

## True Edge Academy of Swordsmanship

## Level 3 Longsword Requirements



- Everything on the Level 1 Longsword Requirements list
- <u>Everything on the Level 2 Longsword Requirements list</u>
- ✤ <u>The 17 Haupstücke (Chief Pieces):</u>
  - <u>Zornhau (Wrath cut)</u>: Students must be familiar with a few plays of this Master cut and be able to apply them correctly.
  - <u>Krumphau (Crooked cut)</u>: Students must be familiar with a few plays of this Master cut and be able to apply them correctly.
  - <u>Zwerchhau (Thwart cut):</u> Students must be familiar with a few plays of this Master cut and be able to apply them correctly.
  - <u>Scheilhau (Squinting cut):</u> Students must be familiar with a few plays of this Master cut and be able to apply them correctly.
  - <u>Scheitelhau (Parting cut):</u> Students must be familiar with a few plays of this Master cut and be able to apply them correctly.
  - <u>Vier Liers/Leger/Hütten (Four Guards)</u>: The four main Guards (Ochs, Pflug, Vom Tag, Alber) and their general use; the openings they cover and how they threaten your opponent.
  - <u>Vier Versetzen (Four Preemptings)</u>: The four Master-cuts that break the four Guards (Krump to Ochs, Zwerch to Vom Tag, Scheil to Pflug, Scheitel to Alber).
  - <u>Nachreisen (Travelling-after)</u>: When they attempt to move to a striking or thrusting position, strike them before they take the Vor. Another: If they strike long at you and miss, strike in before they can recover from the motion.
  - <u>Überlauffen (Over-running)</u>: If your opponent aims to a low opening, shame them by striking the high opening, for you have the greater range.
  - <u>Absetzen (Setting-off)</u>: Winding your edge into your opponent's sword to press their thrust from the center line of attack; use this to stab them.
  - <u>Durchwechsel (Changing-through)</u>: Should your opponent move to parry your sword without threatening you, before he binds your sword dip your point below his and stab him in the nearest opening.
  - <u>Zucken (Pulling)</u>: Generally, when an opponent binds strongly and remains on the sword, or parries to the sword directly, pull your sword before he binds and stab to the opposite side.

- <u>Durchlauffen (Running-through)</u>: Wrestling at the body when the hands go high in the bind; take one hand off the pommel to grab your opponent with various body wrestlings.
- <u>Abschneiden (Slicing-off)</u>: If they overbind your sword while in Alber, or from a Lower-hew, generally entice them to bind strongly on your sword, and when they press the bind, slice-off his blade behind you and strike him in the head. Accomplishing this with the short edge is Snapping (schnappen). Another: pressing in on an opponent who strikes around and slicing them with the long edge.
- <u>Henddrucken (Hand-pressing)</u>: If your opponent comes with hands high, invert your sword and press their hands with your long edge in an underslice, then press their hands to an overslice. This can also be engaged with the short edge.
- <u>Hengen (Hangings):</u> Utilizing Plow, hang your pommel low in the bind after setting-off and stab upwards. Or, utilizing Ox, hang your pommel high and stab downward.
  - <u>Winden (Windings):</u> 8 total; 4 in Ox and 4 in Plow, depending on the Fühlen your opponent provides in the bind. You can also stand in Ochs or Pflug to draw your opponent to attack the opposite opening, and wind to the opposite side to guard against his attack. Thrust from all windings to his face.

<u>\*\*\*These are general summaries of all 17 Hauptstücke and are not</u> <u>comprehensive. See the Zettel for complete techniques.\*\*\*</u>

## Other Advanced Concepts:

- <u>Fehler/Feller/Veller/Veler (Failing/Feinting)</u>: Leading your opponent to defend one Opening while striking another.
- <u>Fühlen (Feeling)</u>: Using reflexive feedback from the bind to determine In-the-Moment whether your opponent is Soft, Hard, or Neutral, in order to respond correctly. "Learn the feeling, Indes is a word that cuts"
- Introductory knowledge with any other advanced attacks/defenses/concepts not listed above.
- Manual Interpretation
- Sparring tactics and proficiency
- Fluency in general German terminology
- Basic teaching of introductory concepts is expected at this level.