

THEME 1B CONCEPTS [Practitioner]

{DRILLED}

The Three Wonders/Wonders [Drei Wunder]

#2 "Strike / Cut" [Hau/Haw]

#2.1. "Strike From Above" // "Over Cut" [Oberhau]

#2.2. "Strike From Below" // "Under Cut" [Unterhau]

#2.3. "Middle Strike" // "Middle Cut" [Mittelhau]

Chaining Attacks (Full cuts)

#1 Long Edge - Long Edge Combinations

"Catching" Parries [Auffangen] (Non-Offensive, Common Fencing)

#2 Schilt Parry

{AUXILIARY}

Parts of the Longsword // Federschwert

#1 The Blade [Klinge]

#1.1. The Structural Divisions of the Blade

#1.1.2. Long Edge [Lange Schneide]

#1.1.4. Shield [Schilt] (only on Federschwert)

#1.2. The Functional Divisions of the Blade

#1.2.1. Strong [Stark]

#1.2.3. Weak [Schwach]

#2 The Hilt [Gehülcz // Haft]

#2.1. Crossguard [Kreutz]

#2.2. Grip [Bindt]

Grips

#1 Grips For The Dominant Hand

#1.3. Handshake Grip

#2 Distance of Non-Dominant Hand to Dominant Hand on Hilt

#2.1. The Dobringer Grip

Types of Stance

#1 Front Stance

#1.5. Medium Balanced Front Stance

Types of Footwork

#1 Line Step

#2 Passing Step

#3 Gathered Step

#4 Traverse Step

The Four Leaguers / Liers [Vier Leger] (Main Guards)

#1 "From The Roof / From The Day" [Vom Tag]

#3 "Plow" [Pflug]

Secondary Guards

#1 "Longpoint" [Langenort]

#7 "Middle Guard" [Mittelhut]

#11 "Changing Guard" [Wechsel(hut)]

#12 "Rear Guard" [Nebenhut]

The Four Openings [Vier Blossen]

Phases of the Fight

#1 "To-Fight" [Zufechten]

#2 "War" [Krieg]

Order of Acting and Time

#1 "Before" [Vor]

#2 "After" [Nach]

Moulinettes