

IMPORTANT SWORDPLAY TERMINOLOGY

1. Beat - any striking together of swords.
2. Thrust - extending your sword arm straight out to its fullest length without lunging.
3. Lunging - extending your sword arm fully while leaning forward with your front knee bent.
4. Cut - attack in which the sword across or down to meet opponent's blade in an attempt to chop or hack.
5. Disarm/Envelopment - capturing your opponent's sword near the hilt and carrying it around in a circle while both combatants maintain pressure; the sword is released by your opponent at its closest point to the floor.
6. Lock - both combatants move in close and cross swords near hilt in an "X"; non-blade hands reach across and grab each other's wrists. The struggle is individual and should be evident even if moved apart.
7. Break - any pause between sequences of beats; common breaks are the push-off, the circle, the disengage, and the caress.
8. Sequence - a group of beats in succession.
9. Parries - blocks
10. Attacks - strikes with the sword; can be thrust, lunge or cut.
11. Disengage - moving your blade from one side of your opponent's blade to the other; also known as caress.
12. Telegraph/Prep - indicating to your opponent that an attack is forthcoming.
13. Caress - running blades back and forth to produce a scraping sound during a break.
14. Kill - laying your sword against the upstage side of your opponents trunk to end the combat; NEVER done as a thrust or lunge.
15. Advance - moving toward your opponent.
16. Retreat - moving away from your opponent.
17. En garde - proper stance for beginning combat; sword held in neutral position with feet in combat stance.
18. Combat Stance - right leg in front with the toes pointed forward; knees slightly bent; left leg about shoulder's width behind front leg with toes pointed straight left; heels should line up and feet form an "L"; standard martial arts stance.
19. Forte - the bottom third of the blade - the strongest part of the sword - the part of your opponent's sword with which you make contact.
20. Foible - the top third of the blade - the weakest part of the sword - NEVER the recipient of a strike.
21. Sweep/Swipe - swinging your sword in a wide circle over your opponent's head or in front of his shins - always accompanied by a verbal telegraph.
22. Go Up/Rescue Signal - a verbal or non-verbal cue to indicate to your opponent the need for an emergency break.
23. Safety Zone - an invisible box surround your body about the size of your arms held out in front of you with fingers

of both hands touching; attacks should occur outside of this area.

24. Pull - to stop a blow as it makes contact with the outer edge of the safety zone; all attacks should be pulled.
25. Hanger/Scabbard - the strap or holder worn on the belt from which the sword is drawn.