

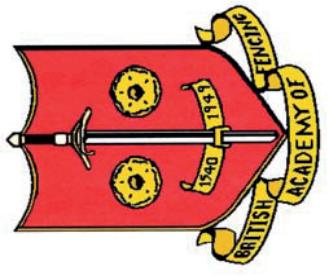
**What weapons can be assessed?**  
*Foil, Sabre and Epee*

**How many levels are there?**  
3 – Bronze, Silver and Gold

**What do you have to do?**  
*Pass both the practical and theory sections of the level being studied*

**Do I have to start at the Bronze level?**

*No – you can miss a level, see your fencing master/coach for advise*



## SABRE PROFICIENCY AWARDS

This syllabus belongs to:

Name .....  
Master/Coach .....  
Club/School .....  
Address .....  
.....  
.....  
.....  
.....

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The fencing master/coach should tick each box and sign below when the fencer has achieved the required standard for the award being assessed.

Date Completed ..... BRONZE

Date Completed ..... SILVER

Date Completed ..... GOLD

Fencing Master/Coach .....

Signature .....

**For more information email**  
**proficiencyawards@baf-fencing.com**

When you have completed one level, you should ask your fencing master/coach to start the next level or, alternatively, introduce you to another weapon

SABRE - GOLD	
<u>Practical</u>	<u>Theoretical</u>
<u>Footwork</u>	
<input type="checkbox"/> Stance	<input type="checkbox"/> appell
<input type="checkbox"/> On guard in seconde	<input type="checkbox"/> ballestra
<input type="checkbox"/> On guard in an offensive-defensive position	<input type="checkbox"/> Simple attack into / on
<input type="checkbox"/> Stepping forwards and backwards	<input type="checkbox"/> an opening line
<u>Preparations</u>	
<input type="checkbox"/> Simple attack preceded by	<input type="checkbox"/> an opponent's recovery
<input type="checkbox"/> a step forward	<input type="checkbox"/> an opponent's preparation
<input type="checkbox"/> an attack on the blade ( a beat )	<input type="checkbox"/> Compound Attacks - progressive
<input type="checkbox"/> step	<input type="checkbox"/> head - flank
<input type="checkbox"/> lunge	<input type="checkbox"/> flank - chest - flank
<input type="checkbox"/> step-lunge	<input type="checkbox"/> feint with the point - cut to flank
<u>Diagonal Parries</u>	<input type="checkbox"/> Successive parries
<input type="checkbox"/> from seconde to quinte and vice versa	<input type="checkbox"/> quarte - tierce
<input type="checkbox"/> from tierce to seconde and vice versa	<input type="checkbox"/> quinte - seconde
<u>Semi-Circular Parries</u>	
<input type="checkbox"/> from seconde to prime and visa versa	<input type="checkbox"/> Stop-Cut - Parry riposte
<u>Stop-Cut - Parry riposte</u>	<input type="checkbox"/> stop-cut, renew, single parry and simple riposte
<input type="checkbox"/> simple stop-cut, simple parry and simple riposte	<input type="checkbox"/> stop-cut, renew, single parry, riposte, renew,
<input type="checkbox"/> simple stop-cut, simple parry, simple riposte, simple	<input type="checkbox"/> single parry and simple counter-riposte
<u>Compound attacks - two time</u>	
<input type="checkbox"/> parry and simple counter riposte	<input type="checkbox"/> Counter Riposte
<input type="checkbox"/> head - flank	<input type="checkbox"/> First counter riposte - final action compound
<input type="checkbox"/> chest - flank	<input type="checkbox"/> Second counter riposte - final action compound
<input type="checkbox"/> feint with the point - cut to flank	
<u>Counter Riposte</u>	
<input type="checkbox"/> First counter riposte - final action indirect	<input type="checkbox"/> Dérangement
<input type="checkbox"/> Second counter riposte - final action indirect	<input type="checkbox"/> Simple
	<input type="checkbox"/> Compound
<u>Theory</u>	
<u>Fighting</u>	
<input type="checkbox"/> Give the dimensions of the piste	
<input type="checkbox"/> What is the penalty for:	
<input type="checkbox"/> leaving the piste during a bout	
<input type="checkbox"/> going off the end of the piste	
<input type="checkbox"/> going off the side of the piste	
<input type="checkbox"/> removing your mask during a bout	
<input type="checkbox"/> Explain how the referee judges hits	
<input type="checkbox"/> Show the ability to correctly fill in a pool sheet	
<u>Explain/define the following movements:</u>	
<input type="checkbox"/> a counter attack (stop-hit)	
<input type="checkbox"/> a first counter riposte	
<input type="checkbox"/> a compound attack	
<input type="checkbox"/> a second counter-riposte	
<input type="checkbox"/> a dérobement	
<input type="checkbox"/> Explain how fencers with equal victories are promoted	
<input type="checkbox"/> in the pool system	
<input type="checkbox"/> Show the ability to correctly fill in a direct elimination sheet	
<u>What is the penalty for:</u>	
<input type="checkbox"/> leaving the piste to avoid being hit	
<input type="checkbox"/> not appearing at the first call of the referee	
<input type="checkbox"/> unjustified appeal by a competitor	
<input type="checkbox"/> appearing on the piste with faulty equipment	
<input type="checkbox"/> straightening the blade on the piste	

