

# True Edge Academy of Swordsmanship

## Level 2 Longsword Requirements

Expectations: Students should be able to recall and reiterate all items in the Beginner's Guide. This includes being able to relay this information to a new student. Basic cuts, steps, and ideas should all be familiar to you.

### Timing of the Fight:

*"..these ... things ,are to all Art a well-spring..."*

#### Vor

"Before"; timing in which you make the first action and force your opponent to react to you/your threat.

#### Nach

"After"; timing in which you respond to your opponent's action or threat, or they to yours.

#### Indes

"In-the-Moment", "Meanwhile", "As-soon-as"; the time between Vor and Nach where feeling (Fühlen) is utilized to respond accurately to your opponent. Could be described as the time to utilize an appropriate reflex.

## Defenses

### Parrying or Displacements (Versetzen)

Blocking the opponent's sword with your sword. The Vier Versetzen, that parry with threat, are those that break a specific guard (Crooked, Thwart, Squinter, Parter). Versetzen usually occurs within the context of cutting.

### Setting-off/aside (Absetzen)

Winding your sword against your opponent just enough to set their threat aside and stab them. Absetzen usually occurs in the context of a bind.

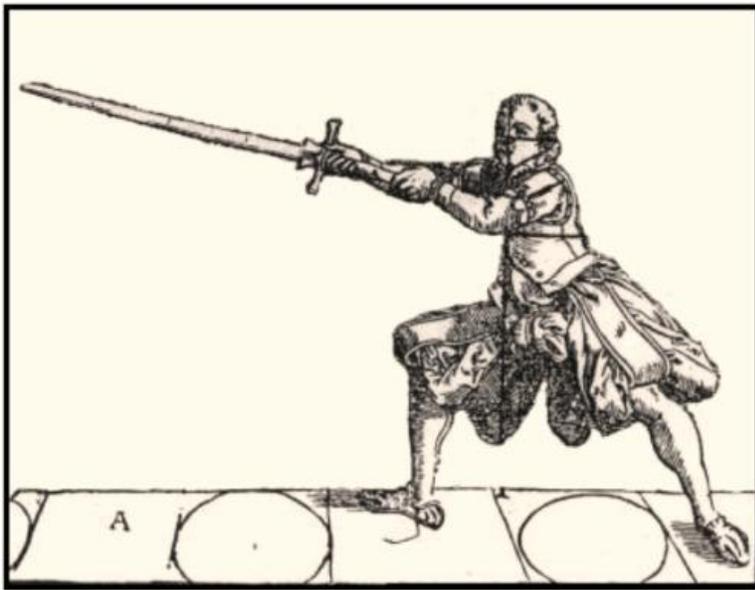
## Secondary Guards

Guards are places to lie in, but not explicitly places of defense. They are places from which you have options for fighting from and going to at the end of an action.



### Wrath Guard (Zornhut)

Derived from Vom Tag, this guard sinks the sword deeply over the shoulder while loading one's weight on the back leg. This "wrathful" stance entices an attack while winding up a variety of overhead strikes.



### Longpoint (Langort)

This guard is derived from Pflug, held at full extension with the primary foot forward. This guard is difficult to strike from but forces your opponent to get around your point at your full extension. Can be used to intercept actions with winding.



### Changer (Wechsel)

Derived from Alber, this guard is held at the side, threatening with the edge forward. Can also be considered the end point of a long, committed oberhau. This guard can be held in a thumb grip or in a handshake type grip as seen above.



### Close Guard (Nebenhut)

Derived from Alber; Guard is held with the point behind, threatening with the long edge. Starting point for a long edge Unterhau.



