



UNITED STATES FENCING ASSOCIATION
NATIONAL COACHING DEVELOPMENT PROGRAM

GLOSSARY AND DEFINITIONS OF TERMS

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ALL LEVELS
of the
USFA COACHES COLLEGE**

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ABSTAIN	CHECK FORWARD	EXPULSION
ADVANCE	CIRCULAR BEAT	FEINT
ADVANCE, DOUBLE	CIRCULAR BLADE TAKE	FEINT IN TIME
ADVANCE, HALF	CIRCULAR DISENGAGE	FENCING
ADVANCE, INVERSE	COMPOUND	FENCING LINE
ADVANCE-LUNGE	COULE	FENCING POSITION
ANGULATION	COUNTER ATTACK	FENCING TIME
APPEL	COUNTER ATTACK,	FIFTH
APPEL ADVANCE	COMPOUND	FIGHTING LINE
APPEL LUNGE	COUNTER RIPOSTE	FINGER-PLAY
ATTACK	COUNTER TIME	FIRST
ATTACK, CIRCULAR	CROSS	FLANK
ATTACK, CIRCULAR	CROSS STEP BACKWARD	FLECHE
DISENGAGE	CROSS STEP FORWARD	FLICK
ATTACK, COMPOUND	CUT	FLUNGE
ATTACK, CUT OVER	CUT, BELLY	FOIBLE
ATTACK, DISENGAGE	CUT, CHEST	FOIL
ATTACK, DIRECT	CUTTING EDGE	FOOTWORK
ATTACK, FALSE	DECEIVE	FOOTWORK, SIMPLE
ATTACK, INDIRECT	DEROBEMENT	FOOTWORK,
ATTACK, ONE-TWO	DEVELOPMENT	COMPOUND
ATTACK, ONE-TWO-	DISARM	FORTE
THREE	DIRECT	FOURTH
ATTACK, OPEN EYES	DIRECT ELIMINATION	FRENCH GRIP
ATTACK ON THE	DISTANCE	GLIDE
BLADE	DISTANCE, CLOSE	GLOVE
ATTACK ON THE	DISTANCE, FAR	GRIP
PREPARATION	DISTANCE, MIDDLE	GUARD, BELL
ATTACK, SIMPLE	DISTANCE, SHORT	HANDLE
ATTACK,	DISTANCE, STEALING	HIGH LINES
SIMULTANEOUS	DOUBLE	HIT
ATTACK, STRAIGHT	DOUBLE HIT	INFIGHTING
BALESTRA	EIGHT	INQUARTATA
BARRAGE	ENGAGEMENT	INTENTION, FIRST
BEAT	ENGAGEMENT,	INTENTION, SECOND
BIB	CHANGE OF	INVITATION
BIND	ENGAGEMENT,	JOSTLING
BLADE	DOUBLE	JUDGES
BLADE, TAKING OF	ENGAGEMENT,	JUMP BACKWARD
THE	DOUBLE CHANGE	JUMP FORWARD
BODY CORD	ENVELOP	JUMP-LUNGE
BOUT	EPEE	JURY
BOUT COMMITTEE	ESQUIVE	JURY OF APPEAL
CHECK BACKWARD	EVASION	LATERAL MOVEMENT

