



THE CLASSICAL ACADEMY OF ARMS

THE CLASSICAL FENCING ACTIONS PROJECT CATALOG OF CLASSICAL FENCING ACTIONS

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Edition 30 June 2017

Classical Fencing is distinguished by the variety and complexity of its blade actions in all three weapons. To the best of our knowledge there is no single compendium of the various techniques. This effort will catalog the actions that we can identify. Our currently ongoing work is to catalog French Foil and Epee and Italian and French Sabre technique. All entries are drawn from sources falling directly within the classical period as the Academy defines it (1880-1939), or that clearly reflect practice prior to the classical period that continued into it or practice that was within the classical period but contained in text published after it. Note that in many cases techniques have different names (which we have attempted to identify), and therefore it is important to actually understand the actions of the blade independent of the naming used. We are also posting these on a regular basis on our Facebook and Twitter pages.

Items followed by an asterisk (*) have been posted online. Because the numbering of items in this list changes from time to time based on revisions in our understanding of relationships among techniques, numbers in older online listings may differ from this current list. The use of colons in numbers longer than 3 subdivisions is to avoid posting problems on social media platforms.

New editions of this list are published on our website at approximately one month intervals. This is a living document with continuous addition of new actions and revisions to the descriptions of previous entries.

Published by the Classical Academy of Arms
P/ O. Box 799
Glen Allen, Virginia 23060-0799
<http://classicalacademyofarms.org>

FOIL TECHNIQUE

0. Positions and Guards

0. **Position** – the location and attitude of the body, hand, weapon, and guard when static or in movement independent of a specific offensive, defensive, or counteroffensive action.

0.1. **First Position** – an erect position taken on the line of direction preparatory to assuming the guard position.

0.2. **Hand Position** – the orientation of the hand while holding the grip of the weapon.

0.2.1. **French School** – the French School recognizes three positions of the hand defined by the thumb and fingernails.

0.2.1.1. **Supination** – hand held with the nails up and the back of the hand down, thumb to the outside

0.2.1.2. **Neutral (Middle) Position** – hand held with the thumb up and the back of the hand to the outside*

0.2.1.3. **Pronation** – hand held with the nails down and the back of the hand up, thumb to the inside*

0.3. **Blade Position** – the combination of hand position, relative orientation of the blade, and whether the hand is to the inside or the outside.

0.3.1. **French School** – the French School recognizes eight blade positions.

0.3.1.1. **Prime** – hand in pronation, point lower than the hand, hand to the inside.

0.3.1.2. **Seconde** – hand in pronation, point lower than the hand, hand to the outside.

0.3.1.3. **Tierce** – hand in pronation, point higher than the hand, hand to outside.

0.3.1.4. **Quarte** – hand in supination, point higher than the hand, hand to the inside.

0.3.1.5. **Quinte** – hand in pronation, point higher than the hand, hand to the inside.

0.3.1.6. **Sixte** – hand in supination, point higher than the hand, hand to the outside.

0.3.1.7. **Septime** – hand in supination, point lower than the hand, hand to the inside.

0.3.1.8. **Octave** – hand in supination, point lower than the hand, hand to the outside.

0.4. **Guard Position** – the combination of blade position with the body position on guard.

1. Engagement and Actions from Engagement

1. **Engagement** - blades in contact in an essentially neutral position, typically in a recognizable guard.

1.1. **Change of Engagement** - a circular blade movement with a closing of the line to change the engagement laterally from one line to another.

1.1.1. **Change of Engagement, Glide** - a glide executed as the attack after a change of engagement.*

1.1.2. **Double Change of Engagement** - two changes of engagement in different directions, the second returning to the original line.*

1.1.2:1. **Double Change of Engagement, Glide** - a glide executed as the attack after a double change of engagement.*

1.1.3. **Triple Change of Engagement** - three changes of engagement in different directions, ending in the line opposite to the initial line.*

1.2. **Counter-Change** - a change of engagement executed to return to the original line as the opponent changes engagement.*

1.3. **Quitting the Blade** - releasing the engagement and opening a line as an invitation.*

2. Attacks starting with the Straight Thrust

2. **Straight Thrust** - simple attack starting and ending in the same line.*

2.1. **Feint Direct Thrust, Disengage** - a feint of straight thrust followed by a disengage.

2.1.1. **Feint Straight Thrust, Disengage to High or Low Line** - a feint of straight thrust followed by a disengage from high to low or low to high line.

2.2. **Thrust to the Low Line** - simple attack by straight thrust to the low line.

3. Attacks starting with the Disengage

3. **Disengage** - simple attack from one line to another by passing the point around the opponent's guard.*

3.1. **Half-Disengage** – simple vertical attack from high to low line or the reverse passing around the opponent's guard.

3.2. **One-two** - compound attack consisting of two disengages, the second returning to the original line.*

3.2.1. **One-two-three** - compound attack consisting of three disengages, the final returning to the same line as the first disengage.

3.2.1:1. **One-two-three-four** - compound attack of four disengages, the final returning to the original line.

3.2.1:2. **One-two-double** - a one-two-three followed by a counterdisengage to deceive a circular parry of the third disengage.

3.2.2. **One-two and Counterdisengage (Disengage-Double or Disengage and Double)** - a feint disengage, followed by a double to deceive a circular parry as the second parry.

3.2.2:1. **One-Two and Counterdisengage Twice** - a one-two and counterdisengage followed by a final counterdisengage to defeat a second circular parry.

3.2.2:2. **Disengage, Double-Disengage (One-Two, Counterdisengage, Disengage)** - two disengages, a counterdisengage, and a disengage ending in the line into which the first disengage was made.

3.3 **Double** - two disengages ending in the same line to deceive a circular parry of the first one (effectively a disengage feint followed by a counterdisengage in the same direction).

3.3.1. **Treble (Triple)** - a disengage feint followed by two counterdisengages, all in the same direction.*

3.3.1:1. **Quadruple** - a disengage feint followed by three counterdisengages, all in the same direction.*

3.3.1:2. **Treble and Disengage** - a treble followed by a disengage in the opposite direction.*

3.3.2. **Double-Disengage (Double and Disengage)** - a double followed by a disengage reversing direction.*

3.3.2:1. **Double-One-Two** - a double followed by a one-two reversing direction.*

3.3.2:2. **Double-Double (or Double and Redouble)** - two successive doubles, the second one reversing the direction of the first, returning to the original line.

4. Attacks starting with the Counterdisengage

4. **Counterdisengage** - a disengage attack deceiving an opponent's attempt to use circular movement to engage, parry, beat, or take the blade.*

4.1. **Half-Counterdisengage** - simple vertical attack from high to low line or the reverse deceiving an opponent's attempt to use circular movement to engage, parry, beat, or take the blade.*

4.2. **One-Two on the Change** - a counterdisengage followed by a disengage in the opposite direction on the change of engagement by the opponent.

4.3. **Double on the Change** - a counterdisengage followed by a counterdisengage on the change of engagement by the opponent.

5. Attacks starting with the Coupe

5. **Coupe** - simple attack from one line to another by passing the point around the opponent's point.*

5.1. **Tour de Epee (Coupe and Disengage)** - a coupe followed by a disengage to return to the original line.*

5.1.1. **Coupe One-Two** - a coupe followed by a one-two to land in the opposite line.*

5.1.2. **Coupe and Double** - a coupe followed by a double to return to the original line.*

5.2. **Feint Coupe-Counterdisengage** - a coupe followed by a counterdisengage to deceive a circular parry.*

5.3. **Double Coupe** - a coupe followed by a coupe to return to the original line.*

5.3.1. **Double Coupe on the Circular (Counter) Parry** - a coupe followed by a coupe in the same direction to deceive a circular parry.*

5.3.2. **Double Coupe and Disengage** – two coupes followed by a disengage to end in the opposite line.*

5.4. **Coupe followed by Beat** - a coupe with a beat executed on the descending motion to clear the line, especially in high inside line.*

6. Attacks starting with the Counter-Coupe

6. **Counter-Coupe** - a coupe to deceive a change of engagement or other circular attempt to take the blade.*

7. Parries

7. **Parry** – a blade action intended to prevent an opponent's attack from hitting.

7.1. **Simple Parries** - parries completed in one tempo with movement in a single direction.*

7.1.1. **Basic Parries** - parries which close lines and may be employed either from the guard or invitation in that line or with movement from one line to another.

7.1.1.1. **Parry of Prime** - a parry with the hand pronated and the blade lowered to protect the inside line.

7.1.1.2. **Parry of Seconde** - a parry with the hand pronated protecting the outside low line.

7.1.1.3. **Parry of Tierce** - a parry with the hand pronated to protect the outside high line.

7.1.1.4. **Parry of Quarte** - a parry protecting the inside high line.

7.1.1.5. **Parry of Quinte** - a parry with the hand pronated protecting the lower high and low inside lines.

