion at stop thrust.

Timekeeper: The person who controls the timing during a bout.

Timing: Basically, seizing the opportunity to execute an attack exactly when the opponent can be taken by surprise.

Transfer, transport: an action on the opponent’s blade that moves it from one line to another while maintaining contact with it. See Croisé, Bind, and Envelopment.

Transition: a movement from one position of the blade to another.

Transport: see transfer.

Trompement: deception of the parry.

Two Prong: a type of body-wire/connector, used in foil and sabre.

Whip-over: in sabre, a touch that results from the foible of the blade whipping over the opponent’s guard or blade when parried.

Valid Hit. A touch scored within the prescribed target area.

Whites: fencing clothing.

Yellow Card: also advertisement, warning; used to indicate a minor rule infraction by one of the fencers.

Yielding parry: see ceding parry.

Compiled by Ian Galley
Massey Swords Club