### Iron Door/Gate (Eisenport)

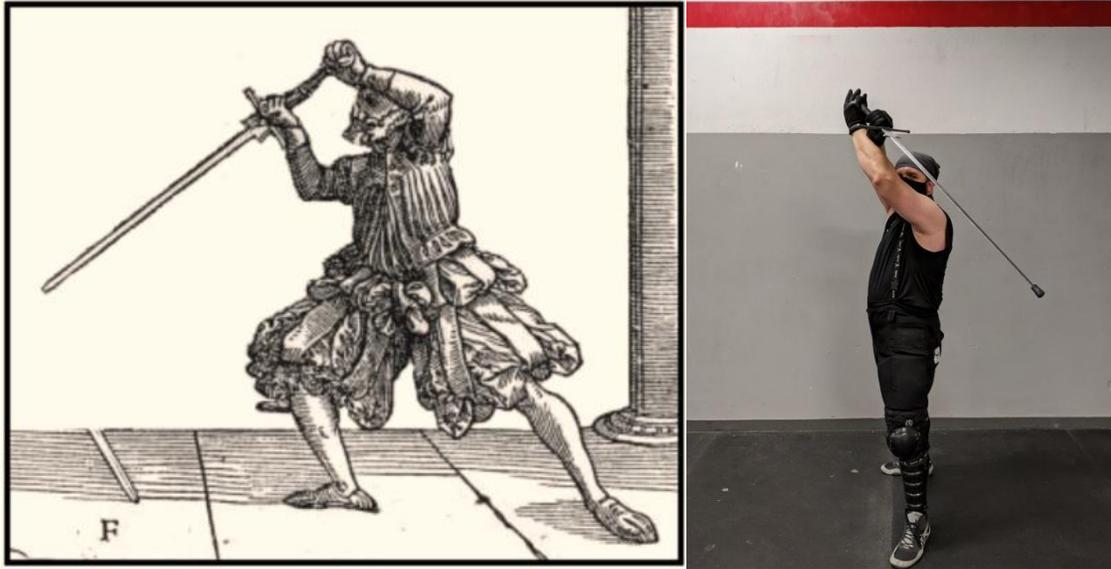
(As interpreted by TEAOS) Iron Gate is the guard held forward that the Krumphau (Crooked Strike) cannot be easily thrown from. With the Right hand dominant, it is either crossed hands with left foot forward, point down OR open hands with right foot forward and the point down. Opposite positions for left-handed individuals.

The interpretation of this guard is highly variable, with both point up and point down variants. Even The Art of Combat varies within text, with Rapier having the point up variant.



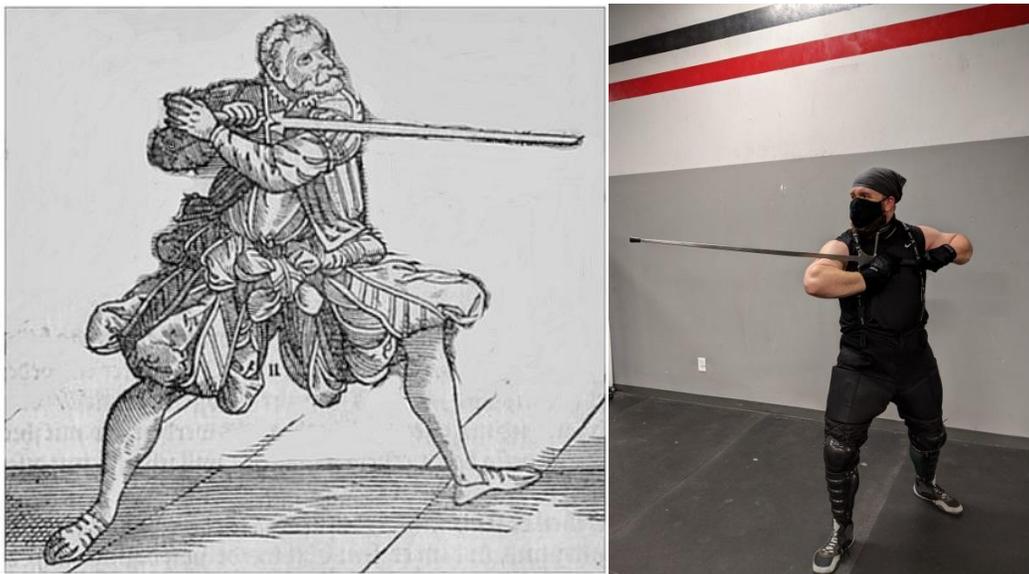
### Barrier Guard (Schrankhut)

Similar to Iron Gate, but with opposite footing. This guard is easier to execute the Krumphau from to either side. Long edge faces up with sword held to the side or slightly back with the left foot forward for a right-hand dominant fencer.