7.1.1.6. **Parry of Sixte** - a parry protecting the outside high line.

7.1.1.7. **Parry of Septime** - a parry protecting the inside low line.

7.1.1.8. **Parry of Octave** - a parry protecting the outside low line.

7.1.2. **Lateral Parries** - parries which move horizontally from high line to high line or low line to low line.

7.1.3. **Semi-Circular Parries (Half-Circular Parries, Corresponding Parries)** - parries which change line vertically with a half-circular movement toward the fencer's center line.

7.1.4. **Diagonal Parries** - parries which move from one line to the diagonally opposite line.

7.1.5. **Circular (Counter) Parries (Parries by Counter-Change)** - parries moving in a teardrop pattern to return the attacking blade to its original line.*

7.1.6. **Change Parries (Opposite Counter Parry, Reversed Counter Parry)** - parries using circular movement and lateral closing of the line to move an attacking blade from its original line to another.*

7.1.7. **Half-Counter Parry** – a parry of the half-disengagement executed by following the opponent's blade carrying it diagonally across to the opposite vertical line.

7.1.8. **Circle Parry** (distinct from circular parry) - a parry using the wrist to move the blade in a circle from right to left starting with the point low to cover multiple lines.*

7.2. **Composed (Compound, Successive) Parries** - parries consisting of two or more movements in response to multi-part attacks.

7.2.1. **Composed Parries starting with a Lateral Parry** - parries of two or more movements starting with a lateral parry or feint parry.

7.2.1.1. **Lateral Parry-Lateral Parry** - two successive lateral parries to defeat the One-Two.

7.2.1.1.1. **Lateral-Lateral-Lateral Parry** - three successive lateral parries to defeat the One-Two-Three.

7.2.1.1.1.1. **Lateral-Lateral-Lateral-Lateral Parry** - four successive lateral parries to defeat the One-Two-Three-Four.

7.2.1.1.1.2 **Lateral-Lateral-Lateral-Circular Parry** - three successive lateral parries followed by a circular parry to defeat the One-Two-Three-Four.

7.2.1.1.2. **Lateral-Lateral-Circular Parry** - two successive lateral parries followed by a circular parry to defeat the One-Two-Three.

7.2.1.1.2.1. **Lateral-Lateral-Circular-Lateral Parry** - a combination of two lateral parries, circular parry, and lateral parry to defeat the One-Two and Double.

7.2.1.1.2.2. **Lateral-Lateral-Circular-Circular Parry** - a combination of two lateral parries followed by two successive circular parries to defeat the One-Two and Double.

7.2.1.2. **Lateral Parry-Circular Parry** - a lateral parry followed by a circular parry to defeat the One-Two.

7.2.1.2.1. **Lateral-Circular-Lateral Parry** - a combination of lateral parry, circular parry, and lateral parry to defeat the One-Two and Counterdisengage.

7.2.1.2.1.1. **Lateral-Circular-Lateral-Lateral Parry** – a combination of lateral parry, circular parry, and two successive lateral parries to defeat the One-Two-Counterdisengage-Disengage.*

7.2.1.2.2. **Lateral-Circular-Circular Parry** - a combination of a lateral parry followed by two successive circular parries to defeat the One-Two and Counterdisengage.

7.2.1.2.2.1. **Lateral-Circular-Circular-Lateral Parry** – a combination of a lateral parry, followed by two circular parries, and a final lateral parry to defeat a One-Two and Counterdisengage Twice.

7.2.1.2.2.2. **Lateral-Circular-Circular-Circular Parry** – a combination of a lateral parry followed by three circular parries to defeat a One-Two and Counterdisengage Twice.

7.2.2. **Composed Parries starting with a Circular Parry** - parries of two or more movements starting with a circular parry.

7.2.2.1. **Circular Parry-Lateral Parry** - circular parry and lateral parry to defeat the double in line of the first disengage.

7.2.2.1.1. **Circular-Lateral-Lateral Parry** - a circular parry followed by two successive lateral parries to defeat the Double and Disengage.

7.2.2.1.1.1 **Circular-Lateral-Lateral-Lateral Parry** – a circular parry followed by three lateral parries to defeat a Double One-Two.

7.2.2.1.1.2. **Circular-Lateral-Lateral-Circular Parry** – a circular parry followed by two lateral parries and then a circular parry to defeat a Double One-Two.

7.2.2.1.2. **Circular-Lateral-Circular Parry** - a circular parry followed by a lateral and then a circular parry to defeat the Double and Disengage.

7.2.2.1.2.1. **Circular-Lateral-Circular-Lateral Parry** – a circular parry followed by alternating lateral, circular, and lateral parries to defeat a Double-Double.

7.2.2.1.2.2. **Circular-Lateral-Circular-Circular Parry** – a circular parry followed by a lateral and two successive circular parries to defeat a Double-Double.

7.2.2.2. **Circular Parry-Circular Parry** - two circular parries to defeat the double returning to the original line.

7.2.2.2.1. **Circular-Circular-Lateral Parry** - two circular parries followed by a lateral parry to defeat the Treble.

7.2.2.2.1.1 **Circular-Circular-Lateral-Lateral Parry** - two circular parries followed by two lateral parries to defeat the Double Counter-Disengage Disengage.

7.2.2.2.1.2. **Circular-Circular-Lateral-Circular Parry** – two circular parries followed by a lateral and then a circular parry to defeat the Double Counter-Disengage Disengage.

7.2.2.2.2. **Circular-Circular-Circular Parry** - three successive circular parries to defeat the Treble.

7.2.2.2.2.1. **Circular-Circular-Circular-Lateral Parry** – three successive circular parries and a lateral parry to defeat the Quadruple.

7.2.2.2.2.2. **Circular-Circular-Circular-Circular Parry** – four successive circular parries to defeat the Quadruple.

7.3. **Ceding (Yielding) Parries** - parries which use the force of an opponent's blade pressure to move to a defensive position while maintaining contact with the blade.

7.4. **Flying Parries** - parries executed with as a single movement of parry, clearing of the opponent's blade (typically with a coupe), and indirect riposte.

7.5. **Feint Parries** - parries made as partial movement to cause an opponent to disengage, counterdisengage, or to otherwise commit to a specific attack.

7.6. **Parrying on the Lunge** - a relatively high blade position against the riposte with the weapon hand drawn back executed by a fencer remaining in the lunge.

7.7. **Beat Parry** - a beat executed as a parry to deflect the attack blade and open the line for the riposte.

7.8. **Universal Parry** - a parry to cover multiple lines against complex or surprise attack.

7.8.1. **Parry of Lateral Third-Coupe-Beat Fourth** - parry of an attack in outside line ending by removing the opponent's blade from the inside line.*

7.8.1.1. **Parry of Circular Third-Coupe-Beat Fourth** - parry of a disengage into the inside line ending by removing the opponent's blade from the inside line.

7.8.2. **Parry of Circular Third-Circular Fourth** - two successive circular parries starting from a high outside guard.

7.8.2.1. **Parry of Circular Fourth-Circular Third** - two successive circular parries starting from a high inside guard.

7.8.3. **Parry of Circular Fourth-Circle** - parry of circular fourth followed by circle to clear all lines.

8. Ripostes

8. **Riposte** – an attack made immediately by a fencer who has parried the opponent's attack.

8.1. **Direct Riposte** - an attack after a parry in the line of the opponent's original attack.

8.2. **Indirect Riposte** - an attack after a parry into a line different from the line of the opponent's original attack.

8.2.1. **Disengage Riposte** - an indirect riposte executed by a disengage into a line different from that of the original attack.

8.2.2. **Coupe Riposte** - an indirect riposte executed by a coupe into a line different from that of the original attack.

8.3. **Compound Riposte** - a compound attack after a parry, usually a two tempo action, but conceptually more.*

8.3.1. **One-Two Riposte** – a compound riposte by one-two landing in the original line.*

8.3.2. **Double Riposte** – a compound riposte by double landing in the opposite line.

8.3.2. **Coupe-Disengage Riposte** – a compound riposte by Tour d'Epee landing in the original line.

8.4. **Riposte by Prise de Fer** – a riposte executed with a transport transitioning directly from the parry.

9. Counteroffensive Actions

9. **Counteroffensive Actions** – actions intended to prevent or constrain an attack, interrupt it in preparation, or defeat the final action by attacking into it.

9.1. **Point in Line** - a threat by high line extension to constrain any subsequent offensive action by an opponent.

9.2. **Attack on Preparation** - any attack executed by the fencer during the opponent's preparation for the attack, including on footwork, changes of engagement, and attacks on and takings of the blade.

9.3. **Counterattack** – an attack into the attack intended to either take its tempo or physically prevent its landing.

9.3.1. **Stop Hits** - a counteroffensive action of time and reach into an opponent's attack to exploit a tempo difference or poorly conceived action.

