

DEVisING A STRATEGY

1. Never underestimate an opponent: encourage him to underestimate you.
2. Make your opponent fence his weakest game:
 - a. Opponents strong in their attacks should be attacked.
 - b. Good defenders should be enticed to attack.
 - c. Opponents who cannot handle themselves well in close quarters should be led into infighting situations.
3. If a particular strategy or move works, do not abandon it until the opponent proves that he has an appropriate countermove that works. Do not simply abandon your move because you think your opponent might know what you are doing until he is able to actually prevent it from working.
 - a. Converse: do not persist in a strategy that is not working even if you know its cause. The bout is not a time to correct technique.
 - b. Do not persist in a strategy that the director will not award to you, right or wrong.
4. When fencing a technically superior fencer, do not fall into his repertoire: use unusual strategy and take larger risks instead. Use unorthodox reactions and movements to frustrate him (Anti-game). For example, if you think it is the perfect moment to attack, don't, runaway instead. If you think you need to make a retreat and parry riposte, attack instead (e.g. on his beat, you extend and lunge).
5. Against a weaker opponent, take little risk and stick to basic tactics and technique without expending yourself physically. Rely more on mental concentration. Remember that it is often easier to make simple attacks against poor opponents than to wait, trying to parry a wild, uncontrolled attack.
6. Fencers that confuse the bout with fast or slow tempo should be handled with simple, controlled movements. Do not fall into the opponent's tempo.
7. Opponents with strong attacks should be disturbed in their preparation. This can be accomplished by:
 - a. Changing the rhythm, distance, and direction
 - b. False attacks with beats, binds, etc.
 - c. True and false counterattacks
8. Once you have given your original intention away, either replace it with another or use it as camouflage for the next maneuver.
9. After an attack that fails, move in or out quickly. Don't stay around to see what happens.