

True Edge Academy of Swordsmanship

Level 2 Longsword Requirements

Everything on the Level 1 Longsword Requirements list

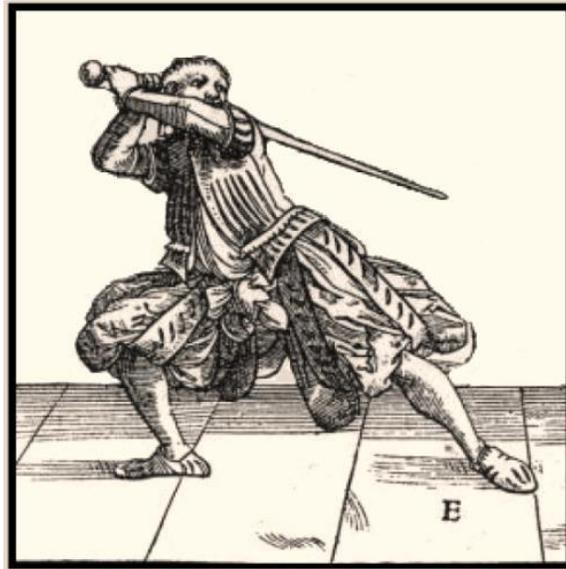
Timing of the Fight: “..these ... things ,are to all Art a well-spring...”

- ❖ 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.

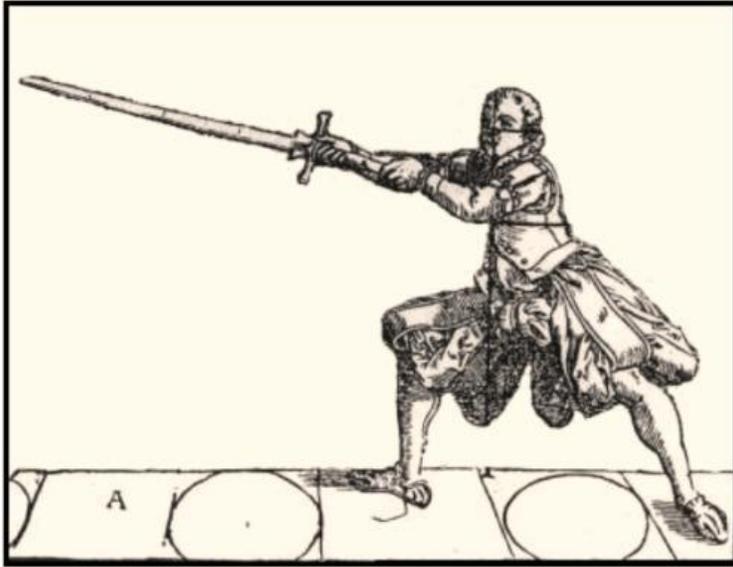
Defenses: also covered in the Lv.3 Hauptstuecke

- ❖ 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.