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Glossary of Fencing Terms

LINE	RECOVERY	TRANSFER
LINE, HIGH	RECOVERY, BACKWARD	TRANSFER, CIRCULAR
LINE, INSIDE	RECOVERY, CENTRAL	TRANSFER, DIAGONAL
LINE, LOW	RECOVERY, FORWARD	TRANSFER, LATERAL
LINE, OUTSIDE	REDOUBLE	TRANSFER, SEMI-CIRCULAR
LUNGE	REDOUBLEMENT	TROMPEMENT
LUNGE, ACCELERATING	REFEREE	UNDER ARM
LUNGE, DOUBLE	REMISE	PROTECTOR
LUNGE, EXPLOSIVE	REPECHAGE	VALID
LUNGE, FLYING	REPRISE	VARIETIES of ACTIONS
LUNGE, HALF	RETREAT	VEST, ELECTRICAL
LUNGE, REVERSE	RETREAT, DOUBLE	WARNING
LUNGE, WAITING	RETREAT, HALF	WEAPON
MAESTRO	RETREAT, INVERSE	
MAITRE	RETREAT, RENEWED	
MARTINGALE	RIGHT OF WAY	
MASK	RIPOSTE	
MASTER	RIPOSTE, DELAYED	
OFF TARGET	RIPOSTE, DIRECT	
ON GUARD	RIPOSTE, INDIRECT	
OPPOSITION	RIPOSTE, COMPOUND	
PARRY	RULES	
PARRY, BEAT	SABER	
PARRY, BLOCKING	SALLE D'ARMES	
PARRY, CEDING	SALUTE	
PARRY, CIRCULAR	SECOND	
PARRY, DIAGONAL	SEVENTH	
PARRY, LATERAL	SIXTH	
PARRY, SEMI-CIRCULAR	SLIDE	
PARRY, OPPOSITION	STOP CUT	
PARRY, YIELDING	STOP THRUST	
PATINANDO	STRIP	
PISTOL GRIP	SUBSTITUTION	
POINT	SUPINATION	
POINT IN LINE	SWORD	
POMMEL	TANG	
POOL	TARGET	
POSITIONS	TEMPO	
PREPARATION OF ATTACK	THIRD	
PRESS	THRUST	
PRONATION	TIME	
QUARTER TURN	TIME STOP	
	TIME THRUST	
	TOUCH	

ABSTAIN	: Neutral response by a member of a jury when questioned about the materiality of a touch.
ADVANCE	: Forward step of the front foot followed by a forward step of the rear foot.
ADVANCE, DOUBLE	: A succession of two advances with a change of tempo.
ADVANCE, HALF	: A single forward motion of the front foot.
ADVANCE, INVERSE	: Forward step of the back foot followed by a forward step of the front foot.
ADVANCE- LUNGE	: A combination of an advance and a lunge, with a change in the tempo.
ANGULATION	: Directing an offensive or counter offensive action, with an angle in the line where the action is bound.
APPEL	: Striking the front foot on the floor.
APPEL- ADVANCE	: Striking the front foot slightly forward on the floor followed by an advance.
APPEL- LUNGE	: Striking the foot on the floor followed by a lunge.
ATTACK	: Initial offensive action, executed with the weapon arm extending and point or blade threatening the valid surface with a progressive forward motion.
ATTACK, CIRCULAR	: Offensive action consisting of a disengage feint followed by a circular disengage.
ATTACK, CIRCULAR DISENGAGE	: Offensive action consisting of deceiving a circular attempt of an engagement or a parry by using a circular motion.
ATTACK, COMPOUND	: Offensive action preceded by one or more feints, or actions on the blade.
ATTACK, CUT OVER	: Simple indirect offensive action which passes from one side of the opponent's blade to another by passing around the tip of the opponent's blade.

ATTACK, DISENGAGE	: Simple indirect offensive action which passes from one side of the opponent's blade to another by passing around the opponent's bell guard.
ATTACK, DIRECT	: Simple offensive action executed in a straight line.
ATTACK, FALSE	: Simulation of an offensive action.
ATTACK, INDIRECT	: Offensive action executed in a line other than the one in which it originated.
ATTACK, ONE-TWO	: Compound offensive action consisting of a disengage feint followed by a disengage and thrust.
ATTACK, OPEN EYES	: Offensive action in which the beginning is foreseen and the ending occurs according to the opponent's unknown reaction.
ATTACKS ON THE BLADE	: Actions executed on the opponent's blade.
ATTACK ON PREPARATION	: Offensive action executed into the opponent's preparation.
ATTACK, SIMPLE	: Direct or indirect offensive action, executed in one tempo.
ATTACK, SIMULTANEOUS	: Offensive actions launched at the same time by both fencers.
ATTACK, STRAIGHT	: Simple direct offensive action.
BALESTRA	: Italian term meaning jump-lunge.
BARRAGE	: A fence - off between two or more fencers who are tied to determine a winner.
BEAT	: A hitting of the opponent's blade.
BIB	: Lower part of a fencing mask.
BIND	: See Diagonal transfer.
BLADE	: Main part of a weapon.

