



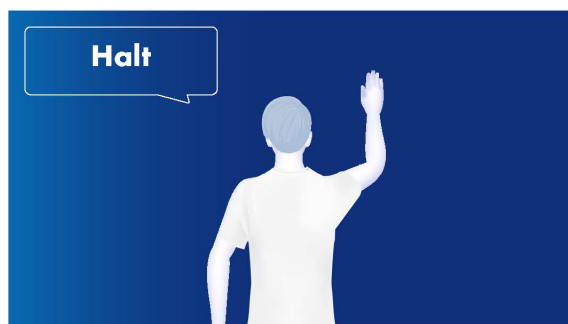
For the fencers to adopt the on guard position



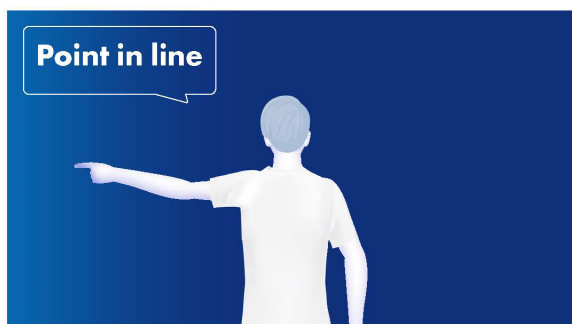
To find out if the fencers are ready



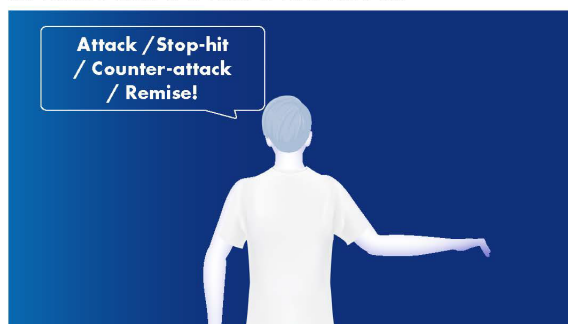
To start and restart the fencing



To stop the fencing before a hit is scored, because of the fencer on the Referee's right. Without removing the hand if there is a valid or non-valid hit.



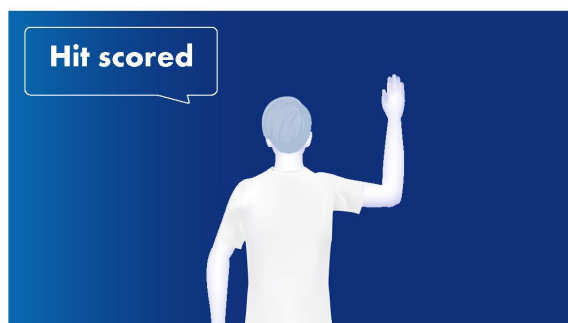
Point in line position from the right towards the fencer on the left



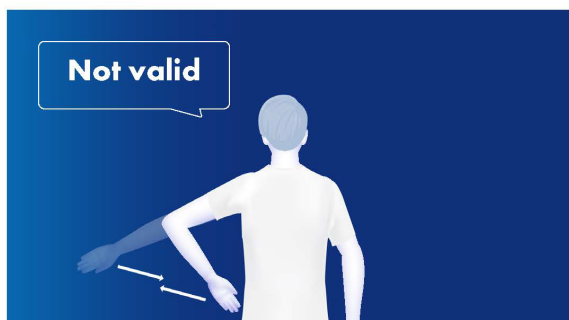
Attack or stop hit (counter-attack) from the fencer on the Referee's right



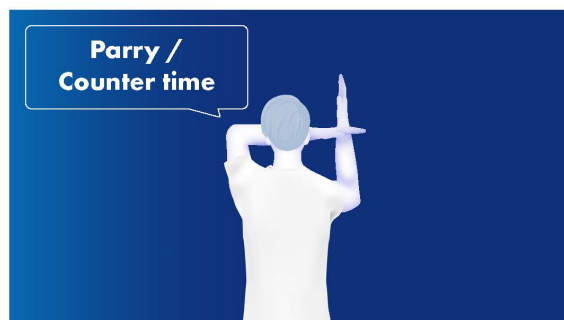
A hit is given against the fencer on the Referee's left