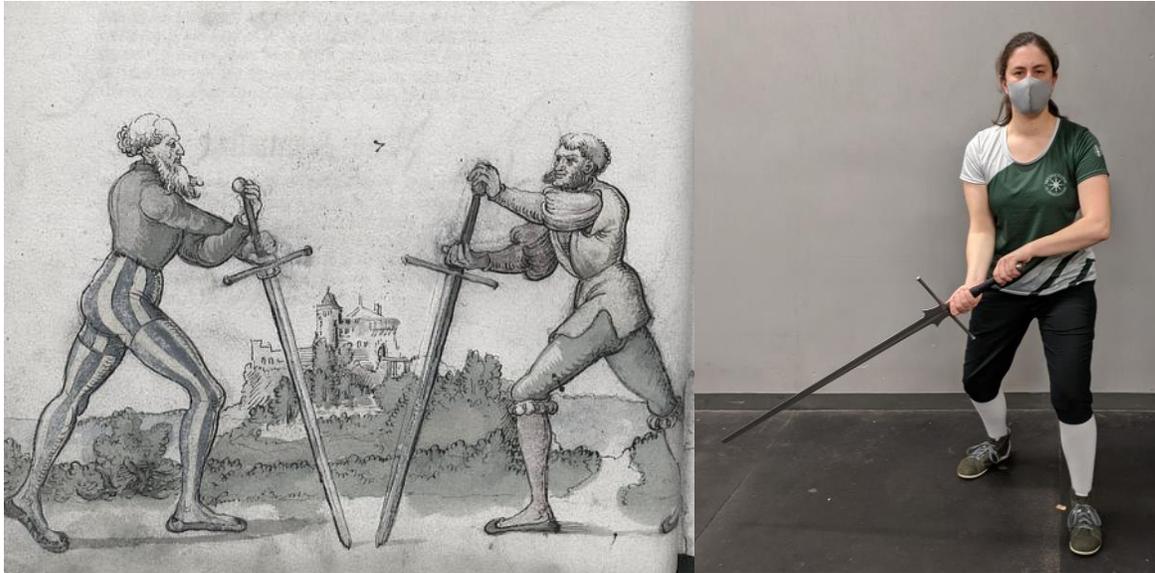
- ❖ Changer (Wechsel): Derived from Alber, this guard is held at the side, threatening with the edge forward.



- ❖ Close Guard (Nebenhut): Derived from Alber; Guard is held with the point behind, threatening with the edge.



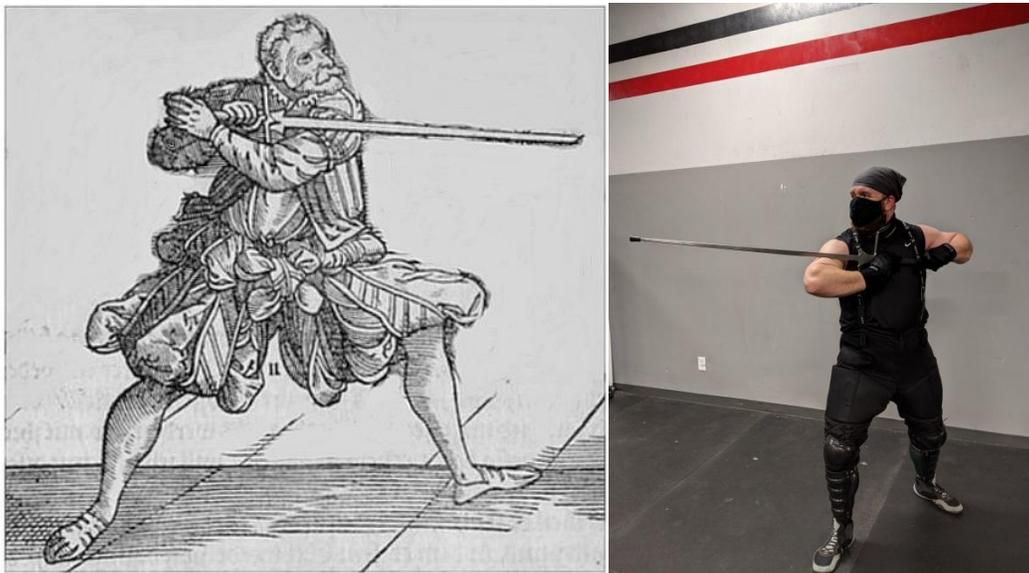
- ❖ Iron Door/Gate (Eisenport): (As interpreted by TEAS) Iron Gate is the guard held forward that the Krumphau (Crooked Strike) cannot be easily thrown from. With the Right hand dominant, it is either crossed hands with left foot forward, point down OR open hands with right foot forward and the point 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 the Rapier having the point up variant.