BLADE, TAKING OF	: See Transfer.
BODY CORD	: Electrical wire worn by the fencer to connect the weapon to the reel cord.
BOUT	: A contest between two fencers.
BOUT COMMITTEE	: Group of officials to oversee a tournament.
CHECK BACKWARD	: A forward motion of the front foot followed by a retreat.
CHECK FORWARD	: A backward motion of the back foot followed by an advance.
CIRCULAR BEAT	: Change of engagement made by a beat.
CIRCULAR BLADE TAKE	: See Circular Transfer.
COULE	: French term for glide.
COUNTER ATTACK	: Offensive action executed after the start of the opponent's offensive action.
COUNTER ATTACK, COMPOUND	: Offensive action preceded by one or more feints that is executed after the start of the opponent's offensive action.
COUNTER RIPOSTE	: Offensive action executed after parrying the riposte. It may be either simple or compound.
COUNTER TIME	: Action made against a counter offensive action.
CROSS	: See Semi circular Transfer.
CROSS STEP BACKWARD	: Moving the front foot behind the heel of the rear foot and then moving the rear foot backward to the on guard position.
CROSS STEP FORWARD	: Moving the rear foot in front of the front foot and then moving the front foot forward to the on guard position.

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Definition of Fencing Terms

CUT	: Saber blade movement in which the touch is completed with the cutting edge of the blade.
CUT, BELLY	: Saber blade movement in which the touch arrives on the lower front of the target, executed with the cutting edge of the blade.
CUT, CHEST	: Saber blade movement in which the touch is initiated at the top of the shoulder ending on the opposite lower part of the target, executed with the cutting edge of the blade.
CUTTING EDGE	: Forward part of a saber blade.
DECEIVE	: The avoidance of the opponent's attempt to seize the blade.
DEROBEMENT	: French term for deceive.
DEVELOPMENT	: Deployment of the arms in conjunction with the lunge.
DISARM	: Movement to deprive a fencer of his weapon.
DIRECT	: Any motion executed in a straight line (plane in saber).
DIRECT ELIMINATION	: A form of competition where the loser of a bout is eliminated from the event.
DISTANCE	: Space between two fencers.
DISTANCE, CLOSE	: Space between two fencers that is covered by the extension of the arm.
DISTANCE, FAR	: Space of at least an advance and a lunge between two fencers.
DISTANCE, INFIGHTING	: Space between two fencers that is less than the extension of the arm.
DISTANCE, LONG	: See Far Distance.
DISTANCE, MIDDLE	: Space of a lunge distance between two fencers.
DISTANCE, SHORT	: See Close Distance.

DISTANCE, STEALING	: Tactical footwork to gain favorable distance.
DISTANCE, OUT OF	: Space between two fencers beyond the fencing distance.
DOUBLE	: Term used to describe a circular attack.
DOUBLE TOUCH	: A situation in which both fencers are touched at approximately the same time.
EIGHTH (F & E)	: Position (eighth) or parry (eight) that covers the low outside line. The point is lower than the hand. Hand toward supination.
ENGAGEMENT	: Situation of two blades in contact.
ENGAGEMENT, CHANGE OF	: Subsequent engagement made in an other line.
ENGAGEMENT, DOUBLE	: Two consecutive engagements.
ENGAGEMENT, DOUBLE CHANGE OF	: Execution of two changes of engagement in immediate succession.
ENVELOP	: See Circular Transfer.
EPEE	: Weapon derived from the dueling sword, with a blade consisting of three side. It is fenced without conventions.
ESQUIVE	: French term describing evasion.
EVASION	: A body movement to evade the opponent's offense.
EXPULSION	: A sharp, powerful, prolonged pressure on the blade executed by sliding toward the forte of the opponent's blade.
FEINT	: Simulation of an offensive, defensive or counter offensive action.
FEINT IN TIME	: Reaction against counter time.
FENCING	: Sport using foil, epee and saber.
FENCING LINE	: See Fighting Line.

FENCING TIME	: Duration of the execution of a simple action.
FIFTH (F & E)	: Position (fifth) or parry (five) that covers the low inside line. The point is higher than the hand. Hand in pronation.
FIFTH (S)	: Position (fifth) or parry (five) that covers the head line. The point is higher than the hand. Hand toward pronation.
FIGHTING LINE	: Imaginary line which passes through the heels of the two fencers facing each other.
FINGER PLAY	: Controlling the weapon by the use of contraction and relaxation of the fingers.
FIRST (F, E & S)	: Position (first) or parry (one) that covers the high inside line. The point is lower than the hand. Hand past pronation.
FLANK	: Target of the fencer's torso situated under the weapon arm.
FLECHE	: Forward displacement of the body's center of gravity combined with the driving propulsion of the leading leg with the trailing leg crossing the plane of the front foot.
FLICK	: A way of delivering a touch with a quick light stroke, such as with a whipping action.
FLUNGE	: Forward displacement of the body's center of gravity combined with the driving propulsion of the leading leg with the trailing leg not crossing the plane of the front foot.
FOIBLE	: Forward third part of the blade.
FOIL	: Modern weapon derived from the practice weapon for the rapier with the blade consisting of four sides. It is fenced with convention rules.
FOOTWORK	: Manner in which the legs and feet are employed in fencing.
FOOTWORK, SIMPLE	: Any footwork executed as a single movement.
FOOTWORK, COMPOUND	: Any footwork executed in two or more steps.

FORTE	: Bottom third of the blade nearest of the bell guard.
FOURTH (F, E & S)	: Position (fourth) or parry (four) that covers the high inside line. The point is higher than the hand. Hand toward pronation.
FRENCH GRIP	: Weapon handle made of a slightly curved piece of wood, metal or plastic.
GLIDE	: Preparation of attack consisting of a constant contact by sliding without pressure along the opponent's blade.
GLOVE	: Protective equipment covering the fencer's weapon hand.
GRIP	: Weapon part that is held or manipulated with the hand.
GUARD, BELL	: Protecting part of a weapon placed in front of the grip to protect the hand and help deflect or seize the opponent's blade.
HANDLE	: See Grip.
HIGH LINE	: Target area above the weapon hand.
HIT	: The arrival of the point on the opponent's target in foil and epee and of the blade or tip in saber.
INFIGHTING	Close combat situation where fencers are able to wield their weapon.
INQUARTATA	: Italian term for Quarter Turn with 4 th opposition.
INTENTION, FIRST	: A tactic made with the forthright intent to score against the opponent.
INTENTION, SECOND	: A tactic in which one's first attack fails deliberately in order to draw a response.
INVITATION	: Movement which voluntarily opens up the target area, and attempts to provoke a response.
JOSTLING	: Violent contact with the opponent.
JUDGES	: Officials who assist the referee in conducting a fencing bout.
JUMP- BACKWARD	: A rearward leaping movement of the back foot followed by the front foot.

JUMP-FORWARD	: A forward leaping movement of the front foot followed by the back foot.
JUMP-LUNGE	: A combination of a jump forward followed immediately by a lunge.
JURY	: Group of officials used to direct and observe a fencing bout, determine if a touch has or has not landed, and make sure the rules and regulations are observed.
JURY OF APPEAL	: Group of officials who consider protests against the decisions of the Bout Committee.
QUARTER TURN	: Counter offensive movement executed by rotating the body in order to evade and close the high inside line.
LATERAL MOVEMENT	: Footwork consisting of sideward motions.
LINE	: Area of target defined by the relative position of the weapon's hand. There are four lines: High outside High inside Low outside Low inside
LINE, HIGH	: Line on the upper side of the weapon arm.
LINE, INSIDE	: Line on the inner side of the weapon arm.
LINE, LOW	: Line on the lower side of the weapon arm.
LINE, OUTSIDE	: Line on the outer side of the weapon arm.
LUNGE	: A reaching forward of the front foot combined with the driving extension of the rear leg.
LUNGE, ACCELERATING	: Lunge executed from a slow start to a fast finish.
LUNGE, DOUBLE	: A lunge followed by a recovery and another lunge.
LUNGE, EXPLOSIVE	: Sudden, rapid lunge.

