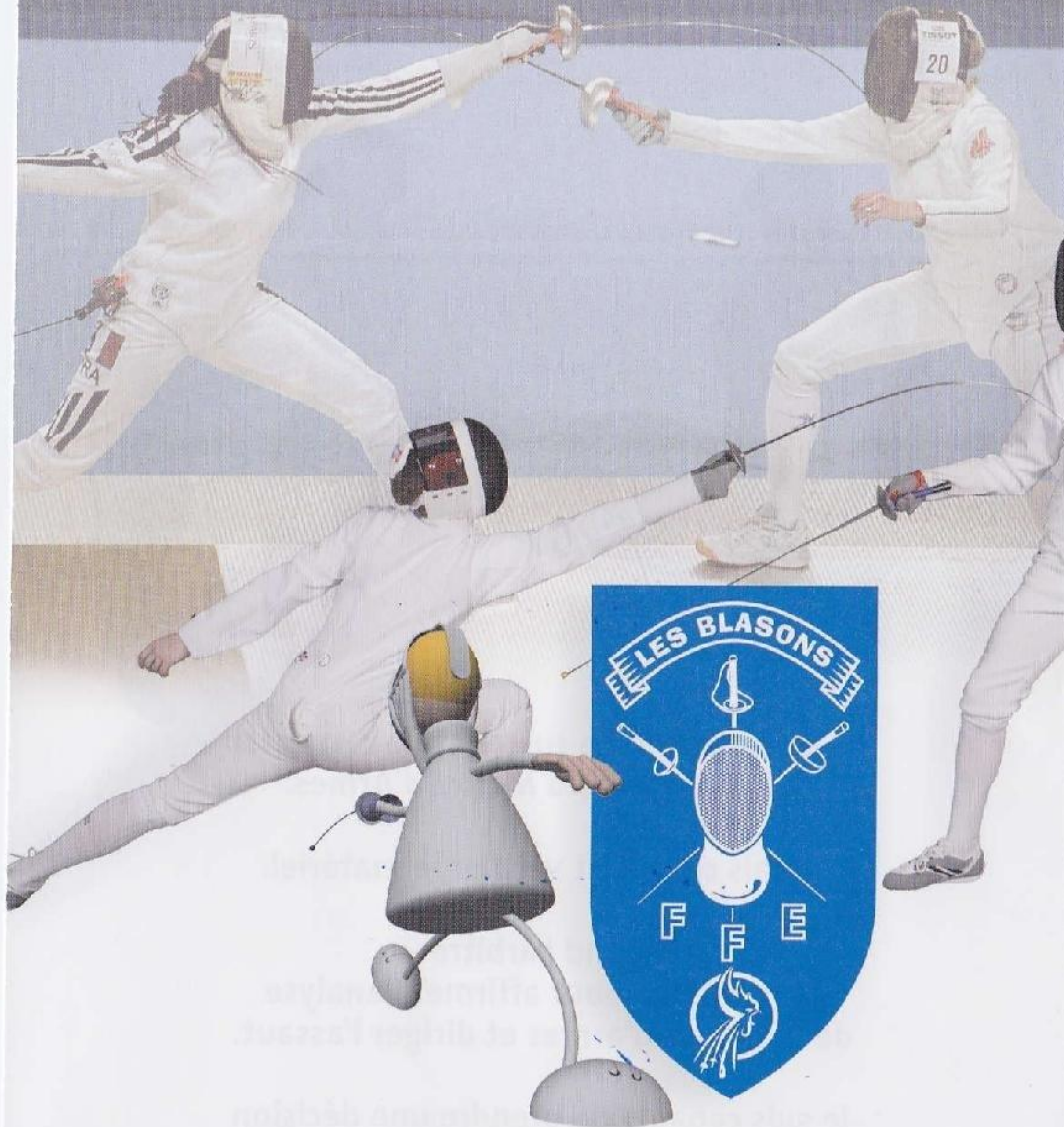


To touch, I set a trap
to my opponent



THE BLUE BLASON



MY BEHAVIOR IS EVALUATED BY MY MAITRE D'ARMES AT A COMPETITION



I am able to follow and respect the instructions of the maitre d'armes.

I know how to choose and check the material.

When I'm referee: I speak loudly to affirm the analysis of the sentence of arms and to direct the assault.

