PHYED 69.1 Course Outline as of Fall 2003

CATALOG INFORMATION

Dept and Nbr: PHYED 69.1   Title: EPEE - BEG.
Full Title: Beginning Dueling Sword (Epee)
Last Reviewed: 2/10/2003

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.00	Lab Scheduled	2.00	17.5	Lab Scheduled	35.00
		Contact DHR	0		Contact DHR	0
		Contact Total	2.00		Contact Total	35.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00   Total Student Learning Hours: 35.00

Title 5 Category: AA Degree Applicable
Grading: Grade or P/NP
Repeatability: 22 - 4 Times in any Comb of Levels
Also Listed As:
Formerly: PE 21.1

Catalog Description:
Students will learn techniques in beginning dueling sword (epee) fencing within the context of the tradition of arms including honor, sportsmanship and proper deportment. Precise movements, rules and judging bouts in a manner unique to sabre will be presented in a format in which the student learns the action in the context of combat.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: This class provides instruction on beginning dueling sword (epee) skills. Activities include daily warm-up, footwork practice, paired off drills on new actions and free bouting. The class also includes occasional refereed bouts with the students acting as judges. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended:

Limits on Enrollment:
Transfer Credit: CSU;UC.
Repeatability: 4 Times in any Comb of Levels

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

			Effective:		Inactive:	
AS Degree:	**Area**		Effective:		Inactive:	
CSU GE:	**Transfer Area**		Effective:		Inactive:	
IGETC:	**Transfer Area**		Effective:		Inactive:	
CSU Transfer:	Transferable	Effective:	Fall 2000	Inactive:	Fall 2011	
UC Transfer:	Transferable	Effective:	Fall 2000	Inactive:	Fall 2011	

CID:

Certificate/Major Applicable:
Major Applicable Course

COURSE CONTENT

Outcomes and Objectives:
The student will:
1. Identify the parts of the epee; describe the blade and the uses of each part, identify the target and the dimensions of the piste.
2. Demonstrate basic attacks and defense as a response to instructional cues.
3. Understand basic strategies and techniques in response to the opponent.
4. Be familiar with basic rules and safety concerns.

Topics and Scope:

I. Footwork
   A. First position
      1. Salute
      2. Line of direction
   B. On guard
   C. Advance
      1. Appel
      2. Advance check
   D. Retreat
      1. Retreat check
   E. Lunge
      1. Return on guard
      2. Forward recovery
      3. Advance lunge (patinando)
   F. Jump
      1. Jump lunge (ballestra)
   G. Fleche

    H. Inverse Lunge

    I. Reassemblement

II. The Epee

    A. Piste, targets

        1. Targets

        2. Dimensions of the piste

    B. Dimensions

        1. Length

        2. Weight

        3. Parts of the blade

    C. Holding the weapon

        1. Hand positions

        2. Line

        3. Target

            a. close

            b. intermediate

            c. deep

        4. Invitations

        5. Engagements

            a. changes of engagement

III. Basic Attacks

    A. Simple

        1. Direct thrust

        2. Disengagement

        3. Glide

    B. Composed

        1. Feint direct disengage

        2. Feint direct deceive

        3. Beat direct

        4. Beat disengage

        5. Beat deceive

        6. Change beat direct

        7. Change beat disengage

        8. Change beat deceive

IV. Base Defense

    A. Simple parries

    B. Passage from one simple parry to another

    C. Circular parries

    D. Direct riposte

    E. Indirect riposte

V. Basic Counterattacks

    A. Arrest

    B. Remise

    C. Disengagement in time

Assignment:

 Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because skill demonstrations are more appropriate for this course.

Writing 0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None

Problem solving 0 - 0%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances, Performance exams

Skill Demonstrations 20 - 40%

Exams: All forms of formal testing, other than skill performance exams.

Other

Exams 20 - 40%

Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance

Other Category 30 - 60%

Representative Textbooks and Materials: