ECU Cavaliers School of Fencing



Award Scheme

SABRE

Level One - SABRE

Practical Exam

You will need to demonstrate the following to the examiner during the practical exam component of this level

The On-Guard Position	Stance o On-guard in tierce Stepping forwards and backwards	
The Hit, both cut and point, executed as;	a riposte an attack using a: o step o lunge o step-lunge	
Simple Attacks using both cut and point	Straight Thrust (direct attack) Disengage Counter-disengage Straight Cut (direct attack)	
Single Parries	lateral parry of quarte from tierce lateral parry of tierce from quarte parry of quinte from tierce	
Counter-riposte using cuts	First counter riposte - final action direct Second counter riposte - final action direct	

Level One - SABRE

Theory Exam

Students Na	ame:	Group:	Date:
Name the parts of the sabre	9		
Define the target area by colouring in the correct areas of the fencing figure	2		
Explain the meaning of the 'right of way'			
Explain/define the following	an attack		
movements:	a riposte		
Explain the safety requirements for:	a mask		
	a jacket		
	an under-plastron		
	a glove		
	breeches		
	a sabre		
What is the	turning		
penalty for:	corps-a-corps		
	crossing the legs going forwards		
	Brutality		

Level Two - SABRE

Practical Exam

You will need to demonstrate the following to the examiner during the practical exam component of this level

The On-Guard Position	Stance • On guard in an offensive- defensive position Stepping forwards and backwards at various speeds	
Preparations	Simple attack preceded by o a step forward o an attack on the blade (a beat)	
Semi-Circular Parries	from tierce to seconde and vice versa from seconde to quinte and vice versa	
Diagonal Parries	from seconde to prime and visa versa	
Stop-Cut - Parry riposte	simple stop-cut, simple parry and simple riposte simple stop-cut, simple parry, simple riposte, simple parry and simple counter riposte	
Indirect Attacks - two time	head - flank chest - flank feint with the point - cut to flank	
Counter Riposte	First counter riposte - final action indirect Second counter riposte - final action indirect	

Level Two – SABRE

Theory Exam

Students Na	ame: G	Group:	Date:
Give the dimensions of the piste			
	. I I I I I		
	E		[.]
What is the	leaving the piste during a bout		
penalty for:	going off the end of the piste		
	going off the side of the piste		
	removing your mask during a bout		
Explain how the referee judges hits			
Show the ability to correctly fill in a pool sheet			
Explain/define the following	a counter attack (stop-hit)		
movements:	a first counter riposte		
	a compound attack		
What is the	5 hits		
time limit for a bout of	10 hits		
	15 hits		

Level Three - SABRE

Practical Exam

You will need to demonstrate the following to the examiner during the practical exam component of this level

Footwork	Flunge ballestra	
Simple attack into / on	an opening line an opponent's recovery an opponent's preparation	
Compound Attacks - progressive	flank - chest - flank	
Indirect Attacks	head - flank feint with the point - cut to flank	
Successive parries	quarte - tierce quinte - seconde	
Stop-Cut - Parry riposte	stop-cut, renew, single parry and simple riposte stop-cut, renew, single parry, riposte, renew, single parry and simple counter-riposte	
Counter Riposte	First counter riposte - final action compound Second counter riposte - final action compound	
Dérobement	Simple Compound	
Fighting	Demonstrate the ability to execute some of the actions listed above under fighting conditions	

Level Three - SABRE

Theory Exam

Students Name:		Group:	Date:
Explain/define the following movements:	successive parries		
	a second counter-riposte		
	a dérobement		
Explain how fencers with equal victories are promoted in the pool system			
Show the ability to correctly fill in a direct elimination sheet			
What is the penalty for:	leaving the piste to avoid being hit		
	not appearing at the first call of the referee		
	unjustified appeal by a competitor		
	appearing on the piste with faulty equipment		
	straightening the blade on the piste		