I am able to make a decision when the two fencers touch each other.

1 I know how to lead an assault by using the commandments

- I have to verify before the start of the fight that the fencers have their material in good condition for their safety.
- I have to put fencers behind their warning line by calling them to order if they are out of balance with the arm extended.
- After each touch non valable, I have to put the fencer at the distance to avoid any contact at the edge of their sword.
- I have to say « En garde ».
- I have to ask both of them « Êtes vous prêts ? », when they answer me « Prêt » then I say « Allez ! » and the combat start



I say "Halte" and raise my hand anytime needed :

- for the fencers security
- if one of the fencer raise his hand.
- when there is a touche
- If the electrical device notify a touche
- If the fencers have a " messy " game and not allow me to see clearly all the actions
- If the fencer has a bad behavior that affects his opponent.
For example: covering a " valable " area. In this case I have to tell the fencer to take a correct position .

HALTE !



2 I know how to mark points on the poule

A poule is a group of fencers in which all the participants meet in matches.
The fencers are represented by numbers.

Each horizontal line corresponds to a player and his number.

The number of points is fixed by the maitre d'armes

fencers	N°	1	2	3	4	5	V
	1						
	2			0			Colonne
line	3						
	4						
	5						

EXEMPLE

To enter the results of the match between number 2 and number 3, mark in this box the points get by the number 3. Then you must take line 2 and stop in column 3 to mark in this box the points get by the number 2. Then you can read the result in these two boxes.

The dark blue boxes correspond to the matches that can not be made (the player number 1 can not play against himself)
Column V corresponds to the number of victories of each fencer.

3 In the case of a double touch, I know the 5 cases where the offensive is right.

Marine attack Alissia

Marine is right in the following 5 cases

- 1** Marine stretches her arm and attacks in one tempo.
Alissia stretches her arm during the marine attack.
They touch each other at the same time: **Alissia is wrong**
- 2** Marine is attacking.
Alissia instead of making parade, she dodge without succeeding.
They touch at the same time: **Alissia is wrong**
- 3** Marine is attacking.
Alissia make parade, but marks a stop time before making a riposte.
Marine resumes immediately an attack.
They touch each other at the same time: **Alissia is wrong**
- 4** Marine performs an attack composée.
Alissia stretch her arm only at the end of the Marine attack.
They touch each other at the same time: **Alissia is wrong**
- 5** Alissia has her arm extended, the tip of the sword threatening the valable area.
Marine spreads with his weapon the blade of Alissia and attacks.
Alissia puts back the tips of her sword in line.
They touch each other at the same time: **Alissia is wrong**

4 In case of double touch, I know the 6 cases where the offensive is wrong.

Marine attacks Alissia.

Marine is wrong in the following 6 cases:

- 1** Alissia has her arms stretched out. and the tip of the sword threatening Marine's valable area.
Marine attacks without discarding the blade of Alissia.
They are touching at the same time: **Alissia is right**
- 2** Marine searches for Alissia's blade to attack.
Alissia subtracts her blade and takes the opportunity to attack.
They touch each other at the same time: **Alissia is right**
- 3** Marine makes an attack composée, but marks a time of hesitation.
During this time of hesitation Alissia takes the opportunity to make a counterattack.
They touch each other at same time: **Alissia is right**
- 4** Marine makes an attack composée.
Alissia intercepts her blade and make a riposte.
Marine continues her attacks.
They touch at the same time: **Alissia is right**
- 5** Marine makes an attack composée.
Alissia made a counterattack before the last tempo of Marine attack.
They touch each other at the same time: **Alissia is right**
- 6** Marine is making an attack and was blocked.
Alissia make a riposte immediately.
Marine makes an remise of attack at the same time.
They touch each other at the same time: **Alissia is right**

5 I know the definition of an attack composée.

An attack composée is when the attack is done at least in two tempo.

- The first tempo is used to set a trap to the opponent and the second tempo to touch.

For example: on my first tempo I will make him believe with the tip of my weapon that I will attack under. When he is going to block that action, I will take advantage of it in my second tempo to touch him.

Definition to remember: The attack is composée when it includes one or more tempo or action

6 I know the definition of *temps d'escrime*/ tempo

Temps d'escrim "tempo" is the duration of simple action /example: coup droit

then an attack composée with one trick, has two tempo the first tempo is for tricking and the second tempo to go for the real action and touch.

