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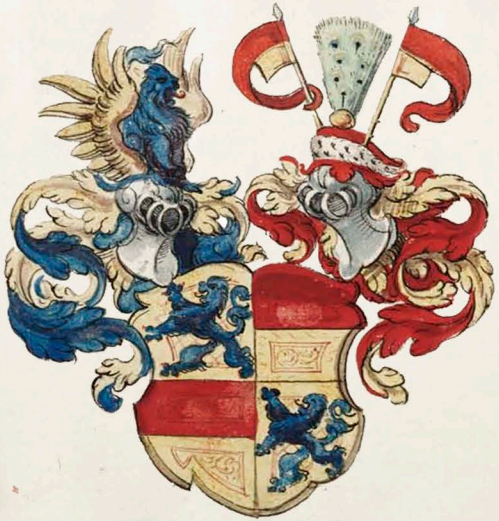
Joachim Meyer's
Laktbok



to the Well born Lord, Duke Ottbo
Count of Solms, Lord of Munzenberg
and Sonnewaldt
my Gracious Sir

Well born Gracious Sir, Your Grace, my subservience and willing service, is as every time before. Kindly Sir, It's not without particular Reasons that the Old Writings of the Knightly Free Art of Fencing with all diligence, in their Books are praised and reposed and the Princes and gentlemen themselves, with earnestness Ordered namely but that more portions of Knightly Fighting and forthright strikes from there have arisen from trustworthy, credible words, that what through' splendid feelings for Manhood originated, for the Praise also thereby in the Highest Command and administration of War will be attained/revealed not solely in the History of the Greeks and Romans but is especially proven also through daily experience, that the training in various Knights games and Fencing,

is learned with diligence, like those same practices that came long before, and it is masterful with all speed. Then more to our times Princes and Noblemen no less, Love it, and to the highest advancement than our Old Riders, how then also, You Grace, besides other free Arts, associates this manly Art with earnestness, and therefore I, Your grace, as an innocent Fencing Master, to this end, I must Instruct your grace which I in all Subservience and with willful courage have accepted, and while I am not alone, a particular beauty to such Art, but rather through Your Grace's, merciful and consecrated will, you have sensed and found out about me I have no knowledge and Way but with it I, Your Grace, in such Art can subserviently serve and want to save, so this Fencing manual was put together, and all Stücken described, to Your Grace, and delivered in the subservient hope, that Your grace, would not only learn the techniques that are taught here, but through them thus they be cast in memory to be held, but rather also will swift and useful Stücken

hence be learnt from not less than, thus, a similar Fencing master, that Your Grace will have had. I beg thus in subservience Your grace, wants a work such as mine, although unwary and minor a work, than that from one, Your grace, to all possible service in subservience and wholeheartedly, studiously flowed and graciously will accept. Of this will I, Your Grace, subserviently serve and wherewith I can pleasurably show, also to the Highest solicitude. May that the Almighty would confer on Your Grace, besides other prosperity, also long life in good health and Freedoms.

Your Grace

Subserviently

Willing

Joachim Meyer

Fencing Master

Follow the Sword Verse

The Four Main guards

From the Roof, Fool Ox Plow

The Eight Secondary Guards

Longpoint, Irondoor, Hanging Point, Speakwindow, Key, Side Guard, Barrier Guard, Wrath Guard

the Five Master Cuts

Wrath Cut, Crooked cut, Thwart Cut, Squinter cut, Scalper

The Six Covert Cuts

Blinding cut, Bouncing cut, Short cut, Knuckle cut, Clashing cut, Wind cut

Handworks in the Sword

Bind On, Remain, Cut, Strike around, Travel after, Snap around, Run off, Doubling, Leading, Flying, Feeling, Circle, Looping, Winding, Winding through, Reverse, Change through, Run over, Set off, Cut off, Pull, Hand press, Displace, Hanging, Blocking, Barring, Travel out, Grab over, Weak pushing

From the Four Openings and Divisions

Firstly will the opponent be divided in two sections, namely left and Right, how the Lines in the figure above is shown, thereafter in two more divisions namely under and over, the above two openings would be the Ox, to divide the under two, the Plow. Whose use should one should thus firstly note, in which division he leads his sword under or above, to the right or the Left/ when you have seen that, thus attack against him at once from above, it is about the location, otherwise, take a general example of this:

In Zufechten, thus both of you have come together, and you see that he leads his sword to his right in the high opening, in Ox or Wrathguard, thus attack in to his lower left opening, if not, then it is much more important that you provoke him to meet you. As soon as this clashes, or will, thus pull around your head and strike him high to the opening from which he came. This is namely to his right ear, with the half edge and crossed hands.

Sword Fencing

Firstly will each one of the actions in Fencing be divided into three parts which are particularly good to note. In the Sword this is namely attacking, followed by the withdrawal or other than to the first to reach it, send your attacks through the Guards and How like they follow afterwards here, however to the other parts and the middle work, this will be reprinted with the handworks, and a mixture of convenient cuts. Onwards to the last, or the withdrawal, how orderly each one will hereafter be diligently written and taught.

Secondly one should note the Vor and Nach (Before and After), Weak and Strong, the Before is when you drive with your stücken so that he cannot come to his senses, especially by positioning yourself close, and how he defends before your stücken and these same would like to break and bar, with this, he runs off the Vor to you, The after is, when you have been rushed upon by your opponent how it is reported next and above. Thus you should respond Indes quickly with convenient work, with this, you are strongest on his Stücken, when you lay on with your work in the Vor, and in this you are crowded so that you must displace him after, thus is a constant changing with the Vor and Nach, now you have it, then he does, But he who does not pay attention to it, he will nonetheless never learn to fence.

divisions of the sword to the Weak and Strong

The Sword is firstly divided in two parts, namely from the grip to the middle of the Blade which is known as the strong, from the middle to the most forward, is the weak Furthermore is the sword divided in four parts how the figure below this shows. with the inward part, that is the haft, and (with it) the work with the pommel and cross and haft will be understood, in the next part, thereafter will the work with cutting and pushing and what belongs to the Strong be understood, to the third part of the sword should be noted the alterable work of the Weak and Strong after opportunity and liking. Which alone is extremely weak for you to work properly to the Openings.

Hard and Soft

Thus you shall mark in the binding of the swords, as you shall feel if he has become hard or soft in the bind, with the cut.

Item if he is yet again, strong or weak and is usually more watchful of the weak binding before the strong, how hereafter in the fencing it can be seen. with this however the Sword fencing and the following written stuck is more understandable thus as I explain my Zedel according to the rules, as I want the words to have understanding so I have named the Order; the Beginning, Middle and End.

this is the correct Squinter cut.

Another

Thus when one holds his Sword to the left in Zufechten, then go through before him from your right and how with strength to his right, as soon as he swipes after to the strike thus pull a looping to the left opening, if he swipes after this, however, thus allow it to fly around again, thus drive each opening to the other, crosswise and against one another after your opportunity. it is every fencers (desire) that he quickly knows from all strikes, to which opening the cut is coming. indes quickly there and follow after, if I however can decide, then I want to instruct about the displacing upwards in hanging. It is stated in the ancient Verses, who often displaces, will often be injured.

Item Liechtenauer said in his secret verses, that displacing hurts you, if you wish it on yourself, therefore shall every fencer know that he is to be the first with attacking and following, then to every fencer that is known to watch and wait on another, from this he shall come to no harm, or at the least, if he does not fight much. A proper fencer who does not displace much, will have the greatest advantage, Thus when he strikes, you also strike, when he thrusts you also thrust, when he steps you also step. Where two equal strikes come together, thus they bring you

to displacing, when however one will cut from above, and then next he goes against with a Thwart, thus he sets off, and steps with one another, thus simultaneously should one have a step out, with the same cut and therein with advantage also pay attention to his openings Thus should every fencer know that he is soon attentive how it is also shown above, that where two good fencers have come together, which I have attentively married together in the illustrations.

Thus have i put forth a short and summary knowledge of swordfighting and all noteworthy devices and also the translations of which the divisions that are obscured, are clarified in measure and thereafter it enters and then next goes in three divisions, namely how it was previously reported, Onset or Attacking, Pressing After or the middle work, the last is to Withdraw or end and therefore so that one may better understand I will shortly reiterate.

Thus, to the attacks have I put forth the Guards in which one should not delay, or wait in them, but rather as a result must your necessary courage with whose reported cuts, go once or twice to your opportunity, so that he must then engage and that the Vor has escaped him, thus to another opening should one work after with various offensive handworks, beholding with the vor, as such handworks are stated above as a three in one handwork, thus to crowd and close so that one may come to the withdraw without shame.

Of this, I will give an example

If one fights against you in the Guard of the Roof, thus you come in Zufechten into the Side Guard, you must above all not wait in that long, then when he bears witness to the strike and as soon as he brings his sword into the air, thus lay on against him with a Thwart strike, instantly as it clashes, thus cut quickly again around with the long Thwart, to the other side of his sword, that is now attacking, if he strikes around, thus you cut after, if he displaces, then deceive him with the weak, so that you cut him in the after If he is hard thus you are soft if he cuts, so you counter, if he displaces, then you cut Thirdly; also have instant attention for your opportunity to withdraw.

See that you are the first on the field;
before your opponent adopts a posture, lay on against him.

Thus note that when you wish to fight with someone, then see that you are the first to be in place so that you can act in a timely manner in your intended stück, then you shall forcefully continue against him with cuts that he cannot send himself into a guard or stück But rather you shall show that you will rush over him with sudden stepping before he realizes it. How it is then further clarified by the following Rhyme

Pay heed to Instantly, understand me rightly,
hit him before he adopts his posture.

This is when you are in the zufechten and he is just about to you, then note when he acts as if he will adopt a posture, then do not allow him to rest or come to it, but rather always attack first, and as he is choosing a posture, lay on at once to the next opening, and position yourself as if you would to cut strongly, but do not do this, rather allow it to fail or flit to another opening, then as soon as you are at the midway part of your sword

on his Sword, do not await, but rather, Thwart, Strike Around, Wrench Out, Slice, Wind, and what other types of work there may be.

For you no guard will come so good
In the after you strike out freely, boldly

But it makes you wonder, as such, how can there be still many good Guards, and hence, you yourself have seen taught here many good techniques, answer, it is true, there are many good Guards and will be fought from a number of good and beautiful techniques. as I have included several in this book for you. However this rhyme teaches you that it is always better to not settle into a guard It guards you not at all, to show someone with your guard, what you will do amid the fight, that may your cutting through not be brought so far. In this, learn from the rhyme, when you should do it, Namely in the after that is when you should take him, when he keeps his guard, or stays in a guard, then cut him to the opposite opening, as soon as he goes towards your strike with his displacing, and is out of his Guard, and whether it connects or doesnt connect, then pull around your head and strike, especially to the part or quarter line from where he has struck from.

Of this I will give to you an example, when one stands before you in the right Wrath guard in the zufechten, as soon as you note that he will remain in the Wrath guard, thus cut through to him, still that you are not too close, and in cutting through, allow your sword to fly around in the air, so that you would come into the right Ochs, but before you complete this, or when you have sent this gesture, then step quickly, before he will properly defend, and cut to his left, from under so that your hands remain high, with this you force him, that he must leave his guard to displace, or with a step back, cut in at the same time as you, as soon as the swords connect, pull around the head and cut with crossed hands to his right ear with a Schielhau, in an arc, to where his departure has made him open, how the Figure shows, it is a lofty attack or onset, in which you should take great heed to the steps, and the body should well follow the cuts, When you threaten to cut to a place, then you can readily deceive him, therefore in such attacks you must take the ground, as it were, and in your approach, act as if you would step small and tight, and before he is aware, step broadly forth to the attack, allow yourself at first to be seen taking large steps, in this he takes notice, and will meet you quickly in earnest, to get there before you, thus withhold your step and do it moderately, so that he is otherwise in this you take your advantage, and as soon as you see it, that you are quickly at him again with broad stepping

The cuts you send powerfully from your body
To the four openings carry out your work

In this rhyme two things are realized, firstly, to the cutting secondly, to the four openings of the Man, to which the cuts will be cut, and note that you cut all cuts with outstretched arms, and with this reach far to the man, also as soon as a cut from one side fails, thus you should quickly cut to the opposite side.

