

EARNED OFFENSIVE TERMS

Attack - Initial extension that in the opinion of the referee continuously intends to threaten the opponents valid target (foil).

Parry - Successfully removing the threat of the attack with the blade, or by distance.

Riposte - An attack made by the defender following the successful parry of the initial attack.

Counter-riposte - An attack made by the defender following the successful parry of any riposte or counter-riposte (all ripostes after the first one).

Point-in-Line - A pre-existing (passive) attack; an extension that threatens the target that allows the opponent an opportunity to commit suicide by attacking onto it.

CONTINUATION OFFENSIVE TERMS

Remise - A continuation in the same line. (direct) replacement.

Reprise - A continuation in a different line. (indirect) renewal.

Redoublement - A continuation by new footwork (direct or indirect) retake.

Reprise d'attaque - A new attack from a new on-guard position.

COUNTER OFFENSIVE TERMS

Counterattack - An attack into a correctly executed attack (not smart).

Counterattack with opposition - A counterattack and parry done simultaneously.

Esquive - Duck or dodge with counterattack.

Pris de fer (tactical) - Takeover of a weak attack by attacking with a beat or opposition attack into the beginning of the opponent's action (coup d'attaque)

Derobement - Deceive of opponent's attempt to pris de fer from a point-in-line.

Finta-in-tempo - Compound counterattack when original attacker changes to defense.

OTHER TERMS

Fleche - Running attack.

La Belle - Score tied; one touch remains for decision.

Corps-a-corps - Body or guard contact; stops action. Card warning applies depending on the severity of contact.

Plaqu`e - Blade lands flat (not with point)

Light - Points hits, but not hard enough to draw blood.

RULES OF PRIORITY

Rule One - Any earned offensive action has priority until parried.

Rule Two - When both fencers have the same number of tempos, the one that starts first has priority.

Rule Three - In order for a counterattack to earn priority, it must HIT before the beginning of the final tempo of the opponent's attack.

Tempo - The amount of time necessary to execute one simple offensive fencing action.

Phrase d'Armes - A continuous grouping of tempos by one or both fencers.