9.3.1.1. **Indirect Stop Hit** - a stop hit which changes from one line to another.

9.3.1.1.1. **Disengage Stop Hit** - an indirect stop hit by lateral disengage into the opposite line.

9.3.1.1.1.1. **One-Two Stop Hit** - a stop hit executed by one-two to deceive an attempt to countertime the initial disengage.*

9.3.1.1.2. **Half-Disengage Stop Hit** - an indirect stop hit moving semicircularly from high to low line or the reverse.*

9.3.1.1.3. **Counterdisengage Stop Hit** - an indirect stop hit delivered by counterdisengage deceiving an attempt to take the blade.*

9.3.2. **Time Hit** - a counterattack of time and position delivered with opposition in the final line of the opponent's attack or intercepting the attack with opposition in its movement.

9.3.3. **Tension** - an unplanned, instinctive reaction to an attack by extending a straight thrust in the hopes of touching.

9.3.4. **Remise** (10.1) and **Redouble** (10.2.) – although typically classed as renewals of the attack the remise and redouble are effectively Counterattacks on the Riposte (10.1.1.).

10. Renewals of the Attack (Varieties of Offensive Action)

10.1. **Remise** - replacement of the blade from the lunge in the original line of the attack.

10.1.1. **Counterattack on the Riposte** – the remise delivered as a counterattack against a compound, held, or poorly executed riposte.

10.1.2. **Counterattack on the Counterriposte** – the remise of a riposte or counterriposte delivered as a counterattack against a subsequent counterriposte.

10.2. **Redouble** - replacement of the blade from the lunge in a different line from the original attack.

10.2.1. **Redouble by Disengage** – a renewal of the attack by disengage into high or low line.

10.2.1.1. **Remise by Disengage after a Disengage Attack** – a redouble by disengage after the parry of an attack by disengage.

10.2.1.2. **Redouble by One-Two** – a compound renewal of the attack by one-two returning to the original line.

10.2.1.2.1. **Remise by One-Two after a One-Two Attack** – a one-two after the parry of an attack by disengage executed as a remise landing in the original line.

10.2.2. **Remise by Double after a Double Attack** – a double after the parry of an attack by double executed as a redouble landing in the opposite line.

10.2.3. **Redouble by Coupe** – a renewal of the attack by coupe into the opposite line.

10.2.4. **Redouble Prepared by a Beat** – use of a beat to draw an opponent's reaction to facilitate the redouble.

10.3. **Reprise** - a renewal of the attack immediately following a recovery to guard, forward or backwards.

10.3.1. **Reprise of Attack** - the reprise delivered by recovery backwards from the lunge followed by an immediate renewal of the attack with a second lunge.*

10.3.2. **Redoublement of Attack** - the reprise executed with a forward recovery and an immediate renewal of the attack with a second lunge.*

11. Preparations by Actions on the Blade

11. **Preparations by Actions on the Blade** – actions which move the opponent’s blade from the line by percussion or pressure.

11.1. **Preparations Striking the Blade** - actions which rely on percussion to remove the opponent's blade from the line.

11.1.1. **Beat** - a quick, lateral, sharp blow with the middle of the blade against an opponent's foible to remove the blade from the line.

11.1.1.1. **Beat-Straight Thrust** - a beat followed by an immediate straight thrust in the opened line.*

11.1.1.2. **Beat-Disengage** - a beat followed by a disengage attack to deceive an opponent's attempt to close the original line.*

11.1.1.2.1. **Beat-One-Two** – a beat followed by a one-two attack with feint of disengage, followed by diagonal disengage to the low line on the original side.

11.1.1.2.1.1. **Beat-One-Two-Three** – a beat followed by a feint of vertical disengage to the low line, diagonal disengage to the opposite high line, and lateral disengage to the original line.

11.1.1.3. **Beat Coupe** - a beat followed by a coupe attack to deceive an opponent's attempt to close the original line.

11.1.2. **Change (Counter) Beat** - a beat executed at the conclusion of a change of engagement.*

11.1.2.1. **Change Beat-Straight Thrust** - a change beat followed by a straight thrust in the new line.*

11.1.2.2. **Change Beat-Disengage** - a change beat followed by a disengage to return to the original line.*

11.1.2.3. **Double Change Beat** – two change beats delivered on opposite sides of the opponent’s blade.*

11.1.2.3.1. **Double Change Beat-Straight Thrust** – from engagement, two change beats followed by a straight thrust.

11.1.2.3.2. **Double Change Beat-Disengage** – from engagement, two change beats followed by a disengage to deceive a lateral reaction.

11.1.2.3.2.1. **Double Change Beat-Double** - from engagement, two change beats followed by a double to deceive a lateral reaction followed by a circular parry.

11.1.2.3.3. **Double Change Beat-Counterdisengage** - from engagement, two change beats followed by a counterdisengage to deceive a circular parry.

11.1.2.3.3.1. **Double Change Beat-Two Counterdisengages** - from engagement, two change beats followed by two counterdisengages to deceive two circular parries.

11.1.2.3.4. **Double Change Beat-Coupe** - from engagement, two change beats followed by a coupe to deceive a lateral reaction.

11.1.3. **Beat Between Parry and Riposte** - beat executed after the parry to clear the line for the riposte, especially the in high inside line.

11.1.4. **Double Beat** - two beats, the first lighter, the second stronger, in succession in the same line followed by the attack.

11.1.5. **Froissement** - a sharp, diagonal pressure executed with the middle of the blade against an opponent's extended blade to expel it from the line.

11.2. **Preparations Maintaining the Blade** - actions made on the opponent's blade to remove it without percussion. Note: there are subtle gradations in the descriptions, as well as conflicting descriptions, of the various opposition actions on the blade including glide, graze, filo, coule, etc. In some texts these are described as attacks on the blade, in others as takings of the blade.

11.2.1. **Glide** - contact with the forte sliding along the opponent's blade to prevent the opponent from closing the line.*

11.2.1:1. **Glide-Straight Thrust** - a glide continued with a straight thrust attack.*

11.2.1:2. **Glide-Disengage** - a glide followed by a disengage in response to an opponent's attempt to close the line of the glide.*

11.2.1:2.1. **Glide-One-Two** – a glide followed by a one-two to deceive a two tempo compound lateral parry.*

11.2.1.2.1.1 **Glide-One-Two-Three** – a glide followed by a one-two-three to deceive a three tempo compound parry.

11.2.1.2.2. **Glide-Double** – a a glide followed by a double to deceive a lateral parry followed by a circular parry.

11.2.1.3. **Glide-Coupe** – a glide followed by a coupe in response to an opponent's attempt to close the line of the glide.

11.2.1.3.1. **Glide Coupe-Disengage (Glide Tour d'Epee)** – a glide followed by a tour d'epee to deceive a two tempo compound lateral parry.

11.2.2. **Opposition (Graze)** - exerting continued resistance against an opponent's blade to maintain it outside the target.

11.2.2.1. **Opposition-Disengage** - a disengage at the end of an opposition attack in response to an opponent's significant resistance.

11.2.2.2. **Counter-Opposition** - opposition taken with a change of engagement.

11.2.3. **Press** - a quick, smooth lateral pressure executed from engagement to remove the foible of the opponent' blade from the line.

11.2.3.1. **Press-Straight Thrust** - a press followed by a straight thrust attack.

11.2.3.2. **Press-Disengage** - a disengage executed in response to an opponent's reaction to a press.

11.2.3.3. **Counter-Press** - a press executed with a change of engagement.

11.2.4. **Change of Engagement (1.2)** – although classified in relation to engagement, the change of engagement may be employed as a preparation.

12. Transports

12. **Transports** – actions which move the opponent's blade from one line to another by leverage, in preparation, in the attack, or in the riposte.

12.1. **Takings of the Blade (Prise de Fer)** - transports executed as single action.

12.1.1. **Glide (11.2.1.)** and **Opposition Thrust (Graze) (11.2.2.)** – see note 11.2. on Preparations Maintaining the Blade. The Glide and Opposition Thrust can be described as lateral transports of the blade.

12.1.2. **Bind** - a taking of the blade transporting it to the diagonal opposite line with a thrust in the new line.

12.1.2.1. **Bind of Octave with Half-Disengagement** – a bind from Quarte to Octave ending with a half-disengagement to the high line.

12.1.2.2. **Bind of Seconde with Half-Disengagement** – a bind from Quarte to Seconde ending with a half-disengagement bringing the hand into supination.

12.1.3. **Croise** - a taking of the blade in quarte (in sixte against a left-handed opponent), transporting it vertically from the high to the low line on the same side, ending with a thrust to the flank.

12.1.4. **Envelopment** - a taking of the blade, transporting it in a complete circle to end with the thrust in the original line.

12.2. **Compound Takings of the Blade** - two successive transports, of the same type or different types, maintaining contact with the opponent's blade throughout.

