

Duel game

Subject vocabulary

A historical overview of the Iraqi duel since 1922-2003 AD.

The foundations and nature of the epee fencing game.

Equipment for fencing players before and during competition.

Specifications and components of the three weapons in fencing.

Shingles weapon

- * Shingles weapon specifications
- * How to carry a weapon
- * The legal target of the epee weapon
- * Basic conditions and skills in the epee weapon
- * Basic mode
- * Salutation
- * Standby mode (stimulation)
- * Leg movement (advance and retreat)
- * Touch, distance, and their types
- * Lunge movement and return to standby position
- * Docking
- * Changes from cohesion mode
- * Absence of text

Defense (conditions and types)

- * Foundations of defense**
- * Defensive situations**
- * Types of defense**

Attack and its types

- * Simple (straight, changing direction, incisive)**
- * Compound (scalar - circular)**
- * Antidote (time counter - stop) (theoretical only)**

Preparatory movements for the attack

- * Blade attacks**
- * Blade grips (theoretical only)**

Response and counter-response

- *Duel sentence**

Attack variants

- *Continuation**
- * repetition**

- * Recovery**

Comparison between the three weapons in terms of:

- *Skills**
- * the law**
- * Missions**

Participate in competitions

- * The principles that must be taken into account in preparation for holding fencing competitions**

- * Committee for examining devices and tools and preparing them for the competition**

- * Managing the match and arbitrating touches**

- * Arbitration/its types**

- * Electrical arbitration tasks**

- * The stadium and its measurements**

- * The arbitrator - its advantages - its duties - the guidelines used in arbitration**

- * Mistakes and penalties**

- * Groups system**

- * Individual and team competitions**