Item if however you step up and are going strong, thus cut quickly around to the other side, also when you will cut to an opening, thus note that as soon as he goes to displace your cut, thus do not allow them to connect, (where it is useful to you) but rather pull free your sword and let it fly around again and strike to another opening, reach far from you with the cuts, and you must step correctly with this, thus fine changing and changing through on the shield comes to you, and so you won't be harmed see that you cut to the body and not to the sword, from the Second part of this rhyme the verses teach this, also I will write further of this in 38 rhymes, and still more of the same.

When you Krumphau go up quickly
Throw the point with crossed hands

Note the Crooked cuts are many, and that all cuts that are done with hands put crosswise or crossed, will be known as Crooked cuts.

hence the one Schieler is also counted among the Crooked cuts and it applies equally to the long or short edges, thus it is a Krumphau when you hold your hands crosswise, and firstly when one will cut straight to your head, from his right, thus step with your right foot well out from his strike, to his left, so that you avoid his strike with a spring to his left and likewise cut from your right with crossed hands, against his cut, thus you come with your blade between his head and sword, on his short edge, which is facing him, and when it connects, then step further around to his left side with your right foot, and displace or transfer your swords blade from his, onto his arm, between his head and sword, in this you will have seen the opening, to which the you may cut and see that you don't wait long but rather allow your cuts to fly quickly to the openings.

Item note when you approach him in the zufechten, then see when he shows his arm will strike, thus cross your hands while in the air yet that they remain high, and throw the point at his hand or arms, that is the weak or the furthest part of the blade, and that should happen when he goes up to strike, and before he is ready, thus be on his blade, with a Thwart cut, for such techniques should fly and go quickly.

Allow the Circle to connect to the right
Hold your hands high, you will deceive him

The Circle also comes from the Crooked Cuts and is a particularly good technique for deception, compared to others, because it does not just run off, unlike other deceptive techniques, like ablauffen and the like, but rather when one does it correctly and strikes the Circle very hard with the short edge in running by. This stück goes thus, (after you have come under his sword in the attack) when your stay in the bind, and drive your sword over the head, as soon as he gives a little room, so that he is not binding on the sword, but rather drives his sword then high above you, then cross your hands in the air, and cut from above with the short edge thus put crosswise, down to his right ear, so that whether your Blade hits or not, it runs around in a circle by his right arm, and in this keep your hands high above your head, as soons as he slips after the Circle, then step with your left foot well on to his right side, and cut in at his head with the Long edge, over his right arm, behind his blade, take your body and head well away from his strike with a step to your left side

A good Stück from the Circle

When you stand before one in this same work, how you have previously been taught, thus pay attention when your advantage will come, then step aside at once with your left foot out to your left side, and cut with a circle to his right while you are stepping but that in running past to the right, it grazes, and also with this Circle, step through with your right foot between you and him, in to his right side, with this stepping through, cut a Zwerch hau from your right to his left, forwards to the face Indes spring well out to his right and cut him long after to his head.

With the Crooked step well if you want to displace the crossing over, does him harm

this is when you cut in Crooked at the same time as him, with your strike you should step well out from his strike, so that you have your head behind your blade, well from his strike. the second part teaches you that when you have bound on his sword with a Crooked cut, that you nimbly cross over where you have the opportunity and then snap around or wind the quick snap to his head, or wrench out, allow it to overrun.

A Stück from the Reversing

Note in zufechten that you pay attention when he goes up before you, then step and cut a Crooked from your left to or above his right arm, with this Crooked cut step well to him, and reverse your sword and wrench downwards and out to your right side If he may work further, thus drive with the pommel from inside, between both of his arms, allow your left hand to release from the grip and grab your sword blade and wrench out upwards, how this figure shows.

Counter - let go the left hand, and allow him to wrench without avail, Indes drive after his upwards pressing with your slice to his arms, do not allow him to come to any further work nor to cut freely, when you see your advantage, at once, allow your sword to fly to the next opening.

Cut Crooked to his Flat
and you will Weaken the Master

This is a lesson how you shall weaken one's incoming strike, and goes thus, In zufechten pay attention when he cuts in at you from his right, then step well out from his strike and cut with crossed hands and the long edge onto the strong of his

sword's blade, on the Flat, thereby you weaken him, so that he can barely recover for another strike, then before he recovers you are on his head with winding and flicking The Counter you should mark that when one meets you with a crooked cut, to your on coming strike, to weaken you, then change through nimbly under his blade and work to his side from which he sent his Crooked cut.

When first they connect and clash above
Full away to the openings you will confuse him

This is a very good rhyme, that admonishes you earnestly to pay attention to the openings that fall before you, For it is known that you go at him correctly in the After, thus you have very often whenever the swords connect or two strike and clash together above, there is an opening below, you will not fail to you note this through several stück, Note in zufechten send yourself into the Wrath Guard, as soon as you can get him, then step and cut in with him from your right a powerful high cut, when this clashes, then strike around nimbly with a Thwart to his left ear, with a backstep of your left foot, behind your right, thus you likewise hit twice, or complete two strikes before he completes one

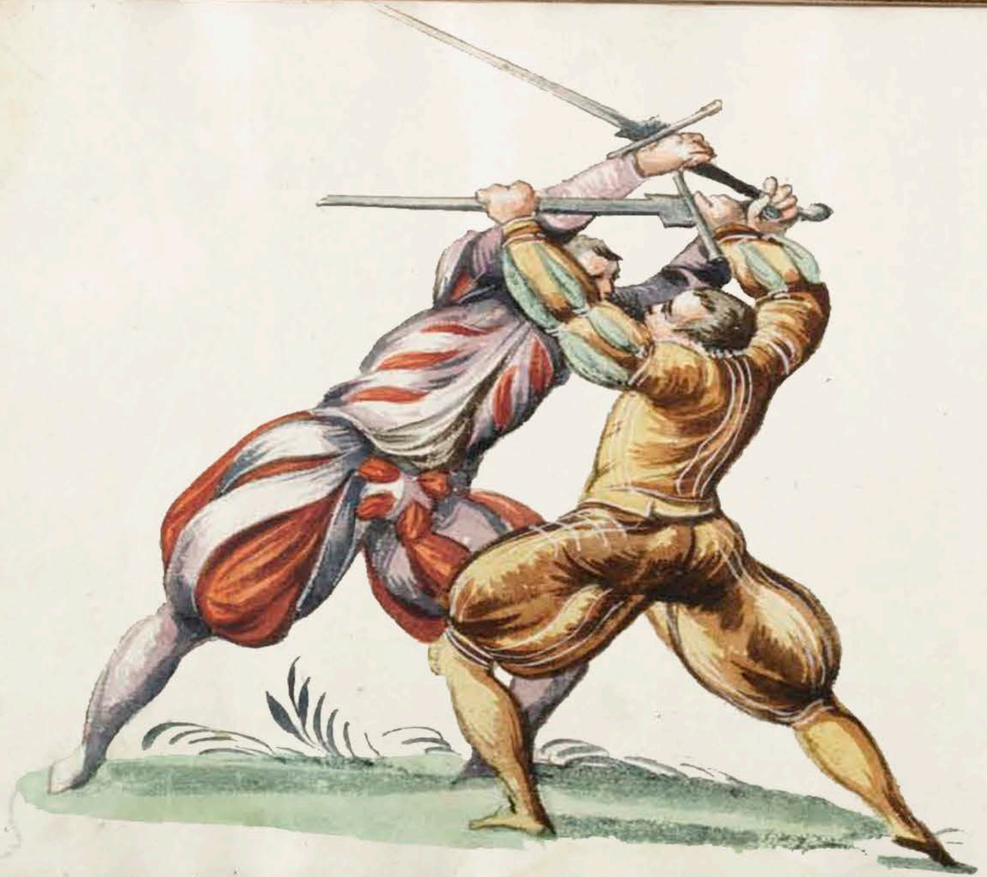
Item if one cuts at you from above like before, then cut from your lower left against his strike, so that you catch his High cut up in the air, as soon as it connects then cut with the forward short edge and crossed hands in a Circle, to his right ear and that you swiftly go almost at the same time, namely that when the blades connect together, thus you shall hit down from above with the short edge

Item in the Onset act as if you would cut from above; but as soon as you note that he slips upwards against your cut, at once turn your High Cut into a Low Cut before it actually connects above, this is the simultaneous Failer

Item if he cuts from below, thus fall on it with your long edge from above when it clashes, then pull back nimbly and strike to the next opening in one motion, or strike around from his sword with the flat in a winding flick to the next opening.

When you cut crooked at his strong
be sure to wind through and overrun with it.

This is when you cut a Crooked cut at one, and he holds off hard so that you cannot cross over, or have other work from above, thus wind



wind under and through with the pommel, and cast the pommel to the other side over his blade or arm from the outside, and wrench downwards and strike in with the long edge deep to his head, or cast the pommel in between both of his hands, how this figure reveals. The next is a counter to the under cut, if one cuts an under cut to you low. then cut with your long edge so that you have your hands crooked or crosswise, above on his strong. Then when this clashes, thrust the blade right in before you, and in thrusting forth, wind the short edge to flick it around at his face or head. If he drives up and defends against your flick, then drive up also, pull around your head, and strike him to another opening.

The Pommel deception, you shall remember
With Flicking and Quickening you will vex him

This is when you cut in with a Crooked Cut to his strong, if he opposes or displaces high, then wind through below with the pommel, and act as if you would grab over with the pommel, as I have already taught; and before he realises it, then quickly flick the short edge back in at him, again on the same line, to whichever side you first did the Crooked Cut.

Item, in the zufechten, lay on against your opponent with a powerful horizontal Middle Cut strongly at his left ear, Quickly pull your pommel around your head, and threaten him with it as if you would thrust at his other side with the pommel, and if he wishes to slip after and displace the thrust

then flick back at his left ear with the short edge, and in flicking, step with your left foot back behind your right,

also you will then correctly shoot through

Crooked, Short, change through on his shield.

This is a proper master's technique, when you are in the zufechten, then send yourself into the right Wrath; as soon as he brings his sword in the air, then strike a free High Cut at him, and in the air, cross your hands so that the right hand comes crosswise over the left, and cut then through crooked with the short edge against his cut, in this, step with a double step well out to his right, and cut with the long edge at his right ear, or use changing through to come onto his shield against his right; then work with winding, slicing, and whatever other work arises for you.

A free running Stuck from the Shooting through

Take heed in the zufechten of he who pulls up his sword to strike, thus cut through quickly and freely before him how it is taught above, so that you come to his right on to his shield. And as soon as it connects, then wind again with the short edge in at his head, and in this winding, jerk your pommel well upward, so that your blade again snaps around, so that in your cut, your right hand comes back over your left, hit then with crossed hands, and thus in snapping around, wind in below to his right ear, and step at the same time, quickly with your left foot well out to his right, Then at once Thwart to his left ear with a step out, deeply wind your short edge inwards and again outwards to his left ear, then cut away from him.

Note when he would confuse you with the Crooked,
remain rightly on the sword; carry out the Krieg
with winding, slicing, and what's more;
with flitting let yourself not go too far.

In these rhymes you learn how you should hold yourself against one who binds crooked on your sword, and reports to you, as well, two techniques, namely the remaining and the War, this is when one binds you crooked on your sword, thus you should not pull away at once, but remain and feel what kind of work you will need, like for example, if he withdraws, you chase after; Item, if he remains, then you wind. For winding, slicing, wrenching out, and reversing, is called the War, through which one to the other, always counters the opponent's devices. And one counter follows one from another, for if he wards off one, then with this, he gives you occasion or helps you to another technique, that conveniently follows after it, thus you both make war, also this same you should note, when an opponent lays on against you with a Crooked Cut, that you shall not fly around from one opening to another, for as soon as you go away from the Crooked Cut, then you are totally open to him, where he will correctly step.

Stuck

If one strikes a Crooked cut at you from his right, then set off his cut upward with the long edge, and when it clashes, then remain with the bind on his blade, wind Indes your pommel up toward his left, and the blade down toward his left, the short edge at his left ear, that all this shall occur at the same time as one step, Thus surely you hit, but if he is shrewd and turns the Crooked Cut into the Long point, then

then wind the short edge with a flick inward at his head, then at once wind through again underneath with the pommel on your left side, thus cast over his blade or arm with the pommel, and wrench out, or whatever the situation will be, then undertake another device.

Quickly flick the weak to the right,

double flick, protect yourself with the shield.

Note in the zufechten, come into the right Change, from there, slash up through his face, so that your sword runs around your head above in a loop, step with your left foot well to his right, and strike with the outside flat from your left against his right athwart to his ear, with this, take your head well out of the way how it is previously stated here, and when it clashes, then thrust your pommel through under your right arm and wind with the inside flat, in a flick up from below again to his right ear, In this winding around, remain hard on his shield, and press hard from you, If he resists, then let your sword go away, and pull around your head, strike with the outside flat a strong Clashing Cut over your hand Wind through with the pommel back under your arm, and flick from inside behind his blade at his head. Remain hard on his shield and wind rapidly back out, thus you stand back in the Clashing Cut as before. Work further as you will to the four openings, such as the need be, and is previously taught here.

Item if one again cuts a High Cut at you from his right, then likewise cut a High Cut in against his at the same time. When it clashes, then rapidly thrust your pommel through under your arm, and flick back inward to his head, before it rightly connects, pull both your arms crossed upwards to your left, and wrench upward around on his blade, flick back around at his left ear from below, thus again with the outside flat, how it is presented above, this double flicking shall happen quickly.

because it is a particularly nimble technique, I have thus properly given, to you, for when you bind from one side on his sword, and remain hard on it, and wind at him inwards and outwards in a flick doubly on one side to the upper and lower part of his head, then when he parries the flicks, you will surely have an opening on the other side that you may connect with a Circle, or by flicking around in a single motion.

Also wind forcefully against his shield,

instantly shove him away and strike swiftly.

That is, when an opponent would defend off your double flicks, and sets you off, thus catch his shield with yours, and shove out, away from you sideways, Indes let your short edge snap around deep at his other opposite opening If one cuts a powerful Buffel at you, so that you may not come at him with such subtle work, then cut the first at the same time as him, and mark now, when he pulls his arms back toward him, then drive at him from underneath with horizontal blade on both his arms, and in driving under, let go with your left hand from the pommel and grip your blade in the middle, how this figure here after shows. wrench out besides you both his arms with your shield and cross and as you shove or wrench, release your left hand, and quickly cut after, either short or long. Therefore note, when a Roof guard Buffel, is coming for you, then see that you parry once or twice, until you see the opportunity, that he has driven up the furthest for a stroke. Then drive his strike away from under on his arms, and step well under him, thus he strikes his own arms on your blade.

The Squinter cut you shall do wisely
With winding you can also double him

There are three Squinters, namely two Squinting Cuts, one from the right, the second from your left, with crossed hands not unlike the Crooked Cut, how I have reported above concerning the Crooked Cuts, The third is a Squinter with the face, when I focus on a point, and act as if I intended to strike there, but I do not do this to him, rather I cut in elsewhere.

The First Squinter goes thus; when you are in the Zufechten, then Note as soon as he goes out to strike, to your left, then position yourself as if you would strike at the same time to him, do not complete this, but rather turn your Sword in the air so that your hand comes crosswise, and then cut in from above to his right with the short edge and crossed arms, at the same time as him, so that his Blade comes also to his right, or falls by your Right, however, step well with the left foot to his right side.

The Second is the Old Squinter cut, that goes thus; In the Zufechten send yourself into the right Wrath guard, if he cuts then at your head from above, thus step from your right and strike to his cut by turning the short edge over his sword in to his head with outstretched arms, how the figures hereafter show.

Note when one does a Squinting Cut against your long cut, thus he opens his right side, therefore do not allow him to come onto your sword, but rather change through below, and cut him to his right long in from your left after driving through.

Item if one changes through under your Squinting Cut, to your right side, then remain nevertheless with the point right before his face, and turn the long edge against his blade, allow Indes your pommel to go through under your right arm, and step with your left foot well to his right side, Thus he has changed through in vain, for you come at his head with the first Squinting Cut and crossed hands, At once allow it to run off by his right side using the Circle, and Thwart to his left.

Counter to the Plow

Note when an opponent comes before you in the guard of the Plow, then attack happily with the quinting Cut, As soon as he drives out, then work to his lower openings, and further to all four openings.

Counter to the Long Point

Item if one stands before you in the Long Point, thus position yourself with the gesture that you would cut in with a long High cut to his left ear, do not do this, but rather turn in the air and cut a strong Squinter cut to his sword, when it clashes, then slice the point forward into his face

that he must displace, when he drives upwards then pull your sword around your head in a flight and cut with the short edge and crossed hands athwart to his right ear, allow the left hand to go well out, and thus the short edge goes deep, pull again around your head, and wrench out his blade with the flat from your right athwart to his left, so that your sword again flies around above your head, and allow the short edge to shoot in deep to his left ear, at once, cut two undercuts to his right and left, Indes cut away.

Item, if an opponent comes before you who will gladly bind long on to you from above, or sends his first stroke long at you from the Roof, then when you are near to him, or have come to him, slash through before him, up and out to your left, so that your sword's blade shoots around over your head in the Plunge to his left, Indes allow your sword to snap around back over your head, the right hand over the left, and strike in at his right ear with the short edge at the same time as his strike, how it is taught above, do this correctly and step well there to him thus you will hit, so then this Stück is only on going, if he displaces however, and drives out how he then (when he will displace), must drive out, at once pull around your head and cut him with the long Edge from below athwart to his left radial forearm, close to his pommel to the wrist, of these two openings, one will be apparent to you, Pull your Hilt again upwards around your

head and cut long with a strong cut, to his upper left head, in these three strikes, step well with both your feet, in a double, step around his left side, thus the cuts go on well, this a good and earnest stück, when you will seek to send it home.

Another Stück from the Squinter cut

In zufechten, when you come close to him, then position yourself as if you would cut a long High cut at him, when he drives out to meet you, thus turn the short edge from your right, in the air, against his left and jerk your pommel upwards, cut him with the short edge over his arm or hand, step well to his left side, allow this to run forth over in a circle and cut long after to the next opening, or fight to him with the under cuts.

The Double Squinter

Item In the Start, thus cut against his cut from your right, with a Squinter to his sword, when this clashes, then reverse your sword on his blade, and slide off to your left, step out with the right, continuing towards his left side, allow your blade to drive around your head, and cut the next Squinter to his head, also from your right above, and in deep to his left, then cut a double squinter, nimbly, one into the other, stepping to his left, this is a very swift Stück against slow fencers, who fight with their arms far from themselves

The Third Squinter is a deceiving with the Face

In Zufechten slash up so that you come into the Guard of the Roof, as soon as you can reach him, at once wind the short edge to him, while its still in the air, squint with your face as if you would cut to his left with the Squinter cut, don't do this, but rather allow the Squinter to fall past by his left, and work to his right, or work him to the right and cut quickly again to his left, take your body well after with it, for this is a fine and good work that can't be written, as well as it can be shown with the living body

Note a swift Stück from the Squinter

When you come close to him, then wing up by him, so that you come with crossed hands into the Unicorn, in this winging up, lift your left foot somewhat upwards, after, so that you come through the Unicorn with crossed hands, thus you stand as if you would shoot through, as soon as he extends his sword out, thus cut then with crossed hands and the short edge from above again to his right, on to the forward portion of his sword's blade, and before it connects, turn your short edge around, and cut with the Squinter, that is with the short edge from your right, to his left side, to his arm or face, not with crossed hands, and with a step to of your right foot, towards his left, in hitting, allow your blade to run off from his left only slightly besides, and along with this, thrust through at once with your pommel, under your right arm, then cross your hands so that your short edge snaps around again to his left, over to his head or arm

thus with crossed hand from your right to your left or bar him over both of his arms, if he holds you again so that you cannot wrench out or suppress from above, then allow the pommel to run through below and grab him over his right arm, drive the wrestling to him.

Changing through is useful against those who fight with the Squinter or Crooked Cuts. Note this also, if he does not extend his hands far from him in his cuts, but rather holds them close by himself in fighting, you may readily change through far from him

Item, if he fights with winding, reversing, Crooked Cuts, Squinting Cuts, or any other stück with it he shortens his strike, or cannot fight long from himself, how it then goes in such Stücken in which you shall also (before they bring their technique to the halfway), change through against him, to the other side which he opens with this shortening, thus you force him to displace, and he allows the Vor to pass to you.

Item, If one fights far and long from himself, with the long edge, however more to your Sword than Body, then you shall change through, to the next opening, and allow him to fall through with his cuts, So then be diligent with how you fence, that is, with the short or long edge, that you namely cut him to the opening, that is, you cut him to the body, and if it does not always happen that you may cut him to the body, thus when he changes through, you quickly fall in after his Sword to the opening. Also thus note this Rule in all cutting, when you connect or catch his blade with your strong, in the bind, as soon as it clashes, you shall at once with the weak (that is with the forward part to the body or next

next opening cut at, so that then your sword cuts likewise at his blade and body, Or as soon as your strong connects with his sword, then as they clash together, you shall turn the weak to the nearest opening with flicking, snapping, and winding. further you should take from these lessons, when you will execute these techniques against someone who knows how to change through against you, for example when you send your sword into the air for a Squinting Cut or Crooked Cut. Item to the Crossing over, Falling, and others which are similar, as soon as you realise that he will change through, then fall from such work into the Long Slice, to the opening that he gives you by changing through. For often when he changes through, he opens himself, And when you travel after to his opening, then watch for his sword with the long edge, if it would come too near to you, that you turn the strong against him, and at the same time, remain on his opening with the short edge, as soon as you have connected, then remain no longer, but rather let it quickly fly away from one opening to another.

The Thwart you shall also consider valuable,
with it your skill in the sword becomes great.

The Thwart is one of the chief master techniques with the sword, for you should know, if the Thwart did not exist, then it would be like "half fencing", especially when you are under the opponent's sword, and therein you can no longer attack with long cuts through the Cross, and if I have already written enough about the Thwart such that if someone knows how to fight, he could have a sufficient understanding from it,

but meanwhile I write not great of great Fencers or Artists, also I have not intended to write historically of fencing, as the art is drawn from memory, But rather solely, I've attempted to write an instruction book therefore I will not only repeat the Thwart here, but also write more fully about it, for the instruction of those that love such art.

In zufechten take note if your opponent will attack at you from the Day, (that is from above) then slash up from the right Change toward your opponent's face, when he will strike or cut, then let your blade drive towards your left and around your head, so that your flat stands upward, and your thumb is underneath on your shield, step with your right foot well around his left side toward him, simultaneous with the step, cut with the short edge from your right to his left ear, so that together your hilt and with the thumb underneath, stands high above your head to the displacing, so then if he strikes, you will catch his stroke on the strong of your sword, and at the same time with the forward short, you cut athwart from below to his left ear, how the second figure shows, as soon as the swords connect together or clash, then strike with the long Thwart deep at his right ear, such that your thumb remains underneath, perpendicular. Secondly, Note when you strike in with a Thwart at the same time as him, or bind on, then from this same, at once search above and below, for the openings, with reversing, snapping around again, or Thwarts, fearless Traveling after, then as soon as One will cut from above at you, thus displace him with the Thwart, so that with this, the swords clash together, then reverse, set off upwards, seek the openings, and fight with the types of works that have been reported here previously. darumb spricht

Liechtenauer speaks correctly in his cryptic verses, "thwart takes all that come from above, Thwart with the strong mark your work with it", that is: all high strikes, displace with the Thwart, or how I have here set forth with my Rhymes:

For everything that comes from the Roof
The thwart may displace this
In the Onset drive the Failer strongly
Note also you Reverse and Fail with it.

If one cuts at you from above, thus Thwart strongly against his strike, you force him to fall so much lower with his cut, when it connects you must then, thrust your pommel through under your right, reverse, press downwards, let the blade snap around again, with the short edge in his face, yet such that in the reversing and snapping around you remain with the slice on his arms, This stuck goes well when you do it quickly. However, if he escapes you upward too quickly with his arms, then allow your blade drive around your head, so that your long edge comes forward on his arms, athwart through with an under cut, how the figure here after shows, however do not let go with your left hand from the hilt, rather thrust him from you with crossed hands.

To Plow and ox you are quick
Threaten the cut at once against the target

This verse is very clear, how the others also are, namely that you should quickly cut the Thwart to the Ox and Plow, to the lower and upper opening, to the left and right, nimbly crosswise, diagonally opposite to all four parts, how with other names, thus you will see the four openings, further reported hereafter, extensively.

