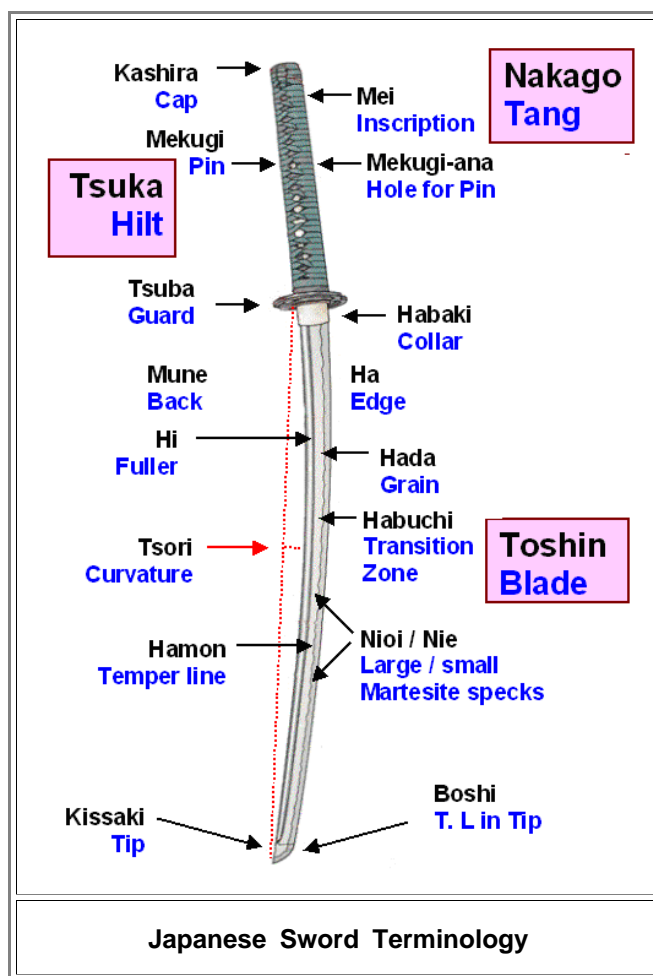


Japanese Sword Terminology

Basics

Here are just a few of the more common Japanese terms or parts of a Japanese sword:



Here is a bit more. An exhaustive list would need a complete book, it seems. So let's only look at some terms around the **Toshin** = Sword blade.

- **Boshi** The hardened edge (yakiba) as it extends past the yokote into the kissaki.
- **Ha** The sharp edge of the blade.
- **Habuchi** The transition zone from soft to hard steel (defines the hamon)
- **Hada** The kind grain pattern of the blade
- **Ha-machi** Notch on ha side of blade
- **Hamon** Pattern of the differentially hardened edge.
- **Hi** Groove used to improve balance by lightening blade while retaining stiffness.
- **Hira** The surface from ha to shinogi
- **Ji-gane** The surface between the hamon and shinogi
- **Ji-hada** The surface grain of the metal formed by repeated forge folding.
- **Kata-haba** Width at widest point.
- **Kissaki** Tip region
- **Kizu** Flaws in the blade.
- **Mei** Signature or inscription on tang.
- **Mekugi-ana** Holes for mekugi to pass through and attach blade to tsuka.
- **Mune** The back of the blade.
- **Mune-machi** Notch on mune side of blade. The habaki presses up against these.
- **Nagasa** Length of the blade measured from munemachi to kissaki
- **Nakago** Tang of blade
- **Nie** Larger crystals of martensite
- **Nioi** Small crystals of hardened steel (martensite).
- **Omote** Exposed side of sword (as shown here).
- **Saki-haba** Width at yokote
- **Shinogi** Ridge line along side of the blade
- **Shinogi-ji** Surface between shinogi and mune

- **Sori** Depth of curvature, measured from a line between munemachi and kissaki.
- **Ura** Hidden side of sword
- **Yakiba** Hardened area of the blade.
- **Yasurime** File marks on nakago.
- **Yokote** Ridge line dividing kissaki from the rest of the blade

With all of that you now can decipher that quote from an [advertisement](#) I gave you in the backbone? No way! You need to go far, far deeper into Japanese sword lore.