12.2.1. **Two Envelopments** - two successive envelopments, maintaining contact with the blade.

12.2.2. **Envelopment and Bind** - an envelopment followed by a bind to transport to the diagonally opposite lower line, maintaining contact with the opponent's blade.

12.2.3. **Bind and Croise** - a bind to transport to the diagonally opposite upper line, followed by a croise, maintaining contact with the opponent's blade.

12.3. **Double Takings of the Blade** - a transport followed by loss of control of the opponent's blade with control regained with a second transport.

13. Evasion and Deception

13. **Evasion and Deception** – blade actions to avoid the opponent's attempts to parry or take the blade.

13.1. **Trompement** - the avoidance of an attempt of the opponent to parry an attack.

13.2. **Derobement** - the avoidance of an attempt of the opponent to take or attack the blade.

14. Countertime

14. **Countertime** – actions to defeat the opponent's actions to steal the fencer's time.

14.1. **(Defensive) Countertime** - a false attack to draw a stop-hit, followed by an immediate parry and riposte.

14.2. **(Counteroffensive) Countertime** – a false attack to draw a stop-hit, followed by a stop hit on the opponent's counterattack.

15. Actions not intended to score a hit

15. **Actions not intended to score a hit** – actions conducted for reconnaissance or to provoke an opponent's reaction.

15.1. **Appel** - a stamp of the front foot with the intent of startling or provoking the opponent to action.

15.2. **Invitation** - a deliberate opening of the line to entice an opponent to attack in that line. Note: In Italian usage invitations are numbered the same as a parry and are executed in the same way to open the opposite line. An invitation of sixth opens the inside high line of four, an invitation of four opens the outside high line, etc.

15.2.1. **Invitation by Binding** – an engagement with strong opposition to invite a disengagement.

15.3. **False Attack** - an attack not intended to land with the intent of drawing an opponent's reaction.

16. Actions by Second Intention

15. **Second Intention** – actions which do not intend to hit on the first action but rather in response to the opponent's reaction.

15.1. **Second Intention** - a false attack, followed by the opponent's parry and riposte, met by parry and counterriposte.

17. Footwork Actions

17. **Footwork** – actions by the feet and legs to provide mobility on the strip.

17.1. **Basic Footwork** – footwork actions fundamental to fencing.

17.1.1. **Advance** – a step forward with both feet.

17.1.2. **Retreat** – a step backwards with both feet.

17.1.3. **Lunge** – a forward motion propelled by a kick of the front leg and extension of the back leg to carry the attack toward the target.

17.1.4. **Half-Lunge** – a lunge executed by carrying the front foot forward for one half its length.

17.2. **Footwork for the Attack** - footwork intended to accelerate the attack or better position the attacker on the strip based on available distance.

17.2.1. **Balestra-Lunge** - a short, accelerating jump forward, followed immediately by the lunge.

17.2.2. **Inward Lunge (Intagliata)** - a lunge executed at short distance with the right foot lunging off line to the fencer's left allowing an attack in the low line.

17.2.3. **Fleche** - a forward pass bringing the left foot forward, followed by completing the pass with the right coming forward into a lunge.

17.3. **Footwork to Evade the Attack** - footwork primarily intended to remove the fencer from the distance or line of the attack.

17.3.1. **Backwards Jump** - a spring backwards from whatever position the fencer is in to rapidly remove the target out of range.

17.4. **Footwork for Counterattacks** - footwork intended to facilitate the counterattack.

17.4.1. **Duck** - a displacement by bending the knees as far as possible, lowering the torso, while executing a stop action into the low line.

17.4.2. **Backwards Lunge** - a lunge executed by extending the rear leg into the lunge position and extending the arm in the counterattack.*

17.4.3. **Passata Soto** - an exaggerated backwards lunge with the head and torso inclined to the inside and the left hand on the ground, delivering the stop hit in the low line.

17.4.3:1. **Turning Passata Sotto** - a passata soto executed with the rear leg swinging the torso around the outside so that the body is at a right angle to the fencing line.

17.4.4. **Inquartata (Volte)** - a stop thrust combined with a pivot on the front foot and a half-lunge backwards to the outside by the rear foot swinging the erect body off the fencing line.

17.4.5. **Salida de Linea** – a counterattack against a rushing fencer, executed with a direct extension by stepping 20 centimeters left or right from the directing line with the forward foot with a circular movement of the rear foot in the same direction to remove the body from the fencing line. Note: this appears to be a close relative of the Inquartata (17.4.4.) with the key differences being its execution to either side as a step, rather than as a pivot in place, of the front foot.

17.4.6. **Reassemblément** - a simultaneous extension of the stop thrust with drawing back the front foot to the back foot, extending the legs upward, and shoving back the hips to achieve maximum reach.

EPEE ACTIONS

0. Positions and Guards

0. **Guard** - the combination of blade position with the body position on guard.

0.1. **Medium Guard** – guard position with the sword and forearm in a straight, horizontal line, the elbow extended further forward than in a foil guard.

0.2. **Short Guard** – guard position with the sword and forearm in a straight, horizontal line, the elbow drawn back close to, but not touching, the body.

0.3. **Long Guard** – guard position with the arm almost fully extended at shoulder height, the forearm and sword in a straight horizontal line, and the hand in supination.

1. Engagement and Actions from Engagement

1. **Engagement** - blades in contact in an essentially neutral position, typically in a recognizable guard.

1.1. **Engagement Graze** – an engagement executed to induce counterpressure to fix the blade in position for a graze thrust in the same line.

1.2. **Engage Strongly, Feint Counterdisengage, Counterdisengage** – an engagement to provoke a change parry, followed by two counterdisengages to deceive the parry sequence.

2. Attacks starting with a Direct Thrust

Note: Characterizing many of the actions starting with a straight or angulated thrust as a feint is difficult because they resemble what we classify today as countertime actions. This is complicated by their execution against the extended arm, one of the standard guard positions in classical epee.

2. **Direct Thrust** - simple attack starting and ending in the same line.

2.1. **Straight Thrust** – a thrust delivered with the sword in a straight line with the arm.

2.1.1. **Covered Thrust** – a thrust delivered with the bell providing protection for the arm on the side on which the opponent's weapon is located.

2.1.2. **Uncovered Thrust** – a thrust delivered without the bell protecting the arm on the side on which the opponent's weapon is located.

2.1.3. **Feint of Straight Thrust** – a feint of a straight thrust as the initiation of a compound attack.

2.1.3.1. **Feint Straight Thrust Half-Disengage** – a feint of straight thrust followed by a half-disengage in either direction to deceive the lateral parry.

2.1.3.1.1. **Feint Straight Thrust Half Disengage Graze** - a feint of straight thrust followed by a half-disengage in either direction with a graze to prevent a parry.

2.1.3.2. **Feint Straight Thrust Disengage** – a feint of straight thrust followed by a disengage to deceive the lateral parry.

2.1.3.2.1. **Feint Straight Thrust Disengage Graze** - a feint of straight thrust followed by a disengage to deceive the lateral parry with a graze to prevent a parry.

2.1.3.3. **Feint Straight Thrust Graze** – a feint of straight thrust followed by a graze to control any attempt to counterattack.

2.1.3.4. **Feint Straight Thrust Bind** – a feint of straight thrust to provoke an extension followed by the bind of the extended blade.

2.2. **Angulation (Coup en Cavant)** – a thrust delivered with the weapon and the sword arm forming a distinct angle at the wrist.*

2.2.1. **Covered Angulation** – an angulated thrust delivered with the bell providing protection for the arm on the side on which the opponent’s weapon is located.

2.2.2. **Uncovered Angulation** - an angulated thrust delivered without the bell protecting the arm on the side on which the opponent’s weapon is located.

2.2.3. **High Angulation** – an angulated thrust (either covered or uncovered) delivered with the hand raised.

2.2.4. **Low Angulation** – an angulated thrust (either covered or uncovered) delivered with the hand lowered.

2.2.5. **Feint of Angulation** - a feint of an angulated thrust as the initiation of a compound attack.

2.2.5.1. **Feint of Angulation, Bind** - a feint of an angulated thrust with a bind taking the opponent’s extended blade.

2.2.5.1.1. **Feint of Angulation, Bind, Bind** – a feint of angulated thrust with a bind of the counterattack and a bind of the opponent’s evasion (**note**: this appears to be distinct from a double bind in that the first bind is taken on forward movement by the opponent and the second on the attempt to extricate with a retreat)

3. Attacks starting with the Disengage

3. **Disengage** - simple attack from one line to another by passing the point around the opponent's guard.*

3.1. **Half-Disengage** – simple vertical attack from high to low line or the reverse passing around the opponent's guard.