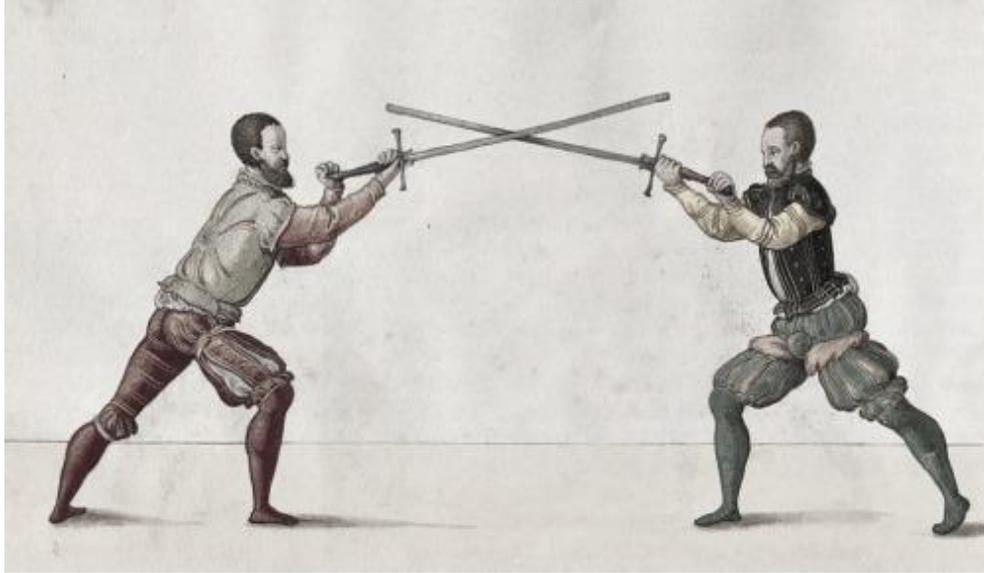
### Hanging Point (Hangen/Hangetort)

Derived from Ox, this guard is held with the point hanging toward the earth.



### Key (Schlüssel)

Derived from Ox, this guard sinks the hands before the torso, threatening with a thrust.



### Unicorn (Einhorn)

Derived from Ox, this guard is held with the point raised high, to about 45 degrees, threatening with the edge. When a person completes an Unterhau, they often end in a Einhorn posture if they've extended past Ochs.



### Crown (Kron)

This guard is held strongly before the face, point up, using the cross guard and/or Schilt to protect all upper openings. This guard does not threaten initially and should be taken with caution.

Not mentioned explicitly by Meyer but shown in Plate F in small center figure on left (*Art of Combat 1570*).

### Physical Demonstration of Secondary Guards

Part 1: <https://youtu.be/PCw7RSuBLSs>

Part 2: <https://youtu.be/v2Sh7N6clHM>

Part 3: <https://youtu.be/4WfMejrP7ZI>

Part 4: [https://youtu.be/4aQ4\\_7xf8Ic](https://youtu.be/4aQ4_7xf8Ic)

## Master Cuts

Basic knowledge of the 5 cuts is required for Level 2 competence.

### Zornhau (Wrath-cut/strike)

Cut that breaks all Upper-hews, it is driven thus: Strike wrathfully from your dominant side, such that you gain the over-bind on your opponent and either cut them through the face or drive the thrust. Zornhau is not described as hitting the opponent with the cut, but this can be done.