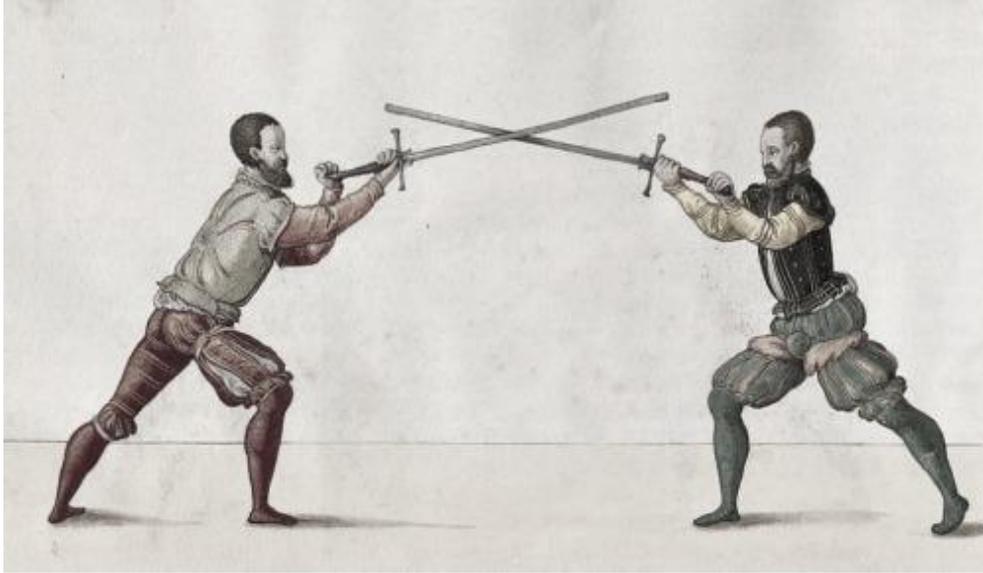
- ❖ **Barrier Guard (Schrankhut)**: Similar to Iron Gate, but with opposite footing. This guard is easier to execute the Krumphau from to either side. Long edge faces up with sword held to the side or slightly back with the left foot forward.



- ❖ 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.



- ❖ 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

Master Cuts: A general knowledge of the 5 cuts is required

- ❖ 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) or to their 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.
- ❖ Zwerchhau (Thwart-cut/strike): Cut that breaks the guard of Vom Tag; Strike out with your short-edge so that your 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.

Secondary Attacks: These are general techniques applied throughout the Zettel.

- ❖ 3 Wounders:
 - Cut: Using the edge alignment, angle, and speed to wound your opponent.
 - Thrust: Using the point to wound, driving the sword lengthwise.
 - Slice: Using the edge to wound, driving the sword lengthwise.
- ❖ Dupliern (Doubling): When your opponent parries strongly, work in-the-moment (indes) to wind your pommel under your right hand, and strike with crossed hands to his 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 his sword, thrusting to the low opening. This works on either side.
- ❖ Winding (8 in total; Also a Hauptstueck 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. This accomplishes collecting your opponent's blade in the crossguard, and allows a threat by thrusting to the nearest opening.
- ❖ Wechselhau (Changer Cut): Two consecutive rising strikes executed from the Wechsel guard. Important to know for the Form.

- ❖ 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: separate file also available.

- Begin in Right Ochs (Ox)
- Cut a R. Oberhau to Alber (Fool) with a Triangle Step.
- Cut a L. Unterhau to Ochs with a Triangle Step.
- Cut a R. Oberhau to Pflug with a Triangle Step.
- Step into Longpoint and Thrust.
- Pivot and Cut a L. Zwerchhau with a Triangle Step.
- Cut a R. Zwerchhau with a Triangle Step.
- Cut into R. Hangen (Hanging) with a Triangle Step.
- Cut a R. Schielhau with a Triangle Step.
- Pivot and Cut over to R. Pflug (Schnappen).
- Step and Move to L. Wechsel (guard).
- Cut a L. Zwerchhau with a Triangle Step.
- Cut a R. Zwerchhau with a Triangle Step.
- Pivot into High Vomtag and Cut a R. Oberhau into Wechsel.
- Cut a L. Wechselhau with a Triangle Step.
- Cut a R. Sturtzhau with a Triangle Step.
- Cut a L. 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/1xT4innhwYHg4gZrESJ155rSOM754asnl/view?usp=sharing>