SABRE - SILVER	
<u>Practical</u>	<u>The On-Guard Position</u>
<input type="checkbox"/> Stance	<input type="checkbox"/> Stance
<input type="checkbox"/> On guard in tierce	<input type="checkbox"/> On guard in seconde
<input type="checkbox"/> On guard in quartre	<input type="checkbox"/> On guard in an offensive-defensive position
<input type="checkbox"/> Stepping forwards and backwards	<input type="checkbox"/> Stepping forwards and backwards at various speeds
<u>The Hit, both cut and point, executed as;</u>	
<input type="checkbox"/> a riposte	<input type="checkbox"/> Simple attack preceded by
<input type="checkbox"/> an attack using a:	<input type="checkbox"/> a step forward
<input type="checkbox"/> step	<input type="checkbox"/> an attack on the blade ( a beat )
<input type="checkbox"/> lunge	<input type="checkbox"/> from tierce to seconde and vice versa
<input type="checkbox"/> step-lunge	<input type="checkbox"/> from seconde to quinte and vice versa
<u>Simple Attacks using both cut and point</u>	
<input type="checkbox"/> Straight Thrust (direct attack)	<input type="checkbox"/> from seconde to prime and visa versa
<input type="checkbox"/> Disengage	<input type="checkbox"/> Stop-Cut - Parry riposte
<input type="checkbox"/> Counter-disengage	<input type="checkbox"/> simple stop-cut, simple parry and simple riposte
<input type="checkbox"/> Cut-over	<input type="checkbox"/> simple stop-cut, simple parry, simple riposte, simple
<u>Single Parries</u>	
<input type="checkbox"/> lateral parry of quartre from tierce	<input type="checkbox"/> parry and simple counter riposte
<input type="checkbox"/> lateral parry of tierce from quartre	<input type="checkbox"/> Compound attacks - two time
<input type="checkbox"/> parry of quinte from quartre	<input type="checkbox"/> head - flank
<u>Counter-riposte using cuts</u>	
<input type="checkbox"/> First counter riposte - final action direct	<input type="checkbox"/> chest - flank
<input type="checkbox"/> Second counter riposte - final action direct	<input type="checkbox"/> feint with the point - cut to flank
<u>Theory</u>	
<u>Fighting</u>	
<input type="checkbox"/> Give the dimensions of the piste	
<input type="checkbox"/> What is the penalty for:	
<input type="checkbox"/> leaving the piste during a bout	
<input type="checkbox"/> going off the end of the piste	
<input type="checkbox"/> going off the side of the piste	
<input type="checkbox"/> removing your mask during a bout	
<input type="checkbox"/> Explain how the referee judges hits	
<input type="checkbox"/> Show the ability to correctly fill in a pool sheet	
<u>Explain/define the following movements:</u>	
<input type="checkbox"/> an attack	
<input type="checkbox"/> a riposte	
<input type="checkbox"/> a mask	
<input type="checkbox"/> a jacket	
<input type="checkbox"/> an under-plastron	
<input type="checkbox"/> a glove	
<input type="checkbox"/> a sabre	
<input type="checkbox"/> What is the penalty for:	
<input type="checkbox"/> turning	
<input type="checkbox"/> corps-a-corps	
<input type="checkbox"/> crossing the legs going forwards	

SABRE - BRONZE	
<u>Practical</u>	<u>The On-Guard Position</u>
<input type="checkbox"/> Stance	<input type="checkbox"/> Stance
<input type="checkbox"/> On guard in tierce	<input type="checkbox"/> On guard in tierce
<input type="checkbox"/> On guard in quartre	<input type="checkbox"/> On guard in quartre
<input type="checkbox"/> Stepping forwards and backwards	<input type="checkbox"/> Stepping forwards and backwards
<u>The Hit, both cut and point, executed as;</u>	
<input type="checkbox"/> a riposte	<input type="checkbox"/> Simple attack preceded by
<input type="checkbox"/> an attack using a:	<input type="checkbox"/> a step forward
<input type="checkbox"/> step	<input type="checkbox"/> an attack on the blade ( a beat )
<input type="checkbox"/> lunge	<input type="checkbox"/> from tierce to seconde and vice versa
<input type="checkbox"/> step-lunge	<input type="checkbox"/> from seconde to quinte and vice versa
<u>Simple Attacks using both cut and point</u>	
<input type="checkbox"/> Straight Thrust (direct attack)	<input type="checkbox"/> from seconde to prime and visa versa
<input type="checkbox"/> Disengage	<input type="checkbox"/> Stop-Cut - Parry riposte
<input type="checkbox"/> Counter-disengage	<input type="checkbox"/> simple stop-cut, simple parry and simple riposte
<input type="checkbox"/> Cut-over	<input type="checkbox"/> simple stop-cut, simple parry, simple riposte, simple
<u>Single Parries</u>	
<input type="checkbox"/> lateral parry of quartre from tierce	<input type="checkbox"/> parry and simple counter riposte
<input type="checkbox"/> lateral parry of tierce from quartre	<input type="checkbox"/> Compound attacks - two time
<input type="checkbox"/> parry of quinte from quartre	<input type="checkbox"/> head - flank
<u>Counter-riposte using cuts</u>	
<input type="checkbox"/> First counter riposte - final action direct	<input type="checkbox"/> chest - flank
<input type="checkbox"/> Second counter riposte - final action direct	<input type="checkbox"/> feint with the point - cut to flank
<u>Theory</u>	
<u>Fighting</u>	
<input type="checkbox"/> Name the parts of the sabre	
<input type="checkbox"/> Define the target area	
<input type="checkbox"/> Explain the meaning of the 'right of way'	
<u>Explain/define the following movements:</u>	
<input type="checkbox"/> an attack	
<input type="checkbox"/> a riposte	
<input type="checkbox"/> a mask	
<input type="checkbox"/> a jacket	
<input type="checkbox"/> an under-plastron	
<input type="checkbox"/> a glove	
<input type="checkbox"/> a sabre	
<input type="checkbox"/> What is the penalty for:	
<input type="checkbox"/> turning	
<input type="checkbox"/> corps-a-corps	
<input type="checkbox"/> crossing the legs going forwards	