

A Stunt Combat Glossary

Action-Reaction-Action → Literally seeing a movement, reacting to it, and continuing. Typically a nonverbal means of communicating “permission” to continue an attack. The attacker and defender maintain eye contact and convey their readiness for the choreographed action, such as meeting your partner’s eyes before making a thrust at their stomach.

Active Knap → A sound effect created by the aggressor

Advance → An advancing step in which the foremost leg steps forward, followed by the rearmost leg. Stance does not change sides.

Aggressive en Garde → Mandritti hand and foot towards the opponent

Bind → The use of a weapon to “lock” the opponent’s weapon into an unusable position, such as pressing it to the ground.

Broadsword → A wide-bladed, heavy bashing sword

Carryover → A parry in which the defender’s weapon pushes the attacker’s weapon offline.

Case → Using two weapons of similar size or style.

Centerline → An invisible line dividing the body in half longitudinally, (head to foot)

Clear → A horizontal cut made to the head, stomach, or feet of your partner.

Club → a stick shorter than three feet.

Combat Distance → Safest distance based on weapon size to perform stunt combat routines.

Combat Ready Weapon → Unsharpened, high carbon steel, tempered to flex properly, in good working order to perform combat routines

Communication → Any prearranged signal agreed between opponents expressing status or readiness during a fight.

Couer-en-couer → a dramatic pause where the two combatants come face to face in close proximity crossing weapons in front of them, then taking hold of each other’s madridi hand with the reverse hand, flex and struggle

Crossover step → A large move used to gain ground, taking a step with the back foot carried in front of the lead foot, without reorienting the hips, then recovering original stance with the original lead foot again in front

Cross Punch → A strong punch which crosses the body from right to left, or vice versa.

A Stunt Combat Glossary

Cross → Any step where one foot crosses *in front* of the other foot

Dagger → A short, two-edged, bladed weapon.

Defensive en Garde → Reverso hand and foot towards the opponent

Demivault → A retreating attack; a feinted retreat while presenting the weapon, followed by a lunge toward the opponent

Doublee → A circular wrist motion used as a deceptive maneuver; similar to a petite envelopment, but without blade contact.

Extension → The idea of pushing the energy of a blow past your partner, instead of into them. Extension minimizes the physical damage done if an accident does occur.

Eye contact → Locking gazes with opponent in order to communicate readiness to continue. *Also see Action-Reaction-Action.*

False-edge → The part of the weapon facing toward the wielder. Not the attacking edge

Florentine → A sword style utilizing a sword in the main-hand and a dagger in the off-hand for parrying.

Flow → A logical progression of actions and reactions.

Foible → The tip of a sword blade. The four inches of the blade nearest the tip

Footwork → A collection of defined steps used in stunt combat.

Footwork Compass → Imaginary compass at your feet, north is always in front, east to the right, west to the left, south is behind you.

Forte → The four inches of a blade, nearest the grip. The strongest part of a sword blade.

Graduation → A test of stunt combat and performance skills. Passing a graduation test signifies that the student understands the concepts and techniques of a stunt combat course, and is able to use them in performance-ready choreography. This test examines a student's understanding of stunt combat techniques and performance ability. *Also see Competency.*

Hanging Parry → A diagonal parry used to defend against oblique attacks.

Haymaker → a massive over-committed punch usually to the face. This is a fight ending move.

Inverted → Holding the weapon upside down. For blades, this means pommel up, blade pointing down.

Jab → A quick punch with the leading hand.

A Stunt Combat Glossary

Katana → A curved, single edged Japanese sword for cutting

Kit → The basic equipment and attire necessary for participation in Urban Ronin

Longform → Gripping the staff at one end

Mandritti → The aggressor's primary weapon side.

Melee → A stunt fight involving more than four combatants.

Muscle Memory → A trained response from extensive rehearsal.

Oblique → A diagonal cut that crosses the opponent's body

Off line/ On line → On line means the weapon is held pointing directly at the opponent, off line is when the weapon is held pointing off to the side of the opponent.

Out of distance → Outside of weapon's maximum reach.

Parry → The use of one weapon to block or redirect the attack of another.

Partnering → Communicating with your combat partner through eye contact, body solid understanding of stunt combat techniques. Partnering is key to making stunt combat safer. Implies a complete understanding of combat partner's risk tolerance.

Pass → A test of stunt combat skills. Passing certifies that the student understands the concepts and techniques taught in a particular stunt combat course. This is *not* a performance certification or endorsement of ability. *Also see Graduation.*

Pass Forward/Back → An advancing step in which the rearmost leg steps forward, "passing" the foremost leg. The forward leg does not move, effectively switching stance from right to left (or vice versa). The reverse is called a "pass back."

Passive Knap → A sound effect created by the victim

Performance speed → 75% of maximum combat speed. This rule can be broken.

Petite Envelopment → circular wrist motion that wraps an opponent's blade after a parry; used to push opponent's weapon away.

Phrase → A short, complete exchange of blows between partners. A logical section of a fight.

Pommel → A counterweight at the bottom of a sword's grip, used to balance the weight of the blade.

Polearm → A staff with any attachment.

A Stunt Combat Glossary

Pronate → when hand is held palm down. Also means to lie facedown.

Punto-reverso → An advanced rapier thrust utilizing a circular cross step to move offline and attack the opponent's exposed back.

Quillion → The cross-guard of a sword which protects the hand

Rapier → A long, thin, light, bladed sword for piercing and cutting.

Railroad Tracks → Fighting stance. Feet should be just past shoulder-width apart, with one foot slightly in front of the other. Knees must be bent, back kept straight, buttocks in line with spine. *Also called Stance.*

Retreat → A retreating step in which the rearmost leg steps backward, planting toe-heel followed by the foremost leg, planting heel-toe. Stance does not change sides.

Ricasso → The unsharpened portion of the blade which connects to the quillion or hand guard. Typically found on rapiers.

Riposte → a rapid counterattack following a defense.

Roundhouse Kick → a circular kick to the opponent's side, utilizing the top of the foot as striking surface.

Saber → A curved, single edged sword

Shortform → A style of gripping a staff which divides the weapon into thirds

Shoulder-roll → The most basic roll we teach. All of the performer's weight is distributed diagonally from shoulder to hip, minimizing pressure on the joints or spine.

Showmanship → Performance flair

Sit-fall → A style of falling. The performer squats into a sitting position, placing all their weight on one leg and lifting the other leg parallel to the ground before dropping to the ground.

Slip → Any step where one foot crosses *in back* of the other foot.

Snap Kick → a swift kick snapped forward from the knee, utilizing the top of the foot as striking surface

Spear-style → Adjusting the grip of the weapon to use the point as a spear. For staves, this is obvious. For blades, it means gripping the blade both above and below the guard.

Staff → A big stick

A Stunt Combat Glossary

Stance → Fighting stance. Feet should be just past shoulder-width apart, with one foot slightly in front of the other. Knees must be bent. *Also called Railroad Tracks.*

Supinate → The opposite of pronate, the hand is held palm up, like holding a bowl of soup. May also mean to lie face up.

Swashbuckling → Using one weapon effectively in either hand. Generally involves switching back and forth between hands.

Tai chi → Initial, exaggeratedly slow smooth movements designed to develop muscle memory.

Tallmanning → An improper stance, lacking bent knees, and a wide base.

Targeting → The designated attack points on the opponent.

Tip → Just in case it wasn't obvious, it's the pointy end that goes into the opponent.

Third Party Knap → A sound effect created by someone not directly involved in the fight

Thwart → A lunge; an offensive step with the leading foot in any direction without crossing.

Unarmed → Combat not utilizing a weapon

Uppercut → An upward circular punch, typically to the chin of an opponent.

Vocalization → A verbal exclamation or shout ex: *a kiai*