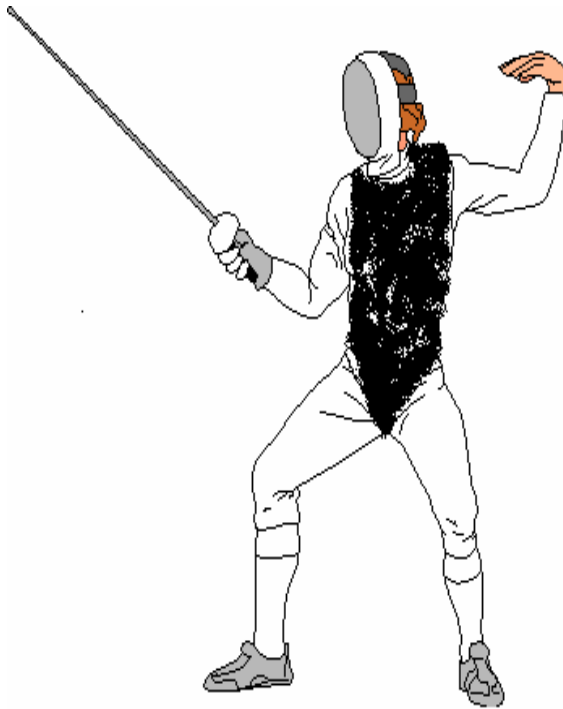


FOIL FENCING THEORY

Rules

Foil Target is the darkened area shown the figure below



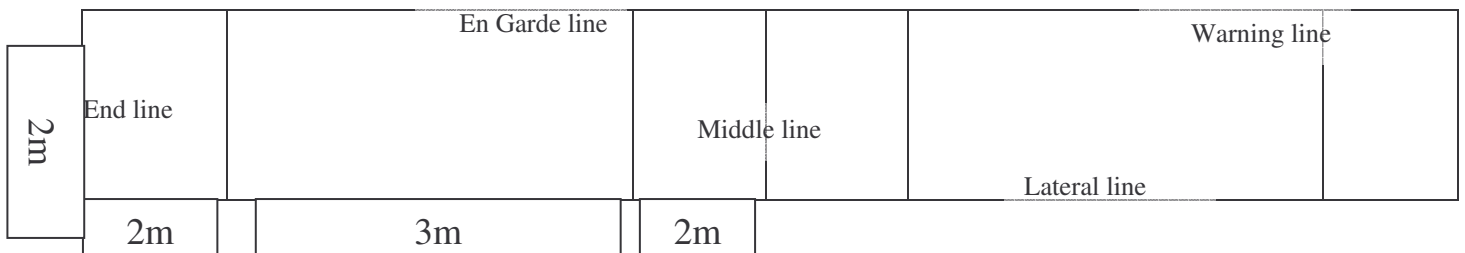
The target excludes the bib of the mask, and the arms, from the seam at the shoulder down.

A valid hit is scored when the tip depresses on this target, so as cause the blade to bend: A so-called “palpable hit”. A hit outside of this area, is “off-target”. An electric apparatus shows which hits arrive. If no apparatus is used, a jury of four members watches to see when hits arrive.

Whether this hit is awarded or not, depends on the “right-of-way”. This is determined by the referee, who watches the “phrasing” of play from one fencer to the next.

The basic rule is that the attacker has the right-of-way. This means that the fencer who initiates the action will score the hit, if it arrives straight away, regardless of the actions of the other fencer(the defender). Once attacked, a defender must either avoid being hit, or parry and riposte

The Piste



- Fencing takes place on the *piste*.
- At the beginning of the *boute*, and after the awarding of a hit, fencers come on guard at the *En Garde line*.
- A hit is awarded to the opponent, if a fencer moves with both his feet over the *End line*.
- Fencers stepping out of the lateral line with any part of a foot, get a yellow card.
- Fencers may only legally step outside the *piste* in the follow-through of their *fleche*.

Terminology

Hand positions:

Supination

(fingernails on top)

(6) Sixte: the basic position
High inside line

(4) Quarte
High outside line

(8) Octave
Low inside line

(7) Septime
Low outside line

Pronation

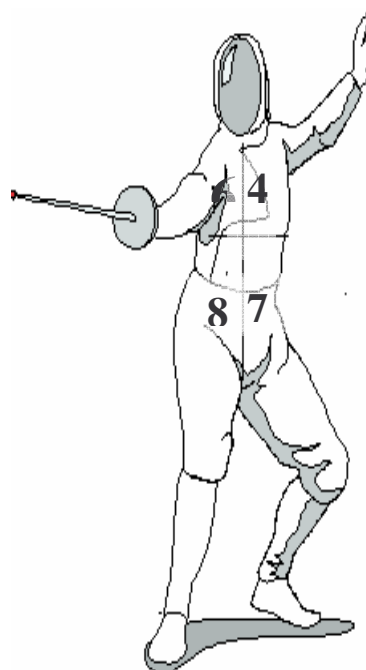
(knuckles on top)

(3) Tierce

(1) Prime

(5) Quinte

(2) Seconde



The En Garde position (of sixte)

Definitions

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.
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
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.
INDIRECT ATTACK	The disengage, counter-disengage and the cut-over: when the final line of attack follows a feint.
COMPOUND ATTACKS	Any attack comprising one or more feints
DEFENCE	The principle of opposition of Forte to Foible in order to deflect the attacking blade.
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. They are numbered, the original attacker making the odd numbered ones and the original defender the even ones.
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	Is a premeditated action dealing with a provoked movement.
A REMISE	Is the immediate replacing of the point in the same line after been parried.
THE 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.