After parade, you have to continue immediatly with a riposte. stoping or wasting time before making a riposte makes me lose the priority.

7 ATTACKS AU FER

These are preparations on the opponent's blade. They are intended to prepare the attack that I intend to carry.

This is the three attacks au fer :

- battement
- pression
- froissement

for the bue Blason

I only use Battement and Pression

To perform Battement, I have to hit with the middle part of my blade on the weak part of the opponent's blade.



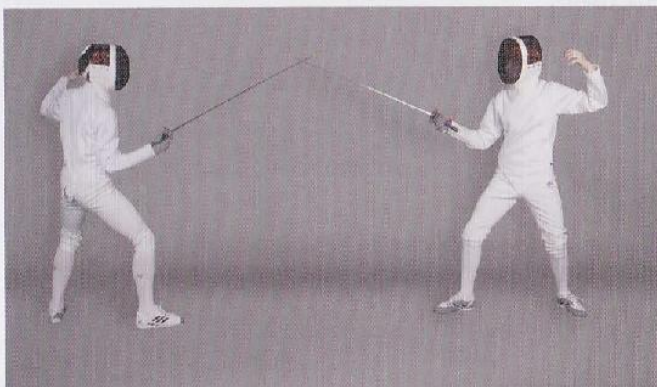
To perform Pression, you have to press the weak part of your opponent's blade.

1 I know why and how to make attacks Composéés.

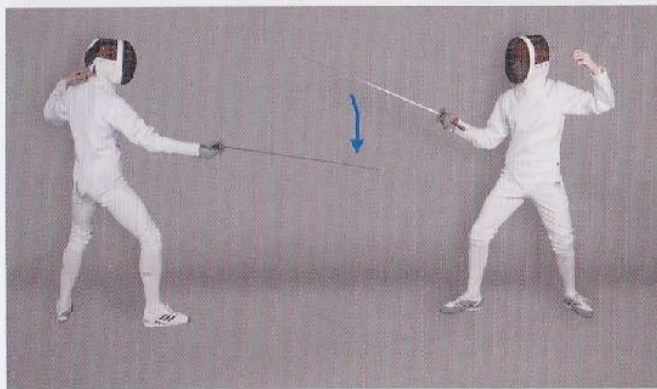
why The purpose of the attack Composéée is to set a trap to your opponent by making your first move, and force him to do (Parade) and take advantage of this situation.

How Before performing an attack Composéée, I have to think about :

1 • Perform a realistic feint that provokes a parade



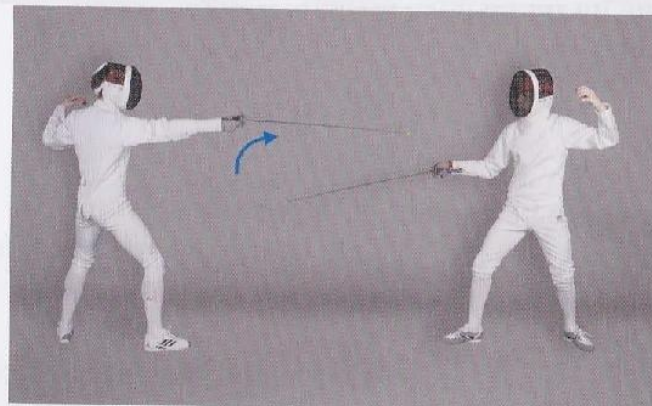
Starting position



Feint dessous (under) while advancing the tip

2 • Avoid the opponent's Parade.

Warning: if my opponent strays my blade, then we consider that the parade is successful and he has the right to make a riposte.



Avoid parade by making degagement dessus (over)

3 • Speed up the progression of my blade tip after avoid the parade and go to touch.



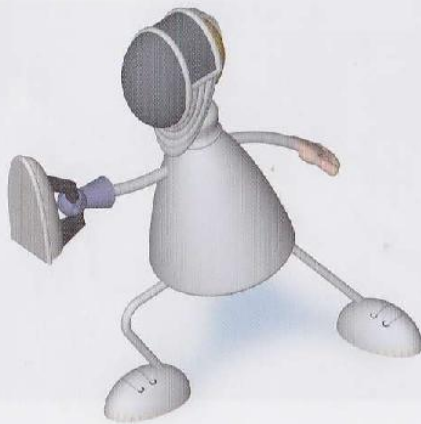
touch in dessus (over) line

2 I know why and how to use **attack au fer**

why Attack au fer facilitates the attack I intend to carry.

how By using **battement** and **pression**.
 the battement must be strong if it must move the opponent's blade away,
 and must be lighter if he has to make my opponent react.