LUNGE, FLYING	: Lunge executed with both feet leaving the ground.
LUNGE, REVERSE	: A backward extension of the rear leg combined with a drop of the body's center of gravity and without moving the front foot.
LUNGE, WAITING	: Lunge executed by keeping the front foot up in the air as long as possible.
MAESTRO	: Italian term describing one of the highest certified teachers of fencing.
MAITRE	: French term describing one of the highest certified teachers of fencing.
MARTINGALE	: Strap to restrain the weapon from being ejected from the hand.
MASK	: Protective wire mesh helmet covering the face and the head of a fencer.
MASTER	: Term describing one of the highest certified teachers of fencing.
OFF TARGET	: Portion of the fencer's body which is not counted as valid. Target in foil and saber.
ON GUARD, (POSITION)	: The position most favorable for equal readiness of offense, defense, counter offense and mobility.
OPPOSITION	: A way to deliver a touch with constant blade contact, while blocking the opponent's blade until the touch.
PARRY	: Defensive blade movement that blocks the opponent's offensive action.
PARRY, BEAT	: Defensive blade movement that deflects the opponent's offensive action by striking opponent's blade sharply.
PARRY, BLOCKING	: Defensive blade movement that is in place before the opponent's offensive arrives.
PARRY, CEDING	: Same as Yielding Parry.
PARRY, CIRCULAR	: Parry made by moving the blade in a circular motion.

- PARRY, DIAGONAL** : Parry made by moving the blade in a diagonal motion.
- PARRY, DISTANCE** : Parry without blade contact that avoids the opponent's offensive action by retreating out of distance.
- PARRY, LATERAL** : Parry made by moving the blade in a horizontal motion.
- PARRY, SEMI-CIRCULAR** : Parry made by moving the blade in a semi-circular motion.
- PARRY, OPPOSITION** : Defensive blade movement that deflects the opponent's offensive action without roughness and maintains contact.
- PARRY, YIELDING** : Defensive blade movement that closes the line where the opponent's offensive action would terminate by changing the point of contact without leaving the blade.
- PATINANDO** : Italian term used to describe an advance-lunge with a change of tempo.
- PISTOL GRIP** : Orthopedic handle.
- POINT** : Ending part of the blade used to score.
- POINT IN LINE** : Action of a fencer with extended weapon arm, point threatening the target.
- POMMEL** : The nut of the hilt that holds the parts of a fencing weapon together.
- POOL** : Group of fencers competing against one another.
- POSITIONS (E & F)** : The placement of the hand in each of the four lines. There are eight positions:
Three toward supination : 6-7-8
One toward pronation : 4
Two in pronation : 3-5
Two past pronation : 1-2

- POSITIONS (S)** : The placement of the hand in each of the five lines. There are five positions:
Two toward pronation : 4-5
One in pronation : 3
Two past pronation : 1-2
- PREPARATION** : Movements of the blade and/or body preceding an action.
- PRESS** : Pressure executed after making contact with the opponent's blade.
- PRONATION** : Position of the hand with the palm facing downward.
- RECOVERY** : Resuming the on-guard position from a lunge
- RECOVERY BACKWARD** : Backward movement to regain the on guard position from a lunge.
- RECOVERY, CENTRAL** : Recovery made by bringing the legs simultaneously to the center from the lunge.
- RECOVERY, FORWARD** : Forward movement to regain the on guard position from a lunge
- REDOUBLE** : Same as redoublement.
- REDOUBLEMENT:** Forward conformation with new footwork (lunge, fleche, etc...) after an initial offensive action is short or parried.
- REFEREE** : Person regulating and controlling a fencing bout.
- REMISE** : Simple direct offensive or counter offensive action made after the initial offensive or counter offensive is parried, when the riposte is delayed or absent.
- REPECHAGE** : Format of competition in which a fencer has to lose two bouts of direct elimination to be eliminated from the event.
- REPRISE** : Simple indirect, compound offensive or counter offensive action made after the initial offensive or counter offensive is parried, when the riposte is delayed or absent.
- RETREAT** : Backward step of the rear foot followed by a backward step of the front foot.