### Krumphau (Crooked-cut/strike)

Cut that breaks the guard of Ox; Strike out with the long-edge with crossed arms to your opponent's hands (if right-handed), head, or sword ending in a thrust or winding after to hit the hands. Works best if struck from the same side as the Ox being held against you.

### Twer/Zwerchhau (Thwart-cut/strike)

Cut that breaks the guard of Vom Tag; Strike out with your short-edge so that you strike your opponent horizontally in the head. This closes their line of attack at the same time.

### Schielhau (Squinter or Glancing cut/strike)

Cut that breaks the guard of Pflug (and/or Longpoint); Strike out with the short-edge, more vertically, and throw your point long to cut your opponent; should you end short, stab him.

### Scheitelhau (Parter/Vertex/Scalper cut/strike)

Cut that breaks Alber; Strike at full extension, bringing your pommel up such that your strike rotates to end level to your opponent's head. If short, thrust him in the face.

## 3 Wounders

### Cut

Using the edge alignment, angle, and blade velocity to wound your opponent.

### Thrust

Using the point to wound, driving the sword lengthwise.

### Slice

After edge contact, applying pressure and friction with the edge to wound, driving the sword lengthwise.

## Secondary Attacks/Hauptstücke

These are tactical actions we want students to know at Level 2.

### Dupliern (Doubling/Continuing)

When your opponent parries strongly, work in-the-moment (Indes) to wind your pommel under your dominant hand and striking behind their sword with crossed hands to their head. This works on either side.

### Mutiern (Mutating)

When your opponent parries softly, work Indes to wind your sword into theirs, and hang your point over their sword, thrusting to the low opening. This works on either side.

### Winding

(8 in total; Also a Hauptstück for Lv.3):

From the bind, one can respond to your opponent's strength or weakness (Fühlen) by winding your sword into or around their blade. For the high winds, one generally moves to the guard of Ox from the bind; for the low winds, one moves to Hangen/Pflug on either side. When paired with the 3 Wounders, 24 attacks can arise from these 8 winds.

### Wechselhau (Changer Cut)

Two consecutive rising strikes executed from the Wechsel guard. Important to know for the Form. This cut has extremely variable interpretation.

### Sturtzhau (Plunging Cut)

Two consecutive strikes downward, the second like a high-handed Schielhau. Important to know for the Form.

# The Form for True Edge Academy of Swordsmanship

- Begin in Right Ochs (Ox)
- *Chamber up into High Tag, then....*
- Cut a right Oberhau to Alber (Fool) with a Triangle Step.
- *Chamber into Nebenhut, then...*
- Cut a left Unterhau to Ochs with a Triangle Step.
- *Chamber into High Tag again then...*
- Cut a right Oberhau to Pflug (Zornhau) with a Triangle Step.
- Step into Longpoint and Thrust.
  
- Pivot toward the inside and Cut a left Twer with a Triangle Step.
- Cut a right Twer with a Triangle Step.
- Cut a low Twer into R. Hangen (Hanging) with a Triangle Step.
- Unwind and Cut a R. Schielhau with a Triangle Step.
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- Pivot and Cut over to R. Pflug (Schnappen).
- Step and Guard change to L. Wechsel (guard).
- Cut out of Wechsel into a L. Twer with a Triangle Step.
- Cut a right Twer with a Triangle Step.
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- Pivot into High Tag and Cut a right Oberhau into Wechsel (guard).
- Cut a left Wechselhau with a Triangle Step.
- Cut a right Sturtzhau with a Triangle Step.
- Cut a left Sturtzhau with a Triangle Step.
- Pivot. Sword should be over Left Shoulder in Vom Tag.
  
- Repeat Sequence from the left side.

## Links to Form Videos:

Form Discussed:

<https://drive.google.com/file/d/1wXkQu5XOnIuZMyPBlyVmRijtClmiMfK/view?usp=sharing>

Form Detailed:

<https://drive.google.com/file/d/1xT4innhwYHg4gZrESJ155rSOM754asnI/view?usp=sharing>