

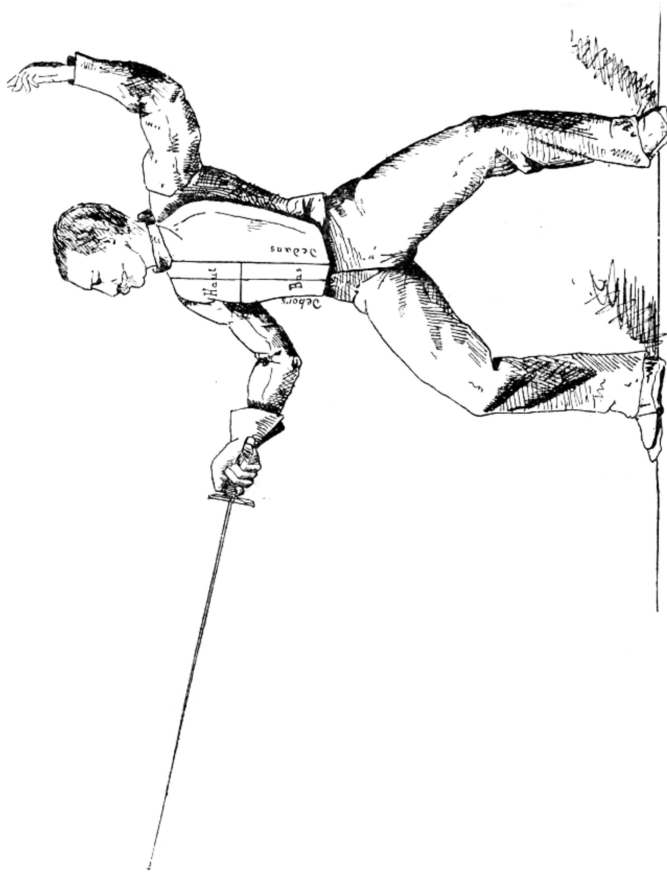
# Fencing Manual

## Point and Counterpoint

Romuald Brunet

*Traite d'Escrime: Pointe et  
Pointe*

Peek inside



Premier mouvement du développement.  
(Plaque 4.)

First movement of development (Plate 4)

## Parries

Left line high on the inside, *quarte* and *fifth*;  
 Left line low on the inside, *prime* and *seventh*;  
 Right line top of outside, *sixth* and *tierce*;  
 Right line low on the outside, *seconde* and *octave*.  
 Demonstrate and repeat.

## II

### Straight Line Attacks to the Right

At my engagement in *sixth* or *quarte*,

1. Extend the arm;
2. Lunge;
3. On guard.

By breaking it down or without breaking it down, allowing the touch if the movement is repeated, and parrying if it is changed.

### Disengagement

At my disengage:

Disengage (or oppose and strike straight).

### Disengage, Counter, Doublement

At your disengage:

1. I take a counter;
2. Deceive or double;
3. Lunge, touch and return on guard.

### Disengage, Counter, Opposition, Deceive, Double and Disengage

At your disengage:

1. I throw a one-two, or one-two-three;
2. Deceive or oppose;
3. Lunge, touch and return on guard.

**Disengage, Counter, Opposition, Counter Doubling, Redouble**

At your disengage:

1. I take a counter, an opposition and a counter;
2. Deceive, double (or double and redouble);
3. Lunge, touch and return on guard in another line.

**Parries**

1. After an opposition, parry with an opposition;
2. After a counter, parry with a counter.

**Ripostes with the Straight Strike**

1. At my engagement in sixth: oppose and strike straight;
2. At my engagement in *quarte*: oppose and strike straight.

1. To my counter of sixth: press the counter and strike straight;
2. To my counter of *quarte*: press the counter and strike straight.

At my engagement:

1. Disengage
2. I oppose;
3. Disengage
4. I oppose;
5. Throw a one-two, or one-two-three:
6. Lunge;
7. On guard.



Moulinet. ( Sabre. )  
( Planché 6. )

Moulinet. (Sabre) (Plate 6)

**II****1° Simple Attacks and Simple Parries**

Attacks	$\left\{ \begin{array}{l} \text{Stomach strike;} \\ \text{Sash strike;} \\ \text{Flank strike;} \\ \text{Forearm strike;} \\ \text{Thrust;} \\ \text{Leg strike;} \\ \text{Head strike;} \\ \text{Face strike to the right;} \\ \text{Face strike to the left} \end{array} \right\}$	Lunge. On each strike, the master commands: On guard.
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Parries	$\left\{ \begin{array}{l} \text{Stomach strike;} \\ \text{Sash strike;} \\ \text{Flank strike;} \\ \text{Forearm strike;} \\ \text{Thrust;} \\ \text{Leg strike;} \\ \text{Head strike;} \\ \text{Face strike to the right;} \\ \text{Face strike to the left} \end{array} \right\}$	Parry. At each parry, the master commands: On guard.
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2° Simple ripostes and simple counter-ripostes are executed like the aforementioned attacks.

3° You go through simple attacks, simple parries, simple ripostes and simple counter-ripostes, varying the play with attacks, parries, etc.

**III****1° Compound Attacks and Simple Parries**

1.  $\left\{ \begin{array}{l} \text{1. Feint a stomach strike;} \\ \text{2. On my parry, feint a head strike;} \\ \text{3. On my parry, feint a flank strike.} \end{array} \right.$

2. {
  1. Feint a flank strike;
  2. On my parry, feint a head strike;
  3. On my parry, flank strike.
3. {
  1. Feint a sash strike;
  2. On my parry, feint a head strike;
  3. On my parry, stomach strike.
4. {
  1. Feint a forearm strike;
  2. On my parry, feint a flank strike;
  3. On my parry, thrust.
5. {
  1. Feint a thrust;
  2. On my parry, feint a face strike to the right;
  3. On my parry, a face strike to the right.
6. {
  1. Feint a leg strike;
  2. On my parry, feint a thrust;
  3. On my parry, head strike.
7. {
  1. Feint a head strike;
  2. On my parry, feint a flank strike;
  3. On my parry, stomach strike.
8. {
  1. Feint a face strike to the right;
  2. On my parry, feint a face strike to the left;
  3. On my parry, flank strike.
9. {
  1. Feint a face strike to the left;
  2. On my parry, feint a face strike to the right;
  3. On my parry, stomach strike.

With a simple parry, the student must parry the nine blows above.

## 2° Compound Ripostes and Compound Counter-Ripostes.

Compound ripostes and compound counter-ripostes are successive feints that are executed after the parry.

To parry well, you must regularly follow the opponent's play and not avoid feints which can end in a touch, if the opponent sees the open line.

I will never cease to repeat that good *contre-pointe* fencers parry with their arm almost extended, contrary to the opinion of a great number of masters. In this way, they riposte more quickly and avoid forearm strikes.

# Fencing Competition Program

1. Reception of civil and military fencing masters;
2. The provosts and student provosts perform group movements;
3. *Contre-pointe* bouts;
4. Great assault of the masters of arms;
5. Assault by civilian and military amateurs;
6. Assault of the provosts and the student provosts;
7. High school students assault;
8. Distribution of prizes.

*Ladies will be admitted to attend the competition*

## **Ticket Prices**

Firsts : 00 fr.  
Seconds : 00 fr.  
Third : 00 fr.

## **Special Provisions**

Entrance to the fencing hall is free:

1. For all persons with invitations;
2. For fencers carrying special cards.