RETREAT, DOUBLE	: A succession of two retreats with a change of tempo.
RETREAT, HALF	: A single backward motion of the rear foot.
RETREAT, INVERSE	: Backward step of the front foot followed by a backward step of the back foot.
RIGHT OF WAY	: Convention used in foil and saber.
RIPOSTE	: Offensive action executed after a parry. It may be either simple or compound.
RIPOSTE, DELAYED	: Riposte executed after a pause.
RIPOSTE, DIRECT	: Riposte executed in the same line as that in which the parry occurred.
RIPOSTE, INDIRECT	: Riposte executed in a line other than the one in which the parry occurred.
RIPOSTE, COMPOUND	: Riposte executed by one or more feints, or actions on the blade.
RULES	: Set of codes and regulations to be observed in fencing.
SABER	: Weapon derived from the cavalry sword, using the front or back edge for cutting and the point for thrusting.
SALLE D'ARMES	: French term used to describe a fencing school.
SALUTE	: Courteous gesture used before and after a bout toward the opponent, officials and public.
SECOND (F, E & S)	: Position (second) or parry (two) that covers the low outside line. The point is lower than the hand. Hand past pronation.
SEVENTH (F & E)	: Position (seventh) or parry (seven) that covers the low inside line. The point is lower than the hand. Hand toward supination.
SIXTH (F & E)	: Position (sixth) or parry (six) that covers the high outside line. The point is higher than the hand. Hand toward supination.

SLIDE	: A forward motion of the front foot (as in a half advance) followed by the forward motion of the rear leg in conjunction with a sliding motion of the front foot.
STOP CUT	: Saber movement consisting of a touch made during the start of the opponent's offensive action.
STRIP	: Fencing field of play, which has an even surface and is 14 meters long by 1.5 to 2 meters wide.
SUBSTITUTION	: Replacement of one fencer for another.
SUPINATION	: Position of the hand with the palm facing upward.
SWORD	: Long bladed weapon for cutting or thrusting.
TANG	: Part of the blade that holds together the guard, grip and pommel.
TARGET	: Area of the fencer's body which is specified as valid by the rules of the specific weapon.
TEMPO	: Term used to describe the time relation between fencing actions.
THIRD (F, E & S)	: Position (third) or parry (three) that covers the high outside line. The point is higher than the hand. Hand in pronation.
THRUST	: Offensive movement.
TIME	: Duration of a simple offensive action.
TIME STOP	: Counter offensive action executed without blade contact.
TIME THRUST	: Counter offensive action executed with blade contact.
TOUCH	: See hit.
TRANSFER	: Seizing the opponent's blade and progressively controlling it until completion.
TRANSFER, CIRCULAR	: Seizing the opponent's blade in one line and progressively leading it without losing contact into the same line with a circular motion.
TRANSFER, DIAGONAL	: Seizing the opponent's blade and progressively leading it from a high line into an opposite low line or vice versa.
TRANSFER, LATERAL	: Seizing the opponent's blade and progressively controlling it in the same line.

- TRANSFER, SEMI-CIRCULAR** : Seizing the opponent's blade and progressively leading it from a high line into a low line or vice versa, on the same side.
- TROMPEMENT** : French term for deceiving the attempt to parry.
- UNDER ARM PROTECTOR** : A separate sleeve and half jacket placed under the fencing jacket covering the weapon arm for added protection.
- VALID** : Determination that a touch has landed on the correct area.
- VARIETIES OF ACTIONS** : Offensive actions executed after an attack, a riposte, a counter riposte or a counter attack.
- VEST, ELECTRICAL** : Garment made of electrically conducting material worn over the fencing jacket to determine the valid target area for foil and saber.
- WARNING** : Formal notice given by a referee to a fencer for infraction of rules.
- WEAPON** : Fighting or fencing instrument.