

Opponents Tendencies

Things to look for that you can exploit:

1. Stiff arm
2. Loose arm
3. Extended on guard of weapon arm
4. Close on guard of weapon arm
5. Low point in on guard
6. High point in on guard
7. Invitation in low line (on guard in 7 or 8)
8. Invitation in high line (on guard in 4 or 6)
9. Nervous fast point movements
10. Slow relaxed point movements
11. Large blade movements
12. Small blade movements
13. Uses mostly lateral parries
14. Uses mostly circular parries
15. Sometimes uses semicircular parries
16. Weak in low lines
17. Strong in low lines
18. Uses traps (closes distance on defense)
19. Usually retreats with parries
20. Usually holds ground with parries
21. Likes direct ripostes
22. Uses habitual disengage riposte
23. Mixes direct, indirect and compound ripostes
24. Closes distance quickly
25. Patient slow distance control
26. Uses false attacks
27. Most attacks are real
28. Likes to get close for simple attacks
29. Likes to use compound attacks
30. Likes to develop attacks over a long distance
31. Varies attack tempo and type frequently
32. Likes to use offensive second intention
33. Likes to use defensive second intention
34. Likes to counter attack
35. Likes to use opposition
36. Uses pris d'fer on preparation
37. Uses "finta in tempo" on preparation
38. Uses point in line frequently
 - a. Out of distance
 - b. Near or in distance
39. Likes to derobe attempted beats
40. Appears off balance forward
41. Appears off balance backward
42. Appears confident and experienced
43. Appears nervous and uncomfortable
44. Appears to know the rules
45. Is a good sport
46. Is a bad sport
47. Has good footwork
48. Has predictable footwork
49. Has balance in the lunge
50. Cannot recover well from lunge
51. Likes to fleche
52. Seldom if ever fleches