Next you will learn from the rhyme, how with the high cuts you shall deceive, thus you step forth, then position yourself with comportment, and cut a powerful Thwart to his left, if he would go against your sword, whether from above or below, do not allow it to connect, but pull away again and Thwart cut to his right, against his head, you may also threaten him with the thwart to his lower left, then thwart from above. Item threaten to the lower right, and cut to the lower left with this Thwart, thus you can also note that then when you go at his left with the Thwart, then at once to the right threaten but strike back to the left, where you firstly intended, from this knowledge you can pull the Thwart to both sides, crosswise and diagonally opposite, threaten, then strike after your advantage how it pleases you, and in the rough zufechten there is no cut as safe as the Thwart

Note when the Thwart is executed with a spring,
and you execute failing with it, it connects at your will

Note in the Onset when you will deliver a Thwart to the upper left opening, then spring well out with it, and also let your pommel go well upward, thus the Thwart goes deep at his head, especially when you disguise the gesture, you can also when he likewise does not perceive the spring until it has happened, and the Thwart has hit, but if he sees it and defends or parries you, then you shall cut to the lower and opposite corner.

Item when you thus strike with the Thwart high at your opponent with a spring, and however you do not let it hit, but rather fail and run off beside his left, and you strike in rapidly with the Thwart at another opening, then you will hit at your will, For before he thinks to parry the Thwart, you have hit elsewhere,

Double shall your Failer be done
likewise double the step and slice

The Failer is a good technique against the Fencers who will gladly displace like in the previous stück concerning the Thwart, then when you cut to an opening and note that he wishes to parry after, then allow your cut to fail and go by, and cut diagonal to another opening.
Double failing is an artful technique, and requires an experienced fighter as well, however I will present and describe here to you several double and single techniques, from which you can learn many kinds of failers.
Item in the Zufechten send yourself into the Wrath guard to the right, as soon as he brings his sword in the air, then cut from your right with the long edge to his right side, by going over your head and with outstretched arms, but fail and drive the Thwart to his left, do not allow that to connect but rather go around the head again and cut with the long edge so that you swing in with the Flat to his right ear, now reverse, snap around and allow it to fly.
Item In the zufechten cut a long High cut to his upper left opening when you in the zufechten, cut a long High Cut at his upper left opening when you have almost connected with his blade above in the air with the cut, then change this High Cut into a Thwart, and strike him with the Thwart from below at his left ear or arm, that goes to both sides.

A Failer with the False step

In the zufechten deliver a lofty High Cut, and when your blade almost connects with his blade, at once change the High Cut into a Thwart, and at the same time as the Thwart step through to the side with your right foot, between you and him to his right side, at once, allow your sword to snap around again and strike him with the short edge to his right ear so that your hands are crosswise, or cut after with the long edge and spring well out to his right side with this strike.

Twice or Double failing

item in the Zufechten, before you correctly come to him, thus cut through besides your right, so that your weapon shoots over in plunging, step on your way, with the right foot to him, let your sword drive around the head and pull a high strike from the Roof while in the air, but cross your hands, threaten to cut with the short edge, if he whisks this from him and will set on, thus wind you hand around again and convert your Crooked edge into a thwart, let the thwart also not proceed, but rather fail and run past, then strike the other, to his right side, that is double failing, these two failers will be accomplished in the air when you wind around his blade, yet you can terminate this therein when you will, to the displacing or in a winding, thus when he would reach to you, that you with your device would not like to come to him, but when you have deceived him, that he feels he must displace you, thus is the double failer very good and goes very quickly. Item, this is also called the doublefailer when you let it double or twice run off, to deceive him.

Another from the double failer

In the Zufechten bring a high strike from your right and in the air, before it connects, thus wind the short edge against him, as if you would cut the Squinter cut, but dont let the short edge connect either, but rather quickly fail and run off, and swing in to him with your weak to his right ear with crossed arms, let it quickly fly around again, and fall on him with the slice to the next opening, or on his sword, from there to the body and on the arm.

Counter to the Thwart

Mark when you have bound with one from above, or, at the same time, cut in with him, thus see if he would with the Thwart, strike around,

thus come before with the Thwart under his blade, on his neck Item, if he thwarts from under, so that you cant come from below thus catch his Thwart on your shield with diverting, so that your blade hangs over his.

from Stepping

In stepping is much concerned, Therefore, see that you give stepping to him with every one of the cuts, then when you cut to his openings, and you don't step with the foot from which side you have cut, thus is the cut useless, but when you don't dare to give all to the cut, thus may you also not step fully, rather only with the gestures stand, when you do step, such you will better learn still, with practice, Twice stepping is done like this, when you are stepping with your right to his left, this necessitates then that you still farther step around, thus step quickly with the left foot towards the right, behind your right foot beyond or past, before you have even set your left, you can step forth with the right, then Slice double, mark this following device: if one cuts at you from his right, thus cut also from your right simultaneously, with the short edge and crossed hands, so that in this, the sword proceeds, thus step in with a double step with the right foot, quickly around to his left, and fall with your long edge on his arm, now set above, and if he drives upwards, and will not trouble you with the slice, thus follow after with an under slice on his arm,

Shove him from you how the figure nearby demonstrates, that is a proper and Old Cut and cuts down a Master with it.

Item - when you have Sliced one on the Arm, you may also part him through the Mouth with the slice.

From the sword to the body, reverse with it,

twice, or slice on the weapon.

This is the correct gloss for the previous verses, which tells you to wind twice or slice on the weapon. Understand it thus: When you slice from the sword on to his arms, you shall at once reverse. If he then escapes you upward, then you shall pull or wind your pommel back out from under your arm; thus you reverse your sword back around. Slicing on the weapon is when the double reversing has failed you, then you shall chase after twice, and remain with the slice on his arms. If he defends this, then fall on his blade with the slice, and see that you hold him, do not let him come away without your advantage, but rather chase after always.

Chasing is extremely good,

with slicing and winding protect yourself

Chasing is multiple and varied, and should be done with great cautiousness against fencers who fight with long and free cuts, and have no proper art

Do it thus: In the zufechten, when you approach him with your left foot forward and you hold your sword in the Roof guard, if he cuts long from above at your head, then do not displace him, but rather see that you escape from him with your head and sword, so that he does not connect, but let him fail, in this he falls with his sword and cut to the ground, below you, then step quickly with the right foot close to him and cut in forcefully from above to his head before he recovers or comes up again, if he however drives up quickly and displaces, then remain hard on his sword and feel if he goes through strongly upwards, thus allow your sword quickly to be soft and go upwards, step and cut around with a thwart to his right.

Item if one binds on to you from his right, thus pay attention when he strikes around, thus follow after him with the Slice on his arms to his right

Item; if you stand in the guard of the Fool, and he falls on your sword with his own before you come up, then remain below on his sword, and heft upwards; feel meanwhile whether he in the displacing intends to execute a cut or winding against you, if so, then do not let him come away from your sword, but pursue him, and work meanwhile to the nearest opening. Also note that chasing is when an opponent goes too high upward, and you chase him below either with cutting or slicing as he draws up for the stroke; likewise if he strays too wide to the side, and you chase his weapon to the opening from above. And in all chasing if he escapes you, be sure to turn your long edge against his weapon; and take good heed of the slice, for with it you can force him out of all his work.

Some twice or more
let it fly, begin with it.

That is, you should pay attention, when you are laying on against him with the slice, that you shall not allow him free, but rather once or twice follow after with the slice, and with this hinder him in his work and intentions, then when he least expects it, thus you should artfully fly away to the nearest opening before he realizes it, This is a true master's stück; and begin with it, that is:

Send the hits to all four targets,
learn the pullings, you will deceive them.

You must be well versed in the four openings, if you will fight certainly,, then you fight with whatever stücken and cuts, as good as they may be, if you do not know how to cut off with each one to every quarter, and to mutate the intended stück,

by transforming it into other convenient work, from what he fights against you and how he meets your Stücken, then it can happen that you will take forth with one device to a particular opening, and yet he sends himself against you such that you can have another closer opening, this opportunity will escape you, if you execute your intended Stücken without happening to notice other opportunities, therefore be diligent where you may at once fight by flying freely to the four openings. Because you have only three ways to cut and strike, that is with the long and short edge, and with the flat, from which together, all fencing is composed of, and targeting to the four divisions of the opponent; from which are given all other fortuitous techniques, like pulling, doubling, running off, Thus take note of the following divisions and cuts, that you correctly make your cuts opposite and crosswise to each other

In the onset cut with your long edge to his left ear, as soon as this clashes or connects, pull around your head and cut the next also with the long edge, to his lower right opening then third, to his lower left opening the fourth to his upper right opening, these 4 cuts should go quickly from one into another, And all strikes should be well to the body, also you should do these cuts with the short edge, to the four openings of the man

Item, thus also with the flat, note that you cut with close hand to his left and to the right, inside with your hand this is from under or above, you may change through or reverse on him, to your own opportunity, then you cut the first from under to his right, the second to the upper left, the third to his upper right and the fourth to his lower left, when you cut these four strikes together into one another, you can in the very beginning or onset, deftly change off and pull them how it pleases you.

Similarly when you come with the thwart strike against one another overhanded, it is with the long, short or flat. When you do these four cuts and have learned to strike also to the four openings, thus learn also pulling, threatening, failing and then know the same from these following writings; step and cut to his upper left opening, but do not let this hit, rather when you come merely on his sword with this strike, then pull off again to a flight, and strike him to his lower right opening and cut or strike still to him the first confidently to his upper openings to the left, thus you may pull and fail with them to all 4 openings Crosswise and athwart above, also your benefit is to learn the Circle cut, this is an Over and under cut together on one side, short and long and with the flat from such is known in the first assault, cut a long High cut to his left ear, and when this clashes thus pull both cuts upwards so that your Pommel comes through under your right, and cut with the long edge from under to his left. step Indes with your left foot behind yours and come with the hilt high above your head.

and still again then cut the first an undercut with the long edge to his lower opening with a step to of your right foot, quickly pull upwards besides your right and cut the other from above to his left, with a backstep of your left foot behind your right, so that you stand covered behind your blade.

Stück

Item, Pull from your right a high strike to his left, but in the air, cross your hands and strike with the half edge to his left ear, Pull your hands again upwards, and strike with a Thwarter again from below to his left ear, thus also still again cut the Thwart from below to his left, with a step to Quickly pull upwards besides your right and thrust rapidly your pommel through under your right arm, and wind then with crossed hands again from your upper right in to his left, for this known strike, is also with the Flat from below and above together on one side, that goes for both sides and mark when you strike to the lower right opening, this is long or short, thus your cut comes crosswise and opposite

but to the upper openings you come not crosswise, but like in the old schielhau, thus step to him and shoot before through and strike with the half edge from you left to his right, not crossed, but over you right hand, pull nimbly again above you towards your left and cross your hands in the air, strike him with crossed hands to his lower openings from your left, in this, show that your head is well behind your blade, some twice or three times to his right thus you come also with the flat and long edge from under and above besides his right to his strikes, how it is taught, like when you connect above but quickly cut low.

Item threaten to him from above with a Quick strike, or cut in at him from above, and if he slips after, then pull up the cut and drive with your under cut to the same side, from this work arises the winding on the sword, namely when you have bound on his sword from your right to his left, then remain hard on his blade, thrust through with the pommel

under your right arm through remain thus in advance on his sword and jerk your pommel again for the purpose of winding him again outside to his head, thus you find also three kinds, namely winding outwards and inwards short edge to both sides and you should know that I have not put them here for just any particular reason.

Also execute slicing off and slinging,
send away the hard dangers with the slice.

When you thus allow your stücken to run to all four openings, how you are taught here with this same, then also pay attention to his course, that is to his stücken, so that you are strong on him and slice off against him according to opportunity;

thus hinder and slice off his devices, until you see opportunity for other work. The danger is, the strikes from both sides; will you displace by slicing them off, then see that you overlook no opportunity, and also do not slice too wide from his body, so that he does not go through against you.

Do not rely too much on the Crown,
you will tend to get harm and shame from it.