One hit scored by the fencer on the Referee's right



An off-target hit on the fencer on the Referee's left



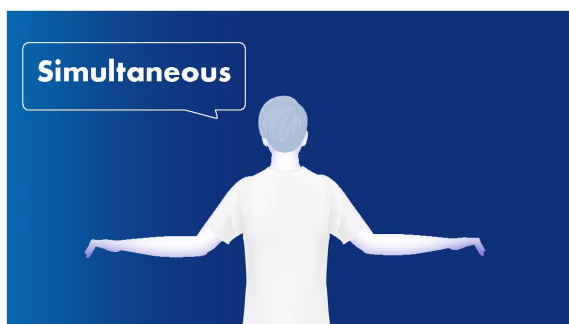
A parry or counter-time carried out by the fencer on the Referee's right



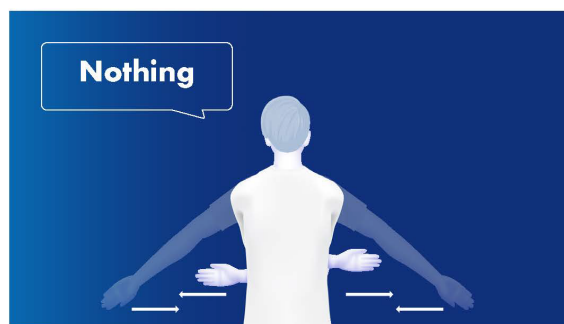
Both fencers are hit



Each fencer scores a hit



Simultaneous attacks or remises



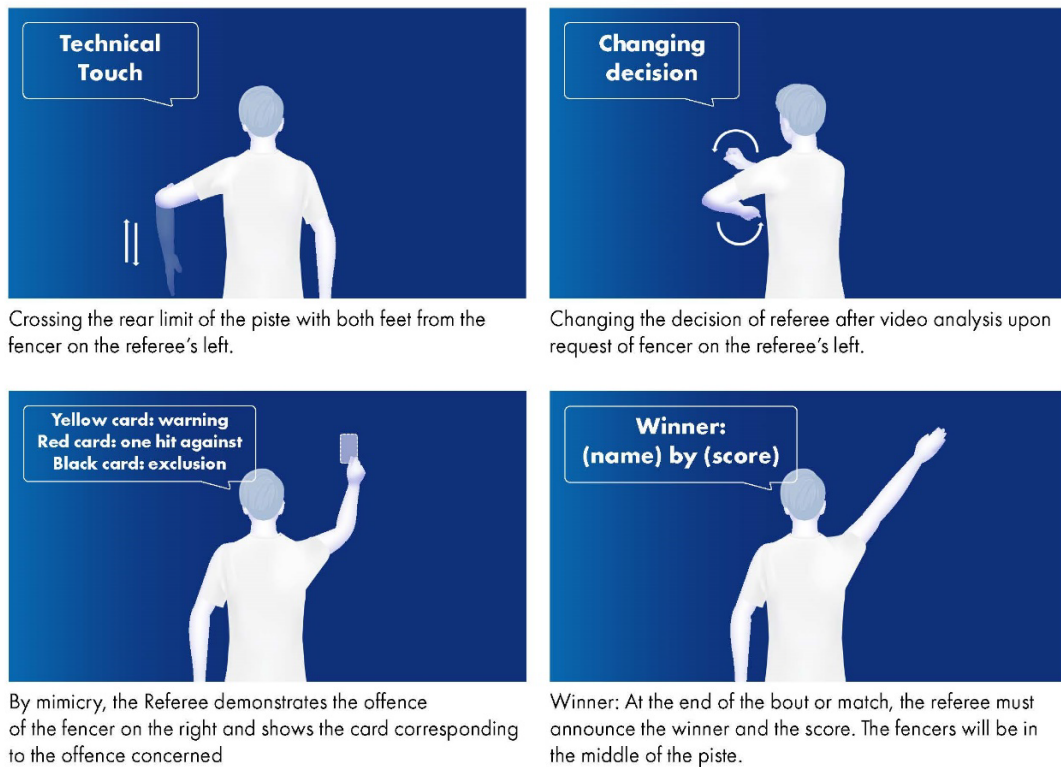
No hit or abstention



Offensive action from the fencer on the Referee's right; too short and does not hit



Incorrect attack or riposte from the fencer on the Referee's right: bend the sword arm or withdraw the point



Notes

1. The Referee announces his decisions by means of the signals and words above.
2. In following the fencing phrase the Referee uses the following words without making the signals: "Riposte!", "Counter-riposte!". The gesture "Attack" will also be used for the actions of "Remise!", "Reprise!", "Redouble!"
3. The fencers may politely ask the Referee for a more complete analysis of the fencing phrase.
4. Each signal must last 1-2 seconds, be expressive and be correctly made. Above they refer to the fencer on the Referee's right

Figure 3 Referee signals and commands