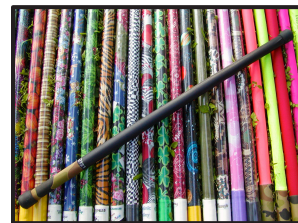




Töte Tips



Overview

Two players face-off approximately 25 ft (7.62 m) apart. In the tradition of a duel of honor, this distance is normally measured off by the players initially standing back-to-back and then stepping-off 5 paces each in opposite directions, then turning and facing each other. This is also helpful in proportionally equalizing, or normalizing, the playing distance for taller and shorter players, especially for children.

Once the playing distance is established, the players assume a stable position and their feet are to remain fixed. The Töte is volleyed between the players in an underhanded motion similar to a swinging pendulum. Various styles of throwing are employed to place the Töte in a position which might exploit the catcher's weaknesses.

The Töte somewhat simulates a virtual sword and if it touches the torso, head, or legs, or is caught by the blade, then respectively, the catcher is virtually killed or continues playing with simulated injuries (on one leg or with one arm, or both - one leg and one arm). Penalty points are also acquired from bad throws or catches (too short, out-of-reach, etc.). Once a player is mortally stricken (torso or head), incapacitated (no arms, no legs), or has acquired 5 penalty points, then 'Töte' - the game is over.

Throwing Tips

Each player develops their own style of throwing; however, these tips describe the ideal throwing technique which offers the most efficient and effective use of body kinematics:

1. Hold the Töte loosely with the thumb on the same side of the handle as the fingers and progressively spin the Töte near the end of the throw (similar to spiraling a football underhandedly), ultimately releasing it off the fingertips. Spiraling the Töte this way will allow the Töte's intended orientation upon release to be maintained by angular momentum throughout it's flight - it will be 'spin-stabilized' just as a football, bullet, or spacecraft is.
2. Continuously bend the wrist to keep the Töte parallel to the ground throughout the swing until it is released (similar to the motion of the weights in a Newton's Cradle). Thus, the Töte should always be pointing at the catcher. Note that this is not possible if the Töte is tightly gripped with the thumb on the opposite side of the fingers.
3. During the throw, the unused arm should be swung in the opposite motion (starting in front of the body and ending in the back), thereby transferring the momentum of the mass of the unused arm, through the twisting shoulders, and into the throwing arm.
4. Lean slightly over the throwing arm and bend the knee on the throwing side inward in order to allow a straight pendulum motion (planar) beneath the head versus the curved path that a swing would require in moving the Töte around a rigid body.
5. A precisely thrown Töte is more effective than a fast thrown Töte - in fact, there is a certain high-arching lob that is nearly impossible to catch without being slayed. For maximum effectiveness, practice proper throwing techniques long enough to ensure the most precisely thrown Töte until enough control is developed to combine that precision with speed.

Catching Tips

1. Avoid snatching or slapping at the Töte handle when trying to catch it as this requires several perfectly synchronized events to be successful, and most often just results in slapping the Töte away (and a Bad Catch penalty point). Instead, be reaching out toward the Töte handle as it is approaching, letting it arrive into your hand. For directly pointed throws, let the Töte slide along your hand, slowly closing your fingers around it as the handle nears your hand.
2. The unused arm should habitually be held out in a position to block the Töte's blade from touching the body - ALWAYS. The vast majority of Töte strikes actually occur as light grazes or slight touches as the Töte flexes from the impact of a catch, whereas, the unused arm could have effortlessly blocked such strikes just by being defensively positioned.

Teaching Töte (Safety First!)

While Töte is a unique sport, it is often generalized as 'two players throwing a padded sword at each other'. However, this description without further clarification is generally discouraged due to the violent images it might invoke in prospective players when, in fact, the entire civilian history of Töte development has always held safety as it's highest priority. Impact absorbing materials such as foam and rubber for padding and tips, have always been tested and employed in the design of the Töte. Nonetheless, the safe use of the Töte, or any piece of sports equipment, is highly dependent on the players who utilize them. These 2 questions must always be kept in mind when teaching Töte:

1. How sustainable would the fun of playing be if your opponent couldn't play because of an injury?
2. How successful would introducing new players to the sport be if they felt their safety was at risk?

Even more so when teaching new players, as they will surely be less advanced in almost all of the many skills the game evokes. Historically, the skills of new players will rapidly develop proportional to their level of training and the skills of their trainer, however great care should be taken until those skills do develop. This point of safety is also extremely important toward children and physically challenged players, with VERY special considerations given to evaluating the ability of these players to defend themselves. Introducing the sport to these special players must only be evaluated and performed by a professional, responsible, adult player, and NEVER by another child or another physically challenged

player. Töte is a sport which rapidly calls on many physical and mental abilities, therefore players without the potential to improve those abilities are generally discouraged from playing - no game of sport is worth risking injury to these special individuals.

Even after basic Töte training, players should be matched only with players of equal skills until their skills reach an advanced enough level to play against any general opponents.

Safety First!

Play Töte!