Note when you displace with the horizontal cross guard, high up over your head, that is called the Crown. When you see that an opponent will run under your High Cut with the Crown, then do not let your High Cut actually connect, but rather pull the cut from him,

that he drives out in vain, and cut with the long edge a middle cut a thwart to his arm or wrist, this same thing thus you mark that when one who will gladly drive out and displace high, thus conduct yourself with comportment like you would cut high, do not complete this, but rather strike nimbly around to the lower openings with the Thwart, using flat or long edge or behind his arms to the ears you have it known. The Crown Strike is done thus; If one cuts at you from above, thus strike with the flat likewise and together with him to his left ear, so that your long edge connects in on his blade, and your corner on your short edge travels, thus strike your cross athwart, and hold your hand high above the head nearly like with the squinter cut and allow this nimbly to snap around again to the lower openings.

Of the Slinging take heed as soon as he makes one of his sides open, thus rush in from under with the flat to his ear, cut nimbly again low to the opening or let it shoot up above and drive under his blade,

Item have diligence when you attack that you will sling to the highcut or Zwerch strike, where he lets you shoot, see that you don't sling it, but rather fall off again

Strike powerfully through with the Long point

Therewith hold off all hard dangers

Stand with the left foot forwards and strike him from your right through his face, that the half edge goes forth once to four times nimbly one after another, thus you drive on to him, then attack to him from under and whether it is with Zwerch or Long edge, mark when you thus have slashed up to him, thus take heed when he strikes at you from above and from his right side, then wind him by slashing out your long edge against his blade so that it stays somewhat athwart, your point upwards and to his left. step at once with the left foot to his left and thrust the pommel instantly under your arm, cut in with the short edge with skidding behind his blade to his head step likewise with your right foot after and around his left and jerk the pommel again therefore, so that you stand with the sword in the Zwerch or in Hanging point.

Item When one cuts a High cut to you from his right, thus capture him in the air with an opposing cut, striking out, from your right, with the long edge in that when it connects, , thus strike around with the Zwerch to his left Ear, this goes also to both sides. Mark when you thus have layed on in the long point, then you have the setting off to the 4 windings, which goes to all sides, namely if he cuts from above, thus strike from under on his sword, and if he remains bound hard search instantly with winding flicking, Mark also instantly and feel when he will go away thus at once when he goes away around to strike, thus flick at him from above over his arm with wound blade, that the long edge smartly stays against his blade, cut nimbly around with the flat against the upper quadrants to the next opening, if its seen that as soon as you again are on his blade, he cuts at you from above, thus bar him from above it is with setting off or setting on, thus as often as it clashes so you are nimbly attentive to the next opening

Another Stuck

Strike the opponent powerfully through his face, upwards step through the strike after to your opponent with your right foot and leave your sword slide around and set him the first in his chest, Zwerch his arms defend yourself with the strong over your hands, and mark in this, then as soon as he makes his sword too wide in the Longpoint, thus lay on with the point outside and over his arm.

Item strike out before him and allow your sword to fly above besides your left, step and cut from your right from under at his arm, if he displaces this, thus wind and go through with the Grip and cast with your pommel outwards over his right arm, let go with your left hand from your grip, and grab therewith your blade to help the right, cut him with the long edge on his head.

The Blindcut you should let rebound
Cast around the Thwart, have diligence to the flicking

Slash him with the Longpoint in his face, step and pull your sword around your head and strike with the inside flat from your right to his left through the middle line, take your head well out and wind around nimbly again on his Sword with the outside flat also to his left ear.

Overgripping

Mark thusly when one binds on you from the right thus he presses weakly from you with the slice, with the sword, thus grab with your hand on your shield and cast with your blade over his both hands downwards and to your right, press the pommel from you.

A SWORD TAKING

Mark when one strongly binds to you on the blade, so remove your left hand from the pommel and grab there with both Blades in the middle, and drive with the haft or pommel over besides his both arms, full to you, thus must he lose his sword.

Fencing in Dussack, techniques in all Kinds of One handed Weapons Thorough Descriptions

Firstly are the Guards, therein are namely Four which are not made so that one should wait in them how it is previously and partially reported above in the sword. But rather has more divisions there with one knows One from the other to distinguish, namely thus, when one fights from the Steer, he will generally use such Strikes and devices, that are assigned to the Steer therefore he who will fight with them, thus should he pay attention from which or through which division he goes against in fighting, thus that he may know best, with what cuts or devices he should lay on against him, in that he in the Vor runs off, then your fighting and your cuts to him and techniques will be correctly cut in

and soon put, it must usually give way to harm And should you know thus with the four guards that the opponent is divided into four parts, how in the above figure it is shown, the two from High are called the Ox, the other two are called the Plow take an example, when you hold the weapon high, to the right or the left thus you stand in Ox or Steer, what cuts and strikes you do from the ox, you can also do from the other High Guards. And you should yourself not mistake that more than four are known. Steer, Watch, Wrath whose names spring from their intentions and take this first as not only an example, I Hold my weapon above, prepared to strike over my head, that the point is behind

me, which I call the Watch, not that he is always in Ox, but rather because my plan is to have prepared or ready strikes and pay attention and watch where he will give cuts to me, then be very ready to cut into the openings, thus I would like to say he who stays in Ox , holds good watch.

item - thus one in Wrathguard stays, may I say, he opposes you wrathfully in Ox, from which comes the name's use, but this is premature and will further, as much as, hereafter, needfully enough, and understandingly be given and taught. Next are the cuts, which even if I would set forth and report to you, of all twelve, yet there are still not more than Four main cuts, from which the others all have sprung from, namely, first the Highcut, second the Wrathcut, third the Middelcut, and the fourth an Undercut, than slashing or crooked

so that no one can make cuts, or cut him usefully either from above or diagonally,

Item Uberzwerch or bring from under, thus there are many kinds of names and alterations to the cuts, hence, so named that quite a few are carried out during the cuts, for example, thus I stand before one in the same work, and can't come at all to the openings, thus I cut strongly from above a Boch strike not that I intend to hit or strike through but rather that I crash on to him and wrench into a cut and with this he will also do this to me, and would thus give room to the openings, from which a high cut comes nicely. this cut has the name Boch Cut, therefore that my naming this is only about the clashing on that is to be done.

From the Four Openings

From the Four Openings

And thirdly, should one protect the openings, and learn to recognize them on the arms of the man, therein one should be aware, of he who leads diligently the defense when each are up high, thus he is open below.

Item thus he who is low is even likewise open high, as is he who proceeds too far to the side, further but more importantly, the four divisions of the man the Vor and the Nach, strong and weak, Item, the looping round, and the Circle cuts and likewise how it is previously in the longsword presented and taught and should be used here, as before.

Follow the Guards and they are given these Names

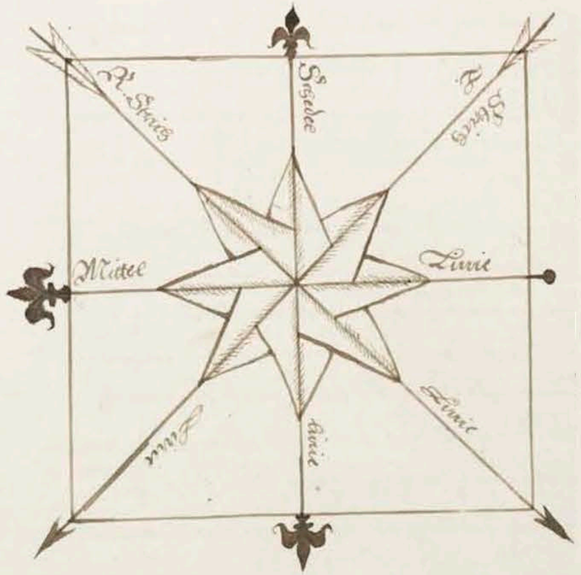
Watch or Watchmans land, Steer, Wrath, Boar, Changer, Sideguard.

Item the Slice, the Bow, which are the two displacings, one from under, the other from above

The Cuts

Oberhau	Mittlehau	Boch Hau
Underhau	Wecker	Felerhau
Zornhau	Brummerhau	Kurz hau
Krumphau	Windthau	Zwinger Hau

These figures painted here are the paths through the man to which and through which one Cuts, the first line has three parts, namely on the Head, on the Arm and thus that one strikes outright. Thus also the Wrathguard winds, displaces, namely the three depictions, firstly through the face, to the other, through the Middle of the man, and thereafter through to the Legs and is nevertheless just a cut from one of the inward cuts, through his face or through the Middle of the man or through the Legs, In summation: what comes from above, or that which cuts to the head or Arms and feet



thus is called from the High cuts, thus that which would be cut from the Shoulder diagonally to the man, whether to the face or Body, high or from under, are called the Wrathcuts and may also be done with the crooked or straight edge from which reason the cuts are well named for the limbs that they will be cut to.

in rappier here after follows and remains that the cut is still basically a wrathcut or a middle cut and thus it is created with all four cuts. Meyur should one note when one cuts one of the four cuts through the stated line, and he is High or Middle, thus should one always cut out to the next line to the displacing.
Thus in zufechten I come into the Steer and cut a Middle lcut through his face strongly, at once I cut from my left through the under weakly on his right line, displacing against his hand Meanwhile, I have given here to you a general rule throughout the whole of Dussack fencing, thus will I now as before, set forth an example of the technique which without the togetherness of the Guards and Hews, together with the Pulled cuts, namely deceiving, no defeat comes, for they are based on the hews from the shortest explanation (which is necessary) and their Counters

HIGHCUT

The Highcut breaks all other cuts with suppressing or extra length and always goes through the Watch or from the Luginslandt and is a blissful and still artful cut to use.

WRATHCUT

Wrathcut is also from above, but in those from the first it is differentiated of those from straight from above, this goes however diagonal from the shoulder and is known as the correct Fatherstrike, Wrathtcut or also the Battlecut for this reason then, he who is strongest is greatest amongst all.

MIDDLECUT

Middlecut is an athwart cut wherein one should know as common.

UNDERCUT

Vader cut is a weak cut, but where he with cleverness will use it it is very useful

Crooked cut

Crooked is thus, grab around the grip well so that you have the Dussaack crooked, thus if he cuts or not, so step immediately out and cut with the crooked edge, through the Diagonal, Wrath Uberzwerch or Middle line.

Whacker

Whacker is thus, in the onset cut a strong cut onto his displacement and in that it clashes, or rests thus wind the cut into a thrust over his displacement line, that's called the Whacker.

Buzzer

the Buzzer is thus, take hold of your grip crooked as the first figure here shows, in those cuts that he would give to you from somewhat on high, then cut through in a stroke from under and athwart to his arm, so that the Dussacks are both in the wind above, and again you shoot around to the displacement. it is or is called therefore a Buzzer, because of the sound from the fast rushing wind that it makes.

Wind Cut

Wind cut is thus when one would cut athwart well outside his right arm over his arm line, thus quickly in a rip, wind out again, You can do the wind cut through a high, middle or under cut.

Bock Cut

Bock cut is here sufficiently clarified by examples

Swinger Cut

Swinger is a strong taking away from your left to his right it is with the Flat or the Long, also I wind a special technique afterwards about the Swinger.

Short Cut

Short cut is a throwing in from the Left against or over his right, which will also be clarified afterwards in a special device.

Failer Cut

Mark when you come near to him, and the both of you are standing high in the displacing, thus cut from his right shoulder a circle so soon as he is convinced and will strike, thus cut him beside the hilt to the head.

Now follow the techniques on the Guards together with the cuts, and have diligence with the cuts when they again make you open, even though he doesn't seem far. While I amply teach next, but follow firstly the Quick cut

Quick Cut

Mark thus when you stand before one in the Bow, and he will not cut so pull upwards into the Watch as if you would cut from high especially if he does nothing, wind in the air and cut with the long edge from under to his right arm quickly and jerk the Dussack again around to your left shoulder, from there cut a defense strike through his right, to the arm or above the arm through to his face, and then cut Cross or a Driving cut

Item - if he cuts from above in the before, thus displace upwards towards your left and cut through quickly from your left to his right

it is under or above the Dussack thus you come with your Dussack beside your right side, from there cut again athwart from under with the long edge strongly through his Arm, or if he cuts against your strike so that your Dussack comes to your left shoulder, cut away directly from the over line.

High Cut on the Steer

Item - thus when you may reach him, in the on going, in the Bow thus cut a long cut through his displacement to the face and cut quickly to the displacing, upwards from outside against his weapon, right away work inside and outside to the Openings

Item - in every cut are three things to think about, that namely You wrench inward after cutting or striking.

Example

He who stands before you in the Bow, now may you not be unmindful of striking to his advantage, thus he makes you rush while he after is not weakened, so do to him now thus, when one stands before you in the Bow, thus cut him the first through his Bow not that you would, but rather, with it you cut him where he is open, when he goes out to cut. and when he has cut, then you must suppress or ground his strike with a High cut, as soon as you have cut the first the second is taken, then cut the third long after.

Item - Go at him with a cut and displace his strong cut with the Bow from under, the third, cut him after to the Openings, if he cuts, however without strength, then take his cut with a Suppressing strike and cut after to the next opening.

Item - take note when he goes out to strike, thus cut him after besides his hilt to the face and that must happen, while he has his Dussack in the air to strike.

Item - cut him a Buffalo cut, as soon as he cuts after, thus displace and cut after him through to his forward limb and come quickly again in the displacing

Item Cut him initially a long High cut to his head near by his hilt and allow this quickly to run off besides his right, and cut a long cut after to his face, and the two cuts should go hand in hand.

A Good Device from the Steer

how it follows

If you encounter one who is in the Slice how this figure shows, thus step and cut from your right crooked under his right Arm through so that you connect near his knuckles with the crooked point, the other take him strongly away with the flat upwards through his right arm from your left, so that your weapon again flies around your head, with this thrust over his right arm to the face, if he defends this, thus cut him to the face.

Item - in the onset cut in with long edge strongly through his face, so that your dussack again shoots over your head athwart to the displacement from your right, step instantly and quickly with your left around his right and cut him Crooked over his right arm to the Head if he defends,

thus cut him forwards to the face or cut him crooked to the left at the Head

Middle strike with the Throwing In

Item - if you encounter one who is in the Slice or Straight Parrying how this figure shows. Thus send yourself in the Middle guard to your left side and throw at him your crooked edge from outside over his Right Arm and Pull the long edge to your left, through his face, if he defends this, and he drives above you thus cut before him long to the face.

Item - Mark when you encounter one who is in Straight parrying or in the Slice thus come in the zufechten into the Sideguard on your left side, throw the Half edge over his right arm to his face, the second proceeds from under with the long edge through

the second proceeds from under with the Long edge through his face. The third a Middelcut after from your right, if one defends these thrown strikes, thus cut nimbly to the face But if one cuts to you when you thus stand in the Sideguard so take away the strike from your left with the Flat Instantly step with the left foot to his right side and thrust him over his right arm to the face, cut quickly after through his face or to the Next opening

SWINGER

The first is a taking out from your left and a winding out with the Flat, the other is a Strong cut from your left through his face with the Long edge with a twofold strike through the Cross

A GOOD DEVICE from the SWINGER

Mark in zufechten you come into the Slice, allow him not too close to you as soon as he would strike to you, thus pull under his strike, through to your left side avoid his striking through and cut quickly from your left, over his right arm, two high strikes to the head with this you go twice to him

ROSE CUT

Item - in the zufechten cut him from above outside his right arm, (go) under and through him, so that your Dussack comes around again in a Circle above your head, let it low and nimbly run out next to your left, cut him from your right to his face.

Item - Thrust him outside from over his right arm going under and through so that your Dussack again comes outside over his Arm grab with your left hand over your right arm on your incoming Blade by the Hilt, pull to you, and to your right side, thus you have taken his Dussck

Failer Strike

Mark when you can come close to him and both of you are standing high in the displacement, thus cut from his right corner, fail with a circle, and then as soon as he witnesses this failing and will strike, then cut him beside the hilt to the head

Item when one cuts to you , thus yield with your displacement and allow his cut to fall, step and cut from outside

as soon as his right arm falls through, then next through his face, See that you are nimble again in displacing

A Stuck on the LEFT

Cut him outside his left arm fail through that your Dussack comes to your low left side, as soon as he cuts, then cut with him together, ahead of the line to his face, step with the left well on his right

Item - cut him failing through from outside his arm like before then next take him away with the flat from your left through his right so that your Dussack flies above, step and cut indes Two wind strikes to his face, one into the other from your left to his right.

WRATH STRIKE

Mark when you find someone in Left Wrathguard how this figure shows, thus come into Steer and thrust him to the face with displacing, that he must Defend, thus cut him nimbly through the face the other is a High strike to the Head

A GOOD ATTACK from the STEER

Mark thus in zufechten that you come into the Steer against the Left Wrath or a simila r Guard, thus cut the first crooked in from your right from below with a step to, through to his left side the other also from your right from above so that your Dussack shoots around

from your left, over your head, into the Plunge, instantly cut hard with the Long edge from your lower left through the Scalp line, and then a middle cut after or step with displacing to him

A GOOD Stuck from the Steer

If you are approached by one who is in the Slice, thus step and cut crooked from your right under and through his right arm so that you connect on his knuckles with the crooked point, the other, take him out strongly from your left with the Flat over his right arm, so that your weapon again flies around over your head and with your cut going over his right arm to his face, if he defends this, thus cut him to the face.

UNDER Cut

Item - when you have warded a strike twice, thus catch his strike in the air on the Bow, indes wrench with the short edge from below, to your right through his displacement, then at once Cut Crosswise through his face

A Stuck

Mark when one strikes over, crooked to your head, thus set him off with your slice, from your right, grab with your Left hand over your right down onto his right hand by the joints and drive with your hilt from under and break upwards.

Plunging to the Head

Or when you thus have caught one's hand as described above, then heave upwards

and go through under his right, stoop down to the ground and grab with your right hand and your Dussack around behind his Leg, how you may do in all Grabbing, heave upwards, thus he falls on his Head

Item - Note in the zufechten, that you come with the Left foot forwards hold the Dussack besides your right, grab the handle well so that you have the Dussack Crooked, Indes step cut then Crooked over his Bow line, wrench downwards to your left side, step out with your right behind his right Strike then outside over his right arm to the face or to his left with a step out

Item - Mark thus when you stand in right Wrath guard, thus step and

cut the first from under through his left, the second also from under through his right both crooked. the third, from above through his Left,

the fourth also from above through his Right so that your Dussack again stays over your head in the Plunge, the fifth a Middelcut through his left, the sixth a Highcut,

In zufechten cut from your lower left, out to his right arm, as soon as he clashes, then thrust into his face, if he parries that, thus grab his Dussack in the Middle and take him downwards to your left side.

Work for Running in

Mark thus when you come close together, then work him high

over his displacement firstly with a Crooked cut over his displacement to the left ear, Item - if he displaces you, thus cut a Crooked cut outside and over his right arm to the right ear If he displaces once again, thus cut crooked under his arm to the face. The Fourth strike is a Thwart strike to his left ear from under with the long edge so that your hilt is well gripped, in these four strikes you should always be high with the Hilt, above your Head to the displacing.

FOLLOW SEVERAL GOOD RULES from the FENCING in BOW (Bogen)

The first Rule is when someone strikes to you from the Bow, thus step with your left foot behind you right and follow with

your right to his Left and have instantly let your Haft go above you Then when his strike clashes on your weapon Hoist the weapon(s) through his face, so that your Dussack flies above your Head step and cut outside from your left over his right Arm From this Rule are many nimble Lists to use with deception.

The Second Rule is thus when one strikes to you from above, thus drive with the Bow upwards against his strike, wind out his strike to your left side, thus come with your Dussack on your left shoulder wind after likewise with your Body and Dussack to your left side indes step nimbly again to him and cut him outside over his right arm,.

Pull the Hilt nimbly upward to you and strike him through the face. The Third Rule is thus; When one would cut to you, thus Note however that you are not too close, and that you move out from his Cut, then Pull your weapon upwards to you and yield your forward foot back to the rear foot and out from his cut, and take then his strike with out displacing, as soon as his strike falls to the ground, so follow with a cut and with a step to him. 'thus the attacker has been attacked instead'
The Fourth Rule, Mark then when one is weak to you on your Dussack Thus drive out and cut a Brummer from your Right to his Arm.

Item - When one strikes to you on the strong, so wind the point upwards against

his Dussack and wind in on his weak on your right side and cut to him a Brummer from your Left outwards to his Arm or cut the Quick Cut. These are four good rules the better to mark when you are Fighting in the Bow.

Stuck with the Bow

Firstly mark when you meet one who is in the Bow, so send yourself into the Changer to your Left, the right foot forwards, Step and thrust from under his displacement to the face or chest as soon as you find that you are in the after, so drive instantly and nimbly out with your Hilt before the head and remain with the Point at his Body so that he must defend or strike, thus have care as soon as he goes on to strike, then step to his left

and strike him besides his displacement line, this device is often on going how it is seen here in the Bow and Changer. Item- If you are a Strong man, so come into Changer like before, cut his forward held Bow with the Half edge from under and away from you, cut nimbly after to the face.

Mark when one will wrench your Bow upwards, how it is taught next, thus wind out his wrenching to your left side with the Hilt underneath, Indes cut nimbly and likewise with a line to the face, step out from his strike. Mark when one however thrusts to your face, under your displacement line, how you were taught above, thus wind the thrust out, therewith you make open your face, as soon as he strikes to your opening, so drive under his strike

close by his hand, between the both of your hands, and thrust him in the face with your hilt.

Breaking in above the Bow

Mark in the zufechten that you come with the left foot forwards, hold your Dussack beside your right, grip your handle well that you have your Dussack Crooked, instantly Step, cut Crooked over his Bow line, wrench downwards to your left side, step out with your right around to his right, Strike then outside above his right Arm high above to the Head, wherein cut the next Crooked under his right arm to the face or to his left, with a step out. E.

Item- when you cut outside over his right arm diagonally, how it is mentioned above, and he Drives high above you, thus step nimbly out and cut on the Crooked line to his face.

A Fast Stück

Item grab around the grip so that you have the Dussack crooked, how it is reported above. Thus Cut a wide springing high strike from your right, over the hands and over his bow line so that your right side comes well to his left side, throw a strike at him in a squint again from below through the under line to his face so that your hand remains high, cut nimbly a short cut.

Item When one stays in the Bow and allows his dussack to hang downwards thus step and cut through from your right to the weak of his Dussack beneath his arm so that your Dussack comes out to your left side, Indes with the flat above his arm away from your left and cut long after to the opening by his oncoming hand.

The 6 Drivings

The first Driving is thus, stay with the right foot forwards and then High strike and low strike together so that the Dussack always flies around over your head to the Plunge

The second

Stand with the right foot forward as in the above driving, cut from your left Shoulder over your right leg to the Opponent. through the right Strike line from under and over together strongly through his Face.

The Third

Stand as before, Drive the Middle cuts together through the Middle line from the right and left.

The Fourth

is the Cross from above, together Drive hard on the opponent's line.

The Fifth

This is Two under cuts through the Cross, done together from under with the flat

The Sixth Driving

Is the Double Changer, a choice cut, usually a hard one like from a battlesword. It is done thus:

Stand with the right foot forward and strike the first cut from your upper right and through the opponent's Strong left line, thus you come into the left Changer, wrench (cut) with the half edge again from under through the same line, through which you are familiar with, and in the air change and cut from above from your left through his right Strike line over to your right strongly, thus come to defense of your lower right side, then drive upwards through the same line you were just on, and change again in the air and cut then from your right through the opponents left line. E.

Diligently cut the strikes once or more, one after another always through a line, twice namely once from above and again from below with the short edge, thus with this changing you can Break the Guards and Strikes. E.

Rappier Fencing

In rappier there are 4 Guards, namely the Side guard, from which you have five displacements, the first is cutting off, the other is suppressing, the third is going through, the fourth is hanging, and the fifth is taking out with Long edge from which each one has the cut and the thrust.

Item - the Verfirsten cut, Item the Changer has 4 displacements the first is taking out with the short and long edge, Item cutting away and suppressing with the half edge from which each one has a cut and thrust then the under thrust, over thrust, outside and inside cuts, and the straight cut, the same goes for the Right Ox. which has also 4 displacements, namely, hanging, suppressing, going through cutting off, together with the inside and outside cuts and from above the Left Ox has three displacements, cutting off, suppressing, and taking out from below with the half edge, Irondoor has six displacements, suppressing, cutting off, going through, setting off, hanging, taking out with half edge, Longpoint has three displacements cutting off, setting off, suppressing, Plow, from the Plow may you set off, simultaneously strike, take out, opening strike, double thrust, single thrust, deceptive thrust.