3.2. **One-two** - compound attack consisting of two disengages, the second returning to the original line.*

3.2.1. **Feint One-Two, Feint Bind, Bind** – a bind to feint taking the lateral parry of the final disengage of the one-two, followed by a bind to take the attempt to escape the bind.

3.3. **Disengage and Graze** – a graze following a disengage to close the new line against any counterattack.

3.4. **Double** - two disengages ending in the same line to deceive a circular parry of the first one (effectively a disengage feint followed by a counterdisengage in the same direction).

3.4.1. **Feint Double, Bind** – a double followed by a bind of the opponent's attempt to deceive the double.

6. Parries

6. **Parry** – a blade action intended to prevent an opponent's attack from hitting.

6.1. **Parry with the Bell** – a parry executed using the bell to either block or oppose the opponent's attack.

6.2. **Simple Parries** - parries completed in one tempo with movement in a single direction.*

6.2.1. **Basic Parries** - parries which close lines and may be employed either from the guard or invitation in that line or with movement from one line to another.

6.2.1.1. **Parry of Prime** - a parry with the hand pronated and the blade lowered to protect the inside line.

6.2.1.2. **Parry of Seconde** - a parry with the hand pronated protecting the outside low line.

6.2.1.3. **Parry of Tierce** - a parry with the hand pronated to protect the outside high line.

6.2.1.4. **Parry of Quarte** - a parry protecting the inside high line.

6.2.1.4.1. **Parry of Low Quarte** – a lowered fourth parry to protect the inside low line in ceding or as a defense against the half-disengagement.

6.2.1.5. **Parry of Quinte** - a parry with the hand pronated protecting the lower high and low inside lines.

6.2.1.6. **Parry of Sixte** - a parry protecting the outside high line.

6.2.1.7. **Parry of Septime** - a parry protecting the inside low line.

6.2.1.8. **Parry of Octave** - a parry protecting the outside low line.

6.3. Ceding (Yielding) Parries - parries which use the force of an opponent's blade pressure to move to a defensive position while maintaining contact with the blade.

6.3.1. **Yielding Low Quarte** – a ceding parry against the Octave or Seconde bind.

6.4. Circular (Counter) Parries (Parries by Counter-Change) - parries moving in a teardrop pattern to return the attacking blade to its original line.*

6.4.1. **Counter of Quarte, Parry Septime, Bind into Sixte** – a combination of a circular parry of 4th, with a parry of seventh to counter an attack to the outside line when in the guard of fourth followed by the opponent's disengage to the low line countered by the parry of seventh and a bind to allow the riposte in sixth.

6.5. Feint Parry – a suggestion of a parry to cause an opponent to disengage or counterdisengage.

7. Ripostes

7. Riposte – an attack made immediately by a fencer who has parried the opponent's attack.

7.1. Direct Riposte - an attack after a parry in the line of the opponent's original attack.

7.1.1. **Detached Riposte** – a riposte executed by detaching from the opponent's blade after the parry.

7.1.2. **Opposition Riposte** – a riposte executed with opposition against the opponent's blade in the line.

7.2. Indirect Riposte - an attack after a parry into a line different from the line of the opponent's original attack.

7.2.1. **Half-Disengage Riposte** – an attack after a parry by a disengage in the vertical line.

8. Counteroffensive Actions

8. **Counteroffensive Actions** - actions intended to prevent or constrain an attack, interrupt it in preparation, or defeat the final action by attacking into it.

8.1. **Counterattacks by Direct Thrust (Stop Thrust)** - simple counterattack starting and ending in the same line.

8.1.1. **Straight Thrust** – a counterattack delivered with the sword in a straight line with the arm.

8.1.1.1. **Covered Thrust** – a counterattack delivered with the bell providing protection for the arm on the side on which the opponent's weapon is located.

8.1.1.2. **Uncovered Thrust** – a counterattack delivered without the bell protecting the arm on the side on which the opponent's weapon is located.

8.1.2. **Counterattack with a Feint of Straight Thrust** – a counterattack executed with a feint of straight thrust to draw a parry followed by the final action.

8.1.2.1. **Counterattack with a Feint of Straight Thrust Disengage** – a counterattack executed with a feint of straight thrust and a disengage to deceive the lateral parry.

8.1.2.1.1. **Counterattack with a Feint of Straight Thrust Double** – a counterattack executed with a feint of straight thrust, a disengage to deceive the lateral parry, and a counterdisengage to deceive the final circular parry.

8.1.2.2. **Counterattack with a Feint of Straight Thrust Counterdisengage** - a counterattack executed with a feint of straight thrust and a disengage to deceive the circular parry.

8.1.3. **Angulation (Coup en Cavant)** – a counterattack delivered with the weapon and the sword arm forming a distinct angle at the wrist.

8.1.3.1. **Covered Angulation** – an angulated counterattack delivered with the bell providing protection for the arm on the side on which the opponent's weapon is located.

8.1.3.2. **Uncovered Angulation** - an angulated counterattack delivered without the bell protecting the arm on the side on which the opponent's weapon is located.

8.1.3.3. **High Angulation** – an angulated counterattack (either covered or uncovered) delivered with the hand raised.

8.1.3.4. **Low Angulation** – an angulated counterattack (either covered or uncovered) delivered with the hand lowered.

8.2. **Counterattack by Disengage** – simple counterattack delivered as a disengage.

8.2.1. **Counterattack by Double** – a counterattack delivered as a disengage followed by a counterdisengage to deceive a circular parry.

8.3. **Counterattack by Counterdisengage** – simple counterattack delivered as a counterdisengage to deceive an attempted circular taking of the blade.

8.4. **Counterattack by Half-Disengage** – simple counterattack delivered as a vertical half-disengage.

8.5. **Time Thrust** – a counterattack delivered with opposition in the final line or intercepting the opponent's attack.

8.5. **Counter-Counterattack** – a counterattack executed on the opponent's counterattack on the original attack (see Countertime 13.1.).

8.6. **Resisting the Beat** – a rapid replacement of the blade in line following a beat to cover the line and threaten any attack.

9. Renewals of the Attack

9. **Renewals of the Attack** – actions intended to renew the attack after an opponent's parry.

9.1. **Remise** - replacement of the blade from the lunge in the original line of the attack.

9.2. **Redouble** - replacement of the blade from the lunge in a different line from the original attack.

10. Preparations by Attacks on the Blade

10. **Preparations by Attacks on the Blade** – actions which move the opponent's blade from the line by percussion or pressure.

10.1. **Preparations Striking the Blade** - actions which rely on percussion to remove the opponent's blade from the line.

10.1.1. **Beat** - a quick, lateral, sharp blow with the middle of the blade against an opponent's foible to remove the blade from the line.

10.1.1.1. **Beat Straight Thrust** – a beat followed by a straight thrust in the opened line.

10.1.1.1.1. **Feint Beat, Angulation** – a beat followed by an angulated thrust against the opponent's attempt to close the opened line.

10.1.1.2. **Beat Disengage** – a beat followed by a disengage thrust to deceive a lateral reaction by the opponent.

10.1.1:2.1. **Beat Disengage, Graze** – a beat disengage with the disengage thrust being executed as a graze to close the opened line.*

10.1.1.3. **Beat Half-Disengage** – a beat followed by a vertical half-disengage to deceive a lateral reaction by the opponent.

10.1.1.4. **Beat Graze** – a light beat to induce counterpressure followed by a thrust executed as a graze to deny the opponent's lateral reaction.

10.1.1.5. **Beat Upward** – a beat executed from below on the opponent's blade to lift it.

10.1.1.6. **Beat Downward** – a beat executed from above on the opponent's blade to deflect it downward.

10.1.2. **Froissement** - a sharp, diagonal pressure executed with the middle of the blade against an opponent's extended blade to expel it from the line.

10.2. **Preparations Maintaining the Blade** - actions made on the opponent's blade to remove it without percussion. Note: there are subtle gradations in the descriptions, as well as conflicting descriptions, of the various opposition actions on the blade including glide, graze, filo, coule, etc. In some texts these are described as attacks on the blade, in others as takings of the blade.

10.2.1. **Graze (Opposition)** - exerting continued resistance against an opponent's blade to maintain it outside the target.

10.2.1.1. **Graze-Straight Thrust** – a straight thrust executed as a graze.

10.2.1.2. **Graze-Envelopment** – a graze followed by an envelopment to capture the opponent's blade as it attempts an evasion.

10.2.2. **Press** - a quick, smooth lateral pressure executed from engagement to remove the foible of the opponent' blade from the line.

10.2.2.1. **Press, Straight Thrust** - a press followed by a straight thrust attack.

10.2.2.2. **Press, Disengage** - a disengage executed in response to an opponent's reaction to a press.

10.2.2.3. **Press, Graze** – a press to induce counterpressure followed by a thrust executed as a graze to deny the opponent's lateral reaction.