To make **Pression (pressure)** my blade must be in contact with my
 opponent blade.
 If the pressure is strong it will open the line.
 if the pressure is light it will make my opponent react.



3 I know why and how to make **Coupé**.

why **Coupé** is the third of the simple attacks,
 it has only one (Tempo) temps d'escrime .

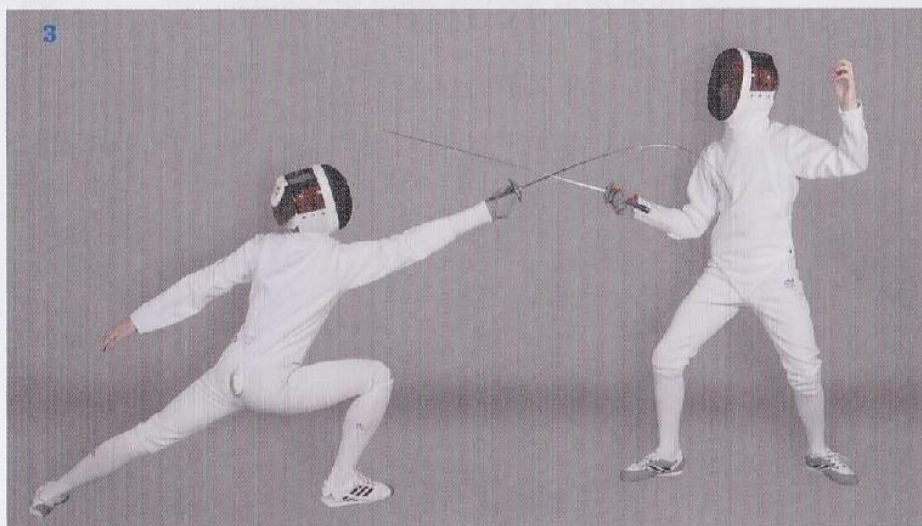
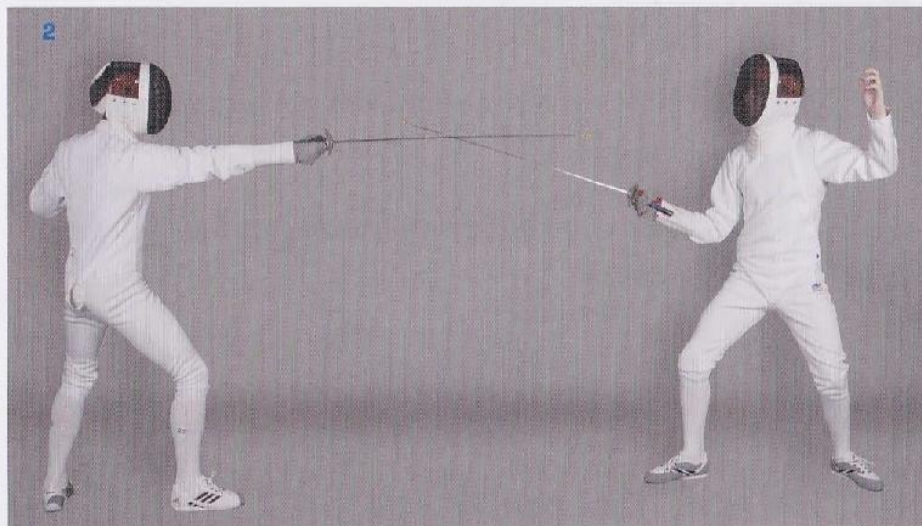
it's an attack that consists to circumventing the blade of
 your opponent from the right side

how my blade tip have to pass over the opponent blade to
 reach an unprotected target.
 After the passage of my tip, the lengthening of my arm
 will start my fente.

COUPÉ



COUPÉ



I know why and how to use counter attack

why

To touch my opponent, I have to take advantage of his mistakes when he is attacking.

how

On a poorly executed attack, i counter attack at the cuff by extending the arm and keeping the distance.