Side-guard

In the Side guard send yourself thus; stand with your right foot forward, hold your weapon with the hilt near your right knee, the point before you to the earth, how this figure shows

When you are thus in the Side guard and one strikes or thrusts to you whether from below or above, thus attack with your Blade well from you with the long edge on the strong of his blade, and cut his strike or thrust away from you, to his right side, and in this cutting off, step with backsteps from his strike, thus you come with your rappier in the Left Changer, Instantly step quickly further on to his left side and thrust from below to his face, thus that you stand in Longpoint, when one thrusts or strikes to you thus cut all thrusts or strikes downwards from you with opposition.

Item - when you stand in this Guard, how one cuts or thrusts at you from his right, thus cut away his Blade from you to your left like before, thus you come into Left Changer, in the clash of the Blades, thus hold your hilt above you, and cut from above a straight Apilem or Scalp cut through his face so that in this cut you come opposite with the hilt before the blade, that gives a freely seen cut through the irondoor, and rises from all the strikes with two Wrath cuts from both sides through the cross with outstretched arms and far away from you.

Item - cut his strike or thrust out from your right to your left with the long edge like before, and allow your weapon to run over next to your left side so that the blade snaps around beside your left, into the left Ox and from there thrust over hand at his face while stepping out from your left. so that you now stand in Longpoint, from this cut also in the Side guard or else the Changer.

Item - Position yourself in the Side guard like before, thus cut his strike or thrust from your right to your left like before, and wind your weapon beside your left in which the Long edge cuts Instantly before he can recover from your slicing off, thus cut with a defense strike over his weapon to his body, his legs, his hands or Arms. And in this cut, then spring well to his left side with stepping after, thus you come into the Side guard on the right.

Item - Cut away his thrusts or cuts like before, and allow your Blade to run through in return, besides your left, and from that, snap over to him a thrust above the hand, pull again around your head and cut him outside through to his right Thigh, thus you come into the side guard from there then cut or suppress again away from you.

The other displacement is Suppressing, which the cutting away is nearly equal, and almost like in the Irondoor.

Going through

Item - Thus when you stand then in the Side guard, and one thrusts or cuts to you, then drive through with your blade and with his blade, that you strike out from your left to your right, so that the Blade flies around again, besides your right into an over Thrust.

Item - proceed then as how it is taught and suppress his weapon to the ground with the Long edge from your upper Left, thrust him upwards, to the face and set him off again.

Item - Thus if you are in the side guard and he thrusts or cuts to you, take out his weapon with your Flat, and with your arm outstretched so that your weapon cuts around with the Point at his face and runs over shooting around into Left Ox, after this, cut around your head to his Right thigh.

Item - take out like before and allow your weapon to drive around your head and then cut him inside to his forward positioned thigh, thus you come again into left changer, if he cuts or thrusts further, then set him off with the long edge, slice in at him through his weapon from your left through the Cross again at his face.

Item - If you are thus in the Side guard, and he thrusts then take him out with hanging and allow it to drive around your head and cut him inside to his body from your right.

Item - if you are in the Sideguard, thus take him out with hanging and thrust over the hand to the face.

Item - Take him out with hanging and threaten to thrust him over the hand, but pull around again and cut outside to his right thigh.

Item - If you are in this Guard, thus suppress his oncoming thrust or cut, from above onto his weapon, cut or thrust Long after.

Item - Slice with the long edge away from you, and cut in again through the Cross, or do the Flying thrust Long in the After.

Thus however if one wishes to use handworks on you, then pull the weapon around your head and cut a Defense strike, through his left, then your weapon comes again correctly into the Changer, or sideguard, as soon as he drives after, thus meet him with the previously taught work, then with the cuts you provoke him to attack, with this he loses his advantage, and you thus have an example of the previously taught work.

And it is to be Marked that out of this Guard, four names or verses constitute: firstly, Going through, Suppressing, Cutting off, hanging, and like techniques, second, attacking with your defense strike around every displacement Thirdly the work stays mostly above the hands.

Item - let the thrust fly and cut to the Thigh, and cut into the Cross again.

Changer

Item - take him out upwards, strongly from your left from under and gather your weapon in the air besides your left into Ox, Instantly step with your left foot around his right side, and throw him a thrust from under and through the Plow, to his right hip.

Item - take out his incoming thrust with the short edge from the changer strongly, upwards, so that your weapon flies around in the air, into the right Ox, and Instantly throw him a thrust from under through the right plow, to his Groin or forward positioned thigh.

Mark if your are in Left Changer, thus take him out with the Flat so that your weapon shoots around over your head, threaten him with the Heart Thrust, Pull and cut from your right through his forward positioned leg and thrust through the left Ox over hand to the Face.

Item - take him out with the short edge, how it is previously taught, and thrust him from above once to his face, thereupon a Cross Cut in the After.

Item - take him out, upwards, strongly from you and allow it to quickly drive around the head and cut him outside to his right Thigh, then, a suppressing cut, long from your right, through his face and on his weapon.

Item - take him out with the short edge strongly upwards, and cut through from above inside to his hand, and thrust there after, over his hands to the Face.

Item - If one Thrusts or Cuts to you, thus slice it away with long edge, from your left to your right, cut or thrust in the After to which side you will, yet long from you it is from Below or Above, and set him off quickly again.

Item - When you stand in Changer, and one will cut or thrust to you thus drive upwards and displace with the long edge from below and spring well in with the left foot, and Indes grab his Blade with the left reversed hand, under your Blade on his hilt or Pommel, and then thrust him with your pommel on his Joints, thus you take his weapon from his hand.

OX

When you thus stand in Ox, and one thrusts to your left, thus spring out from his thrust, to his left side, and thrust in at the same time with his, and wind the long edge against his weapon upwards to your left side, as soon as he pulls off his weapon, then cut through with the short edge from under his defense, and thrust him with the Heart Thrust.

HANGING

Item - If one thrusts to your Chest or Face, so take this out from above with the short edge or Flat from your right, between you and he, out to your left side, so that your point is taken downwards to the Ground, Instantly allow a thrust to run over the hand to his face take out also the cut between he and you, through the Hanging and thrust like before.

Item - If one cuts to your feet, then sink the point towards the ground and bar him with the Flat by setting off through the Bastian and thrust him over hand to the face, if one cuts or thrusts to your right thus wind the long edge against his weapon, and suppress his strike to the ground, Cut or thrust in the After.

Item - pay attention when he would thrust at you from below, where he has his hand outstretched to the thrust, then cut him through to the hand and thrust him to the face.

Will your opponent not Attack

Mark when one approaches you in the Left Changer, and you stand in Ox, cut from your right from below, through his left to the face, so that your weapon runs around into the Right Ox, and then thrust him to the face.

Item step with the left to him and thrust before him a failer that goes through and outside to your left shoulder, that your weapon comes into Left Ox, take out with the short edge to your right side, so that your Rappier next comes into Right Ox and thrust him to the face, then cut him outside to the right shoulder.

Item - If you are standing in Ox, and one will thrust to your right thus step with the left foot out from his strike to his right

and follow with the right and thrust at the same time as him to the face, shoot forwards with the Irondoor or lift your Hilt above you and Grab both your Blade and his blade, and wind his blade from your right to your left in a wrench Instantly step to his left and cut him through to the face besides your left and thrust him again over hand to the face.

Mark when one thrusts to you from below, so step with the left foot to his right side and set his thrust from your left against your right from above, between you and he, through to the Bastian, step and thrust him under his weapon into the Groin.

Further, when one thrusts from below at you, and you thus are standing in Left Ox, then step with the left foot well onto his right like before, set off his thrust from your left downwards to your right, thus you stand in Right Plow.

Thrust him out from the Right Plow upwards to his face, this he must defend, then step and thrust him with reversed hand under his arm to the face, Pull your hilt again to you, and cut through from your left a defense strike to his right shoulder.

Item - If one thrusts to your face or chest, then strongly take out the thrust from below, besides your left with short edge through to his right, so that your weapon runs around above your head and cut in from the outside to his right shoulder, if he bars your cut, then thrust him quickly over the hands to the face, if he doesn't bar this thus you come through into Changer, if he thrusts further to you, then wind the Hilt upwards and take out his thrust with the Flat through the Hanging and thrust him over the hands, to the face.

Mark - when one thrusts at you from above, thus wind your hilt above you into left ox, set off his thrust upwards, and when they connect, then thrust him inside to the face, Instantly allow your point to sink towards the Ground, and allow the Blade where by, to run through to your left, thrust over the hands to his face Pull your hilt upwards so that the Blade runs off besides your right, and cut outside from your left through his right shoulder thus you shoot into the Right Changer

Item - set off his thrust how you were taught above, remain then in the Bind on his Blade and Wind your Blade above you against his travels, out to your left side, instantly have your Hilt above you and cut from your right inside through to his right shoulder thus you come into the Left changer, if he thrusts further at you, then spring with the left foot well to his right side and thrust in from your Changer likewise with him, work further to him with the Irondoor.

Item - displace His thrusts like before, have your hilt above you in the Left Ox, and take him out, with the short edge from your left through his right so that you correctly fly around your head into the Right Ox cut Instantly a Third strike, downwards. through his left foot from your right, so that your weapon shoots into left Ox, take him out with the short edge, downwards from your left Ox, so that your weapon shoots through in running around again, into Right Ox, allow quickly the Right Ox, to run through, with this taking out besides your left, and thrust through than by a double, done over hand, come into the Irondoor.

If overall, he would not Thrust, then when you stand in Right Plow thus step with your left foot to him and thrust through to the outside of your left shoulder, so that your weapon comes into the left Ox, step with your right well to his right, and thrust him outside of his right arm Line full around your head, and cut him through his face, thus you come into the left Changer from there take him out with the short edge.

Three Ongoing Thrusts
from the Left Plow
from one side

Thus if one approaches you in the Irondoor or also in the Left Plow, then thrust the first from the

plow outside of his right arm Line so that your point on the Right now runs off besides your left through into left Ox, thrust through from there quickly through your left Ox, inwards to his chest, allow instantly again the Point to run off downwards and then through besides your left, and thrust the third from your left over your hand to the face, these three thrusts happen as one runs into the next, from one thrust.

If one thrusts to you from above, wind off his thrust, upwards against your right into the Ox, step and thrust him outside and over his right arm Line, to the face and in this thrust, then drive with your left hand from below.

Suppress upon from above, step and thrust on his Blade above it, to the face, if he defends the thrust and drives high with his displacement, then thrust him above, on the Right Line if he displaces yet again the thrust, thus jerk your Hilt upwards and thrust over the hands, from above over his displacement Line, and cut him to the right Leg

Cutting off

Item - suppress his oncoming strike or thrust from above, suppress like before, but in this suppressing, thus allow your blade to rest, cross wise on his Blade besides you, then in a flight, thrust or cut him again from the same side Line.

Item - if you are in the Irondoor, and one will thrust outside to your right arm, thus take this with the short edge downwards and out to your right

side out so that the Blade runs over, besides your right at the same time, into the right Ox, Indes also takes others out through a Running off from your right to your left, and thrust this same with quickness over the hand together with a step to him.

Item - If one approaches you in the Irondoor, then thrust him from the right Flow, inside his blade from under jointly, to the face, Instantly have your hilt above you and mutate the under into an Overthrust, cut in with a step to the next opening.

A Deceiving

Mark - if one allows you to bind first on his Blade from your right, thus thrust his face from under and to the inside, over the hands.

Item - If one thrusts to your right, thus suppress from your left against your right, thus you have come into the Right Flow.

thrust him from the Plow upwards to the face, this he must defend, cut quickly in Indes, an undercut from your right through his left and thrust him over the hands to his face

Item - If one approaches you in the Irondoor and has bound on with you, then thrust in on his weapon upwards to the face with a running in, Instantly allow your weapon to run around besides your left and grab with the left hand in the middle of your Blade and thrust him to the stomach.

Changing Thrusts and Mutating

If you stand in the Irondoor and so does your opponent, then thrust him outside and over his right arm, above the hand Line, and in this thrust, allow your Hilt to be well High, as soon as he wishes to defend against your thrust, thus allow your point to sink downwards, above your hand, and thrust under your arm quickly to the sky if he however travels, then thrust in again over the arm to the face, thus reverse the high thrust into a low thrust, and you may change into a cut when you want.