11. Transports

11. **Transports (Prise de Fer, Takings of the Blade)** – actions which move the opponent's blade from one line to another by leverage, in preparation, in the attack, or in the riposte.

11.1. **Graze (10.2.1.)** – see note 11.2. on Preparations Maintaining the Blade. The Graze can be described as a lateral transports of the blade.

11.2. **Bind** - a taking of the blade transporting it to the diagonal opposite line with a thrust in the new line.

11.2.1. **Feint Bind** – an action of short duration, possibly no more than a press, to cause the opponent to use an evasion.

11.2.1.1. **Feint Bind, Half-Disengage** – a feint of the bind, followed by a half-disengage to deceive the opponent's vertical reaction.

11.2.1.2. **Feint Bind, Thrust with Opposition** - a feint of the bind, followed by a thrust with opposition against the line of the opponent's evasion.

11.2.1.2.1. **Feint Bind, Thrust in the Vertically Opposite Line, Envelopment** - a feint of the bind, followed by a thrust in the line of the opponent's evasion with an envelopment.

11.2.1.3. **Feint Bind, Bind** – a feint of the bind, followed by a bind to capture the attempt at evasion.

11.2.1.3.1. **Feint Bind, Double Bind** - a feint of the bind, followed by two successive binds in the same direction

11.2.1.3.2. **Feint Bind, Feint Bind, Bind** – two feints of bind followed by a bind of the opponent's second escape.

11.2.1.4. **Feint Bind, Envelopment and Graze** – a feint of bind followed by an envelopment of the evasion and a graze to prevent closing of the line.

11.2.2. **Double Bind** - two successive binds in the same direction, to defeat an opponent's attempt at evasion.

11.3. **Envelopment** - a taking of the blade, transporting it in a complete circle to end with the thrust in the original line.

12. Evasion and Deception

12. **Evasion and Deception** – blade actions to avoid the opponent's attempts to parry or take the blade.

12.1. **Evasion by Disengage** – the use of the disengage to avoid an opponent's attempt to beat or take the blade.

12.2. **Evasion by Angulation** – the use of angulation to avoid the opponent's upward beat.

12.3. **Evasion of Prise de Fer** – a blade action to avoid a taking of the blade with the arm remaining extended and the point threatening the opponent's arm.

13. Countertime

Note: Characterizing many of the actions starting with a straight or angulated thrust as a feint is difficult because they resemble what we classify today as countertime actions. This is complicated by their execution against the extended arm, one of the standard guard positions in classical epee. Countertime as a distinct technique is not universally addressed, and, when addressed, its definition differs from modern use.

13. **Countertime** – actions to defeat the opponent’s actions to steal the fencer’s time.

13.1. **Counter-Counterattack** – a counterattack executed on the opponent’s counterattack on the original attack (see Counteroffensive Actions 8.5 – modern terminology this is offensive countertime).

16. Footwork Actions

16. **Footwork** – actions by the feet and legs to provide mobility on the strip.

16.1. **Basic Footwork** – footwork actions fundamental to fencing.

16.1.1. **Advance** – a step forward with both feet.

16.1.2. **Half-Lunge** – a lunge executed by carrying the front foot forward for one half its length.

16.1.3. **Lunge** – a forward motion propelled by a kick of the front leg and extension of the back leg to carry the attack toward the target.

16.2. **Footwork for Counterattacks** - footwork intended to facilitate the counterattack.

16.2.1. **Reassemblément** - a simultaneous extension of the stop thrust with drawing back the front foot to the back foot, extending the legs upward, and shoving back the hips to achieve maximum reach.

16.2.2. **Jump Back** – a push off with the front foot landing as far back as possible on the front foot with the body leaning forward and the arm fully extended.

SABRE ACTIONS

0. Guards

- 0. **Guard** – the location and attitude of the body, hand, and weapon when static or in movement independent of a specific offensive, defensive, or counteroffensive action.
- 0.1. **Third Guard** – guard position with body upright, narrower stance than in foil, rear hand on rear hip, forearm horizontal, bell forward with the blade sloped upward at a 30 degree angle.
- 0.2. **Low Guard** – guard position in the outside high line with the blade lowered to nearly the horizontal.
- 0.3. **Resting Guard** – guard position with the weapon hand lowered to the side of the thigh, either to relax when out of distance or as an invitation.
- 0.4. **High Guard** – guard position with the hand in pronation, higher and further forward, with the blade extended, than that of the third guard.
- 0.5. **Long Guard** – guard position with the arm extended, the hand in pronation, and the point threatening the opponent.
- 0.6. **Point in Line** – defensive guard position with the arm fully extended at shoulder height, the hand in pronation, and the point directed at the opponent's torso.

1. Engagement and Actions from Engagement

- 1. **Engagement** – contact by the foible of the sabre with the foible of the opponent's weapon
- 1.1. **Engagement in Third** – engagement in the high outside line.
- 1.2. **Engagement in Fourth** – engagement in the high inside line.

2. Attacks starting with the Cut

- 2. **Cut** – an attack delivered with the forward (front) cutting edge of the blade.*
- 2.1. **Direct Cuts** – cuts delivered directly from the guard into one line.*
 - 2.1.1. **Head Cut** – a vertical cut delivered from the guard to land on the center of the head and face.*
 - 2.1.2. **Flank Cut** – a lateral cut delivered from the guard to land on the outside flank of the opponent.*

2.1.3. **Left Cheek (Face) Cut** – a lateral cut delivered from guard to land on the left cheek of the opponent.*

2.1.4. **Right Cheek (Face) Cut** – a lateral or diagonal cut delivered from guard to land on the right cheek of the opponent.

2.1.5. **Chest Cut (Traversone or Banderole)** – a diagonal cut delivered from the guard to traverse the chest from high to low.

2.1.6. **Abdominal (Belly or Belt) Cut** – a lateral cut delivered from the guard across the abdomen starting from the inside line.*

2.1.7. **Forearm (Arm) Cut** – a direct cut delivered from the guard at the arm.

2.1.7.1. **Arm Cut Above and Inside** - a direct cut delivered from the guard at the upper, inside surface of the arm.

2.1.7.2. **Arm Cut Above and Outside** - a direct cut delivered from the guard at the upper, outside surface of the arm.

2.1.7.3. **Arm Cut Below and Outside** - a direct cut delivered from the guard at the under, outside surface of the arm.

2.1.7.4. **Arm Cut Below and Inside** - a direct cut delivered from the guard at the under, inside surface of the arm.

2.1.7.5. **Upward Cut at the Forearm** – an upward cut made at the forearm from below.

2.1.8. **Shoulder Cut** – a horizontal cut delivered from the guard to hit the shoulder of the weapon arm.

2.1.9. **Thigh (Leg) Cut** – a lateral cut delivered from the guard to hit the thigh.

2.2. **Feint Cut** – an attack delivered with a feint of a cut at an exposed target to induce the opponent to attempt to parry, thus clearing the way for the final cut or thrust.

2.2.1. **Feint of Head Cut** – a feint of a vertical cut delivered from the guard to threaten the center of the head and face.

2.2.1.1. **Feint of Head, Arm Cut** – feint of head cut followed by a cut to the opponent's exposed arm.

2.2.1.2. **Feint of Head, Flank Cut** - feint of head cut followed by a cut to the opponent's exposed flank.

2.2.1.3. **Feint of Head, Belly Cut** - feint of head cut followed by a belly cut.

2.2.1.4. **Feint of Head, Coupe** – feint of head cut followed by coupe cut to shoulder, chest, belly, or flank.

2.2.1.5. **Feint of Head, Disengage** – feint of head cut followed by a disengage point thrust or cut.

2.2.2. **Feint of Flank Cut** – a feint of a lateral cut delivered from the guard to threaten the outside flank of the opponent.

2.2.2.1. **Feint of Flank, Right Cheek Cut** – feint of a flank cut followed by a cut to the right cheek.

2.2.2.2. **Feint of Flank, Coupe** – feint of a flank cut followed by a cut to the head or chest.

2.2.2.3. **Feint of Flank, Disengage** – feint of a flank cut followed by a disengage point thrust or cut.

2.2.3. **Feint of Left Cheek Cut** – a feint of a lateral cut delivered from guard to threaten the inside cheek of the opponent.

2.2.3.1. **Feint of Left Cheek, Belly Cut** – feint of a left cheek cut followed by a belly cut.

2.2.3.2. **Feint of Left Cheek, Coupe** - feint of a left cheek cut followed by a coupe cut to right cheek, flank, arm, or to the outside.

2.2.4. **Feint of Right Cheek** – a feint of a lateral or diagonal cut delivered from guard to threaten the right cheek of the opponent.

2.2.4.1. **Feint of Right Cheek, Flank Cut** – feint of a right cheek cut followed by a cut to the flank.

2.2.2.2. **Feint of Right Cheek, Coupe** – feint of a right cheek cut followed by a coupe cut to the head or chest.

