

# **FENCING THEORY**

## **BASIC POSITION**

Is the position 'On Guard' comprising the stance (position of the feet) – position of the legs, arms and trunk. It is the position from which a fencer can most easily attack or defend, and move forward or backward.

## **FENCING POSITIONS**

There are eight positions of the sword and they correspond to parries and lines.

Four of these are in pronation (Prime-Second-Tierce-Quite).

Four are in supination (Quarte-Sixte-Septime-Octave).

## **THE DEVELOPMENT**

Is the extension of the sword arm followed by the lunge.

## **THE RECOVERY**

Is the return to the 'On Guard' position.

## **ENGAGEMENT**

When two fencers have their swords crossed, they are termed as being in a state of Engagement.

If their swords are crossed on the right, they are engaged in Sixte (High Line) or Octave (Low Line). If their swords are crossed on the left, they are engaged in Quart (High Line) or Septime (Low Line).

## **COVERING**

To be covered is to engage in such a way that the line in which the swords are crossed is closed to a direct thrust.

## **THE HIT**

To hit, is to strike with the point going forward, fixing clearly and distinctly on the opponent's body so as to have the character of penetration.

## **FENCING MEASURE**

Is the distance which a fencer keeps in relationship to the opponent. It is such that he cannot be hit unless his opponent lunges fully.

## **OFFENSIVE**

The offence can be divided into two main groups:-

### **1. Simple attacks**

- |                    |   |            |
|--------------------|---|------------|
| a. Straight Thrust | - | Direct     |
| b. Disengage       | } | - Indirect |
| Cut over           |   |            |
| Counter Disengage  |   |            |

### **2. Compound attacks**

Any attack comprising one or more feints.

## **DEFENCE**

The principle of defence is the opposition of Forte to Foible in order to deflect the attacking blade.

There are three types of parries:-

- a. Simple Parries
- b. Semi Circular
- c. Circular

Successive parries are a combination of any two or more of the above.  
All parries can be executed in either Opposition or Detachment.

## **RIPOSTES**

A riposte is the offensive action following successful parry of an attack.

A counter riposte is the offensive action following the successful parry of a riposte or counter riposte.

Counter ripostes are numbered, the original attacker making the odd numbered ones and the original defender the even ones.

All ripostes and counter ripostes can be either simple or compound, and can be executed immediately or after a delay.

## **COUNTER OFFENSIVE ACTIONS**

### **THE STOP HIT**

A Stop Hit is a counter offensive action made on an opponents attack or preparation.  
To be valid, it must precede the attacking hit by at least one period of fencing time.

## **THE TIME HIT**

A Time Hit is a stop hit which anticipates, and intercepts, the final line of an attack. It is delivered in such a way, that the executant is covered.

## **FENCING TIME**

A period of fencing time, is the time taken by a fencer to execute a movement of arm, blade, body or leg, or any of these simultaneously.

## **SECOND INTENTION**

A premeditated action dealing with a provoked movement.

## **COUNTER TIME**

A parry and riposte from a provoked stop or time hit.

# **VARIETIES OF RENEWED ATTACKS**

## **REMISE**

A remise is the immediate replacing of the point in the same line after been parried. It must be executed without an additional movement of blade, arm or body. It can be executed in the Lunge or 'On Guard' position, and is done against an opponent who parries and:-

- a. Compounds his riposte
- b. Delays his riposte
- c. Ripostes indirectly, but in two periods of fencing time.

## **REDOUBLEMENT**

A redoublement is the replacing of the point after being parried in the same or different line, by either adding a movement of blade, arm or body and can be simple or compound. As for the Remise it can be made on the lunge or in the 'On Guard' position.

Made on an opponent who parries and:-

- a. Does not riposte
- b. Delays his riposte

## **REPRISE**

A reprise is the renewal of the attack by first returning on guard either backward or forward. It can be simple or compound and is made on an opponent who parries and:-

- a. Steps back and does not riposte
- b. Does not riposte

# **PREPARATION OF ATTACK**

Can be divided into three main groups.

## **1. Attacks on the Blade (Attaques au Fer)**

- a. Beat
- b. Pressure
- c. Froissement

## **2. Takings of the Blade**

- a. Envelopment
- b. Bind
- c. Croise
- d. Engagement and change of engagement

## **3. Making and Breaking of Ground**

Stepping forward and backward.

The Coule can be classified under various headings:-

- a. Feint of Attack
- b. Straight Thrust
- c. Prise de Fer

## **TROMPEMENT**

The deception of your opponents attempts to parry.

## **DEROBEMENT**

The evasion of your opponents attempts to beat or take your blade (Prise de Fer) whilst your arm is straight and point threatening the target.