The Ox and Plow's Merged Thrusts

Item - if you encounter one in the Irondoor, thus thrust him from the Right Plow, inside his Blade from under to his face, instantly have your hilt above and Mutate the Under into and Over thrust, cut to the next opening with a step to.

A deceiving

Mark - When you have allowed one to be first in binding on your blade from your right, then thrust him from under, inside to his face, so that the Rappier runs around besides your right, the same as a Looping, but don't do this, instead thrust him again inside to his Body. Pay attention when one drives his point high above you in

to him over the hands or with taking out and cutting after.

Identical Thrusting in traveling after

Item - thus the both of your stand in the Irondoor, then pay attention as soon as he will go away from his Guard, thus step out from his Thrust and follow quickly with the Point to the body from where he has gone, and thrust on the same line as him.

Traveling After

This is a jolly and quick work in rappier, by as much as he drives his defenses, and holds it somewhat besides his right, as soon as he goes away with the Hilt, thus Thrust him quickly there on the same line from which he went.

Aftercut from below

If you are in the Iron door, and one thrusts to your left, thus suppress him from above, Instantly have the hilt above you into the left Ox and cut quickly with the short edge from below through his face or R. there after thrust through, to a Middlecut above the hands

Item If one thrusts at you, to you right, thus suppress from you to your right, thus you come into the right flow, thrust him from the flow upwards to the face, this he must defend, cut instantly and quickly an undercut from you right through his left and thrust him above the hands to the face.

Balgen in Rappier

Balgen is an abridgement and the proper Core of both weapons: the Dussack and the Rappier put together, which is so understandable and properly divided and placed, that every one of the four cuts can only be cut long from you. May you well understand and usefully learn from it, whether he even taught a bad school rule, and firstly therein is taught the cuts are orderly placed, to and through the man, how the drawn lines reveal, Next then however; as such cuts are cut at you, and how you shall meet these.

with displacing and breaking, to the third, when he now also uses such displacing and how you should take up in that, the fourth and last part teaches, of those who run in or under.

Item - from the dissimilar weapons that when thus he has a Knebel Pike and you only a Dagger or rappier, and how you should run under with cuts and many secret moves therewith you engage your enemy and then you can take his weapon.

the First Balg Cut

is done thus: stand with the right foot forward and cut from above and below with outstretched arm together and forth, always with the long edge through the opponent's left Wrath line how the figure shows and mark when you will cut from above, thus distort the cut around again, into a strong undercut, upwards through the Forward line with a full swing, wind then your hand in the air so that the short edge

faces to the rear, and the sharp edge against the opponent, thus make a cut after your opportunity

The Second

Item - cut powerfully from your right from above like before, through the left Wrath line, with outstretched arm so that your weapon comes to the left in the Middle guard, from there a powerful Middle cut through his face Thus you should make Over or Under cuts once or up to six times to his cuts.

The Third Balg Cut

The third is called the Cross through both Wrath lines, cut then powerfully with outstretched arm from you, and such cuts you should always stand with the right foot forwards, and always a Balg Cut, that is an Over/Under cut of the Cross with powerful middle cuts made after.

Item - send yourself into the Longpoint to the displacing, if he cuts against your left to the head, thus catch his strike with the long edge and pull then around your head and cut him through to his right arm and thrust him above from your right to his face, if he cuts to your right thus displace and cut his face or through his body. If he cuts quickly from both sides through the Cross or thrusts from Both sides, then displace long from you and when he has done One, two, three four strikes, thus cut then with the radt powerfully always after strike for strike through the Cross and Balg cuts how here follows:

Mark - If one cuts on you from his right against your left thus cut with a strong overcut from your right thereon and cut nimbly again after from your right through his left where he is, under or above where you can work to him and you are soon again in the displacing.

Item - If one cuts on you the Crosscuts, strike after strike, thus displace him with outstretched arms, one strike, four or five, and pay attention where he looks further to strike, thus cut in between his Head and weapon on his strong and suppress in with a strike twice, cut then with the Radt Strike and Crosscuts after.

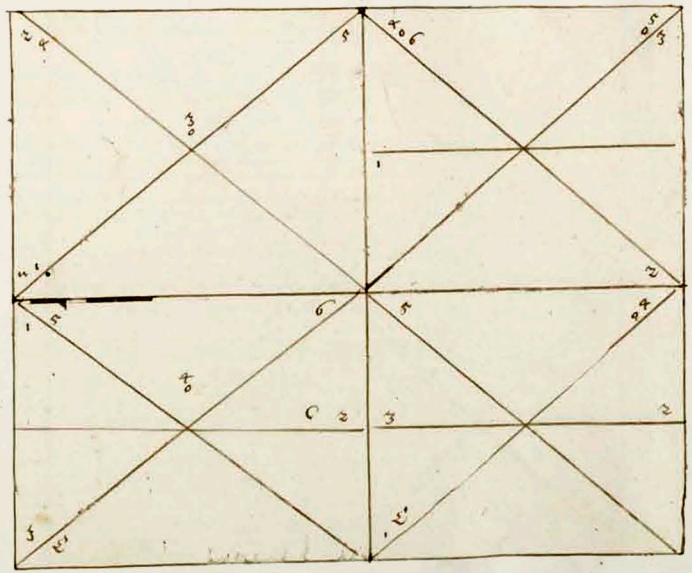
Item - If he cuts from below, the Middle or from above, thus you come to suppress them all and cut immediately after with the Cross or Balg cuts

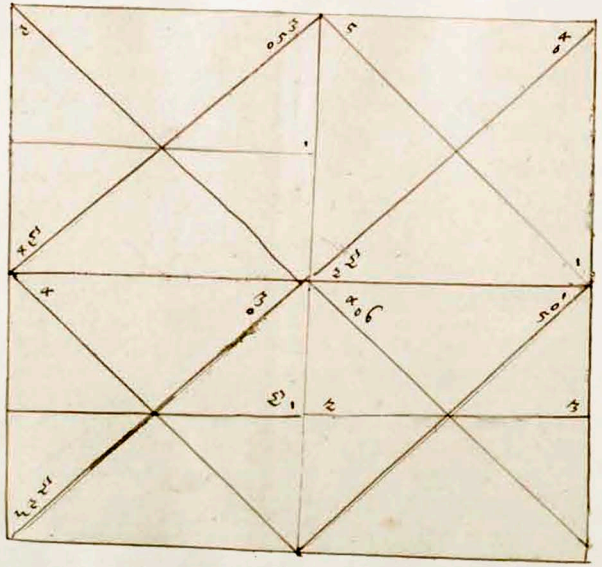
If one displaces you and will not cut but wait on your cuts, then cut away his displacement from your left, he is from under or uberzwerch, with that he is drawn away to cut immediately after he does this, thus suppress his strike from you with a strong Roof strike on the strong of his blade the third cuts quickly after to the opening.

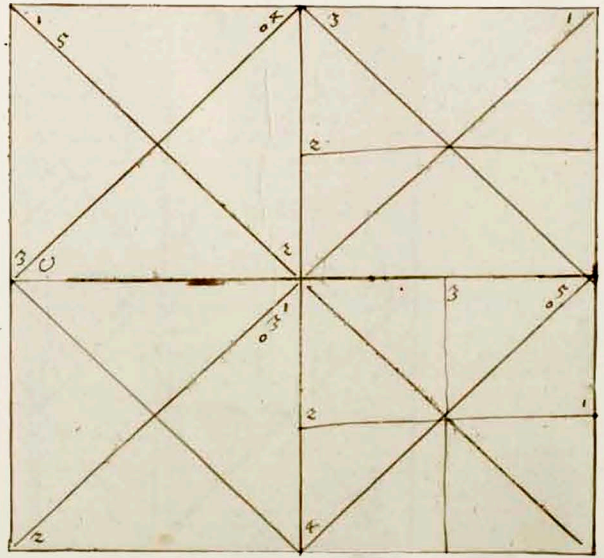
Rule

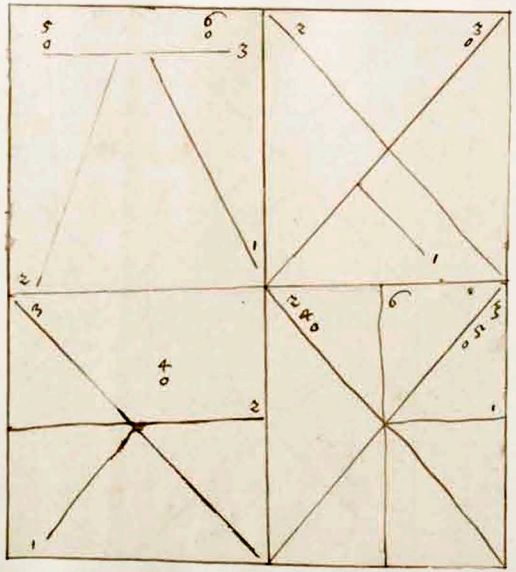
Note when he does not want to cut at you, then you should also not meet him with the first strike, but rather show as if you intended to strike to him, then when he misjudges, thus translate with this same cut, it is from above or below, suppressing or cutting out. The same displacement, should one quickly cut after.

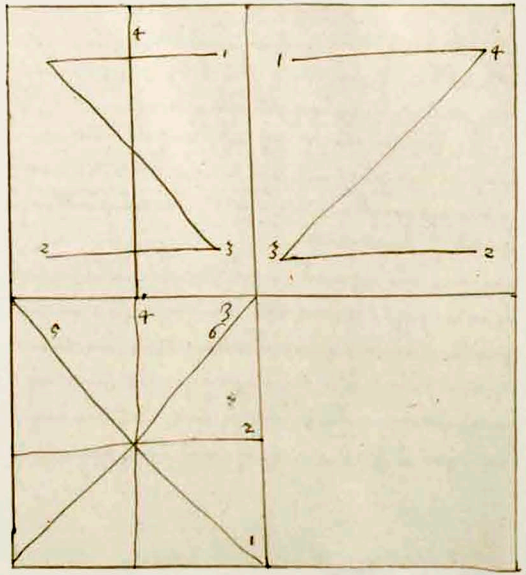
However where he is not provoked with a strike to counter, thus cut a Cross through his displacement or two Middle cuts against one another so that his blade is cut away, then must he cut, as soon as he cuts, thus takeout and away his cut with a counter cut, more to his strong thus as soon as you feel that he is soft, thus cut quickly to his body before he recovers, that is under or over.











A good Device

Mark thus when you must defend in the after, thus to you one comes with a Knebel pike in the air, over you, and you only have a rappier or other similar single handed weapon, then hold the weapon uberzwerch for your left foot on the earth, if he strikes a powerful diagonal, thus drive upwards with your weapon and spring to him under his strike guard yourself in the spring with the head out from his strike and allow his strike to clash and stay on your weapon and grab quickly with the left hand on his staff, instantly cut nimble to his hands

Item - If one thrusts on you and you have your weapon like is above taught, thus drive on and set off the thrust upwards above the head, if he pulls from your displacing and thrusts again, thus wind from above out of the Ox, his other thrust, again around out from and on to your left side with a Great spring to and grab his staff like before, on this lesson, may you defend against a Long Pike, But such a thing is not wise to use,

especially against those who will signal their Pullings, where but one is Wrathful and is pressing on you, such techniques are altogether very desirable.

Item - you may also send yourself in a hurry into the Ox, and from there wind through the hangings, mark however, that you nimbly should rush, to him or under his weapon, than yours has more air than his in the width from you is less, you will beat him, thus if he will then spring and thrust at you, then cutaway his thrust with a strong Wrathstrike, if he defends this, thus spring on to him with your strike.

From the Cloak

Mark when to you one would rush, thus wrap your Cloak around your arm if he cuts above at your head, thus drive his strike on your cloak and thrust instantly with his from under, to his stomach, or if you will not thrust to him, thus cut him through his feet, but if he cuts from under, thus fall with

your cloak on it and thrust from above to his face, And before you with the cross, you can drive against all four endings of the strikes and thrusts.

Another

Item When one cuts or thrusts at you, thus displace his strike with the rappier and again after he parries, thus fall with your cloak on his Blade and hold onto him there, then cut or thrust in the meantime, nimbly, where you can get him, defend yourself again with the Cross.

Item hold you cloak long and when he cuts at you, thus strike with the cape around his blade and spring to him with striking. Thus you yourself will fight.