2.2.2.3. **Feint of Right Cheek, Disengage** – feint of a right cheek cut followed by a disengage point thrust or cut.

2.2.5. **Feint of Chest Cut** – a feint of a diagonal cut delivered from the guard to threaten traversing the chest from high to low.

2.2.5.1. **Feint of Chest, Cut** – feint of a chest cut followed by a cut to the head, flank, or arm against an invitation

2.2.5.2. **Feint of Chest, Coupe** – feint of a chest cut followed by a coupe cut to the head, shoulder, or flank.

2.2.6. **Feint of Shoulder Cut** – a feint of a horizontal cut delivered from the guard to threaten the shoulder of the weapon arm.

2.2.6.1. **Feint of Shoulder, Coupe** – feint of a shoulder cut followed by a coupe cut to the head, chest, or belly.

3. Attacks starting with the Countercut

3. **Countercut** – a cut executed with the back or reverse edge of the blade.*

3.1. **Back Edge Left Cheek Cut** – a left cheek cut delivered with the back cutting edge of the blade.

3.2. **Back Edge Abdominal Cut** – an abdominal cut delivered with the back cutting edge of the blade.

4. Attacks starting with a Coupe

4. **Coupe** - simple attack from one line to another by passing the point around the opponent's point.

5. Attacks starting with a Thrust

5. **Thrust** – a horizontal attack delivered with the point of the blade.

5.1. **Direct Thrust** – a thrust direct from the guard in 2nd or 3rd to the target.

5.1.1. **High Thrust at the Forearm** – a plunging thrust from above, hand in pronation, with the point directed at the fully extended arm.

5.1.2. **Low Thrust at the Forearm** – an upward angulated thrust at the forearm from below.

5.1.3. **Feint Thrust** – an attack delivered with a feint of a thrust at an exposed target to induce the opponent to attempt to parry, thus clearing the way for the final thrust.

5.1.3.1. **Feint Thrust, Disengage** – a feint of thrust followed by a disengage change of line.

5.1.3.2. **Feint Thrust, Cut** – a feint of thrust followed by a cut.

5.1.3.3. **Feint Thrust, Coupe** – a feint of thrust followed by a coupe change of line.

5.2. **Disengage Thrust** – a thrust delivered as a disengage passing the point under the opponent's guard into the opposite lateral line.

5.3. **Thrust by Half-Disengage** – simple vertical attack from high to low line or the reverse passing around the opponent's guard.

5.4. **Thrust by Counterdisengage** - two disengages ending in the same line to deceive a circular parry of the first one (effectively a disengage feint followed by a counterdisengage in the same direction).

7. Parries

7. **Parry** – a blade action intended to prevent an opponent’s attack from hitting.

7.1. **Simple Parries** – parries executed in one tempo by lateral, semi-circular, or vertical movement.

7.1.1. **First Parry (Prime or Left Flank Parry)** – a parry protecting the inside line with the hand high and the point low.

7.1.1.1. **High First Parry (High Prime)** – a parry protecting the inside line with the hand above head height and the point low.

7.1.1.2. **Low First Parry (Low Prime)** – a parry protecting the inside line with the hand at mid chest height and the point low.

7.1.2. **Second Parry (Seconde or Right Flank Parry)** – a parry protecting the outside flank, arm, and shoulder with the hand at shoulder level and the point low.

7.1.2.1. **Short Second Parry (Seconde Parry)** - a parry protecting the outside flank and the underside of the arm with the forearm level, the elbow drawn back, hand at waist level and the point low.

7.1.3. **Third Parry (Tierce)** – a parry protecting the outside line with the hand low and the point high

8.1.3.1. **High Third Parry (High Tierce)** - a parry protecting the outside line with the hand raised to mask level and the point high.

8.1.3.2. **Low Third Parry** – a parry protecting the right side, with the edge turned to the outside and the point outside of the target.

7.1.4. **Fourth Parry (Quarte)** – a parry protecting the inside line with the hand low and the point high.

7.1.4.1. **High Fourth Parry (High Quarte)** - a parry protecting the inside line with the hand raised to mask level and the point high.

7.1.4.2. **Low Fourth Parry (Low Quarte)** - a parry protecting the inside line with the hand lowered below the waist and the point high.

7.1.5. **Fifth Parry (Quinte or Head Parry)** – a parry protecting the head with the hand raised and the blade horizontal.*

7.1.6. **Fifth Parry (Quinte)** – a parry protecting the inside low line, hand at waist level, point higher than the hand.*

7.1.7. **Sixth Parry** – a parry protecting the head and inside cheek with the guard raised to the inside at head level and the blade slanted back over the head toward the outside.

7.1.8. **Seventh Parry** - a vertical parry with the hand at head height and the blade down protecting the outside cheek, shoulder, arm, and flank.

7.1.9. **High Right Cheek Parry** – a short distance parry on recovery, hand above head with the blade slanted down.

7.1.10. **High Left Cheek Parry** – a short distance parry on recovery, hand above head with the blade slanted down.

7.2. **Circular (Counter) Parries** – parries moving the blade in a circular pattern to return the attacking blade to its original line.

7.2.1. **Counter Parry of Third** – a circular parry to return the attack to the outside high line.

7.2.2. **Counter Parry of Fourth** – a circular parry to return the attack to the inside high line.

7.2.3. **Counter Parry of Short Second** - a circular parry to return the attack to the outside low line.

7.3. **Half-Counter Parries** – parries moving the blade to an opposite line with movement approximating half of a circle.*

7.3.1. **Half-Counter Parry of Third to First** – a half counter parry from high outside to high inside.

7.3.2. **Half-Counter Parry of Third to Fifth** – a half-counter parry from high outside to head.

7.3.3. **Half-Counter Parry of Fifth to First** – a half-counter parry from head to high inside.*

7.3.4. **Half-Counter Parry of Second to Fourth** – a half-counter parry from low outside to high inside.

7.4. **Flying Parries** – parries executed as a combination of parry-clearing of the blade-indirect coupe riposte, with or without a graze on the descending cut or thrust, all as one movement.*

7.4.1. **Flying Parry in Second** - a flying parry from second withdrawing around the opponent's point and cutting over with the back edge to the chest or cheek.

7.4.2. **Flying Parry in Third** - a flying parry through high third executed with a grazing coupe.

7.4.3. **Flying Parry in Fourth** – a flying parry through high fourth with the back edge of the blade followed by a coupe graze riposte.

8. Ripostes

8. **Riposte** – an attack made immediately by a fencer who has parried the opponent's attack.

8.1. **Simple Riposte** – a one tempo attack after a parry.

8.1.1. **Riposte by Cut** – riposte delivered by front edge or back edge cut.

8.1.1.1. **Riposte by Flank Cut** – riposte with the front edge delivered in the outside line against the opponent's exposed flank.

8.1.1.2. **Riposte by Arm Cut** – riposte with the front edge delivered as a cut at the opponent's weapon arm.

8.1.1.3. **Riposte by Shoulder Cut** – riposte with the front edge delivered as a cut at the opponent's forward shoulder.

8.1.1.4. **Riposte by Right Cheek Cut** – riposte delivered with the front edge as a cut at the opponent's right cheek.

8.1.1.5. **Riposte by Left Cheek Cut** – riposte delivered with either the front or back edge at the opponent's left cheek.

8.1.1.6. **Riposte by Head Cut** - riposte with the front edge delivered as a cut at the center of the opponent's head.

8.1.1.7. **Riposte by Chest Cut (Traversone)** – riposte with the front edge or cutting point delivered as a diagonal cut across the chest.

8.1.1.8. **Riposte by Abdominal (Belly) Cut** – riposte with the front edge delivered as a lateral cut from inside to outside across the abdomen.

8.1.2. **Riposte by Thrust** – riposte delivered as a point thrust.

8.1.2.1. **Riposte by Thrust** – riposte delivered as a point thrust in the line of the original attack.

8.1.2.2. **Riposte by Thrust Underneath** – riposte delivered as a point thrust underneath the opponent's blade from second or fifth parry.

8.1.3. **Riposte by Half-Disengage** – a riposte delivered by half-disengage from high to low line or the reverse.

8.1.4. **Disengage Riposte** – a riposte delivered by disengage to the laterally opposite line.

8.1.5. **Coupe Riposte** – a riposte delivered by coupe to the head, cheek, shoulder, or arm.

8.1.5.1. **Coupe Riposte by Graze** – a coupe riposte delivered with a graze as the blade descends using opposition to displace the opponent's blade from the line.

8.1.5.2. **Coupe Riposte with the Back Edge** – a coupe riposte, generally from fifth parry, to cut the opponent's left cheek with the back edge.

8.1.7. **Riposte by Moulinet (Circling Cut)** – a riposte as a cut delivered by moulinet from the opponent's blade.

8.1.7.1. **Horizontal Left Moulinet Riposte** – a riposte as a circling cut to the fencer's left from fifth parry directed to the opponent's left cheek.

8.1.7.2. **Horizontal Right Moulinet Riposte** – a riposte as a circling cut to the fencer's right from sixth parry directed to the opponent's right cheek.

8.1.7.3. **Vertical Upward Moulinet Riposte** – a riposte executed as a rising cut from a high fourth or sixth parry to the opponent's underside of the arm or flank.

8.1.7.4 **Vertical Downward Moulinet Riposte** – a riposte as a descending circling cut from first parry to the opponent's head or chest.

9. Counteroffensive Actions

9. **Counteroffensive Actions** – actions intended to prevent or constrain an attack, interrupt it in preparation, or defeat the final action by attacking into it.

9.1. **Point in Line** - a threat by high line, straight arm extension to force any subsequent offensive action by an opponent to remove the threat.

9.2. **Stop Hit** - a counteroffensive action of time and reach into an opponent's attack to exploit a tempo difference or poorly conceived action.

9.2.1. **Stop Thrust** – a counterattack by point thrust to the body.

9.2.2. **Stop Cut** – a counterattack by stop cut to the forearm.

10. Renewals of the Attack (Varieties of Offensive Action)

10.1. **Remise** - replacement of the blade from the lunge in the original line of the attack.

10.1.1. **Counterattack on the Riposte** – the remise delivered as a counterattack against a compound, held, or poorly executed riposte.

10.1.2. **Counterattack on the Counterriposte** – the remise of a riposte or counterriposte delivered as a counterattack against a subsequent counterriposte.

10.2. **Redouble** - replacement of the blade from the lunge in a different line from the original attack.

10.2.1. **Redouble by Disengage** – a renewal of the attack by disengage into high or low line.

10.2.1.1. **Remise by Disengage after a Disengage Attack** – a redouble by disengage after the parry of an attack by disengage.

10.2.1.2. **Redouble by One-Two** – a compound renewal of the attack by one-two returning to the original line.

10.2.1.2.1. **Remise by One-Two after a One-Two Attack** – a one-two after the parry of an attack by disengage executed as a remise landing in the original line.

10.2.2. **Remise by Double after a Double Attack** – a double after the parry of an attack by double executed as a redouble landing in the opposite line.

10.2.3. **Redouble by Coupe** – a renewal of the attack by coupe into the opposite line.

10.2.4. **Redouble Prepared by a Beat** – use of a beat to draw an opponent's reaction to facilitate the redouble.

11. Preparations by Actions on the Blade

11. **Preparations by Actions on the Blade** – actions which move the opponent's blade from the line by percussion or pressure.

11.1. **Preparations Striking the Blade** - actions which rely on percussion to remove the opponent's blade from the line.

11.1.1. **Beat** - a quick, lateral, sharp blow with the middle of the blade against an opponent's foible to remove the blade from the line. Beats can be classified by the portion of the blade making the beat or by the direction of the beat.

11.1.1.1. **Beats with the Edge of the Blade** – beats are delivered with the cutting edges of the blade.

11.1.1.1.1. **Edge Beat** – a beat executed with the front cutting edge of the blade

11.1.1.1.1.1. **Edge Beat Thrust** – an attack by a front edge beat followed by a thrust.

11.1.1.1.2. **Back Edge Beat** - a beat executed with the back cutting edge of the blade.

11.1.1.1.2.1. **Back Edge Beat Thrust** - an attack by a front edge beat followed by a thrust.

11.1.1.2. **Beats by Direction** – in both the high and low lines beats are directed to expel the opponent’s blade from the line in a specific direction.

11.1.1.2.1. **Beat to the Outside** – high or low line beat that displaces the blade in Third or Fifth.

11.1.1.2.2. **Beat to the Inside** – high or low line beat that displaces the blade in Fourth or foil Seventh.

11.1.1.2.3. **Beat Upward** – beat that displaces the blade upward in Fifth or First.

11.1.1.2.4. **Beat Downward** - beat that displaces the blade downward in Low Fourth.

11.1.2. **Froissement** – a downward cut against the flat of the opponent’s blade to remove it from the line.

11.1.2.1. **Froissement, Cut** – a froissement in preparation followed by an immediate cut.

11.1.2.2. **Froissement, Thrust** – a froissement in preparation followed by an immediate thrust.

11.2. **Preparations Maintaining the Blade** - actions made on the opponent's blade to remove it without percussion.

11.2.1. **Thrust with Opposition** – a thrust delivered using the blade to close the line or control or displace the opponent’s blade.

11.2.1.1. **Thrust by Glide** – a thrust delivered with the forte sliding along the opponent's blade to prevent the opponent from closing the line.

11.2.1.2. **Thrust by Graze** – a thrust delivered with the forte sliding along the opponent’s blade to displace the blade from the line.

11.2.1.2.1. **Feint Thrust by Graze, Cut** – a feint of thrust followed by a cut.

11.2.1.2.2. **Feint Thrust by Graze, Disengage** – a feint of thrust followed by a disengage change of line.

11.2.1.2.3. **Feint Thrust by Graze, Coupe** – a feint of thrust followed by a coupe cut in the change of line.

11.2.2. **Bind** – a transport moving the opponent’s blade from high line to the diagonally opposite low line or vice versa.

11.2.2.1. **Bind, Graze** – a bind as preparation followed by a thrust in the line with a graze in opposition.

11.2.2.2. **Bind, Cut** – a bind as preparation followed by a cut to the target exposed by the bind.

11.2.2.3. **Bind, Circular (Moulinet) Cut** – a bind as preparation followed by a moulinet cut to the target exposed by the bind.

11.2.2.4. **Bind, Coupe** – a bind as preparation followed by a coupe cut to the opposite line.

12. Transports

12. **Transports** – actions which move the opponent’s blade from one line to another by leverage, in preparation, in the attack, or in the riposte.

12.1. **Thrust with Opposition** – a thrust delivered using the blade to close the line or control or displace the opponent’s blade.

12.1.1. **Thrust by Glide** – a thrust delivered with the forte sliding along the opponent's blade to prevent the opponent from closing the line.

12.1.2. **Thrust by Graze** – a thrust delivered with the forte sliding along the pponent’s blade to displace the blade from the line.

12.1.2.1. **Feint Thrust by Graze, Cut** – a feint of thrust followed by a cut.

12.1.2.2. **Feint Thrust by Graze, Disengage** – a feint of thrust followed by a disengage change of line.

12.1.2.3. **Feint Thrust by Graze, Coupe** – a feint of thrust followed by a coupe cut in the change of line.

12.2. **Bind** – a transport moving the opponent’s blade from high line to the diagonally opposite low line or vice versa.

12.2.1. **Bind, Graze** – a bind as preparation followed by a thrust in the line with a graze in opposition.

12.2.2. **Bind, Cut** – a bind as preparation followed by a cut to the target exposed by the bind.

12.2.3. **Bind, Circular (Moulinet) Cut** – a bind as preparation followed by a moulinet cut to the target exposed by the bind.

12.2.4. **Bind, Coupe** – a bind as preparation followed by a coupe cut to the opposite line.

13. Countertime

13. **Countertime** – actions to defeat the opponent's actions to steal the fencer's time.

13.1. **Countertime (Defensive Countertime)** – the parry and riposte to defeat the opponent's counterattack on an attack executed as an invitation.

17. Delayed (Broken Tempo) Actions

17. **Delayed (Broken Tempo Actions)** – offensive actions in which the attack is delayed, with the delay serving as a feint causing an opponent's reaction.

17.1. **Delayed Attack** – an attack with broken tempo finishing in the original line.

17.2. **Delayed Riposte** – a riposte with broken tempo to exploit a habitual pattern of the parry against the riposte by the opponent.

18. Footwork Actions

18. **Footwork** – actions by the feet and legs to provide mobility on the strip.

18.1. **Basic Footwork** – footwork actions fundamental to fencing.

18.1:1. **Advance** – a step forward with both feet.

18.1:2. **Retreat** – a step backwards with both feet.

18.1:3. **Lunge** – a forward motion propelled by a kick of the front leg and extension of the back leg to carry the attack toward the target.

18.2. **Footwork for the Attack** - footwork intended to accelerate the attack or better position the attacker on the strip based on available distance.

18.2.1. **Balestra (Jump Forward)** – a short, quick jump forward with the feet landing simultaneously to close the distance.

18.2.1.1. **Balestra-Lunge** - a short, accelerating jump forward, followed immediately by the lunge.

18.2.2. **Fleche** - a forward pass bringing the left foot forward, followed by completing the pass with the right coming forward into a lunge.

18.3. **Footwork to Avoid the Attack** - footwork intended to avoid the attack or open the distance.

18.3.1. **Jump Backwards** - a short, quick jump backwards with the feet landing simultaneously to regain the correct distance