



WAR CLUB

This War Club style and Curriculum is based upon German Fechtschule Longsword (Joachim Meyer 1570) from the 16th century with adjustments for the difference in weapons. Kunst Fechten concepts are used throughout in many cases with little change. The power footwork of German Longsword is used to give full power to the war club strikes and the Kunst Fechten Power positions for defense are used to fend off the opponent's attacks. There is also some small influence from Le Canne (Canne de Combat) and Filipino Kali/Escrima.

Parts of the Fight

- Free Movement (Zufechten)
- War (bind to grappling etc) (Krieg)
- Withdrawal (Abzug)

Time of the Fight

- Before (Vor)
- After (nach)
- During (Gleich)
- Instantly/Instinct (indes)

Position/Guards

- Low Centerline Defense (Plough)

- High Centerline Defense (Hengen)
- High Cutting Guards (Vom Tag)
- High Thrusting Guards (Ochs)
- Middle Guards (mittelhut)
- Low Guard (Olber)
- Longpoint (Langeort)
- Change Guard (Wechsel)
- Tail/Side Guard (Nebenhut)
- Unicorn (Einhorn)
- Wrath Guard (Zornhut)
- Key (Schlüssel)

Footwork

- To & From (passing, gathering)
- Traversing To & From
- Triangles (Single and Double)
- Withdrawal Footwork (Rear Triangle)
- Stepping for Striking the Head (Reach + Comportment + Defense)

Strikes & Techniques

- Wrath Strike (Zornhau)
- Cross Strike (Kreutzhau)
- Centerline Strike (Schietelhau)
- Bent/Krump Strike (Krumphau)
- Wing (Unter Krump)
- Doubling with a Strike (Doppelhau/Duplieren)
- Setting Off Mid (Plough) with a followup strike
- Setting Off High (Hanging) with a followup strike
- Looping Strikes (Shoulder)
- Changing (strike, above, below, Back/rose, failer)
- Under Strikes(long or short)
- Middle Strikes (short, long or flat)
- Sliding into Hanging with a followups
- Pulling at the 4 Openings (Zucken)
- Running Off with followup strikes (Failing/Changing)
- Playing at the Hands (Schneller/Failer etc)
- Slinging (Schlaudern)

Half Stick Position/Guards

- Forward Cross

- Left Cross
- Right Cross
- Archer

Half-Stick techniques

- Press/Bind and Strike (or thrust and strike)
- Press Cross at Hands and wind the point to strike
- Angular Parry (Archer) with followup

Grappling

- Cross Displacement (outside, inside) (Schrenken)
- Butt End Grappling (pommeling)
- Gripping with followup (Ubergreifen)

Drills

- Hanging - Sliding - Bounce - Abzug (cutting)
- Change - Absetzen - Doubling - Umbschlaggen - Abzug (Cutting)
- Krump - Umbschnappen - Zornhau - + above item (cutting)
- Feeling (Bind play)
- Playing with Hanging types (ranges to hanging)
- Hanging Drill

Blade to Stick : A Methodology

The following is a methodology to govern the transition of turning a single or double handed blade art into a single or double handed warclub or single stick art.

Considerations

- **Thrusting**
- **Binding/Trapping**
- **Slicing**
- **Parrying and Hand Protection**

Interpreting the considerations for:

Thrusting:

Both single and double handed swords have significant thrusting capabilities even when the Thrust is downplayed in more sportified fencing arts.

Thrusting is often the most effortless and deadly action with a sharp weapon that without a sharp tip its almost considered useless. However thrusting can have a sound secondary use in a club or stick weapon system. This utility can be seen in modern stick arts which have evolved

from sword arts such as Arnis/Escrima which are both descended from the original Kali mother art of the sword. It is not the game changer that a sharp thrust is but it can still be utilized in a useful way. One important change to thrusting with a blunt weapon over a sharp one is the need for a solid grounded base of power to be projected behind the thrust and with strikes.

Binding/Trapping:

Much of western fencing from the medieval to the renaissance utilizes an advanced hilt system using cross guards of varying types. These are so useful that they alter the game significantly.

Slicing:

The Slice or Schnitt handwork plays an important part in the German Art of Fencing in both Longsword and Dusack (two weapons very closely associated with one another). The slicing handwork is an action done towards the direction of the opponent either on his weapon or on his person in some way. One being more defensive than the other.

Parrying and Hand Protection:

The differences between parrying with a bladed weapon or a stick weapon are rather obvious but they do require a mental shift for most fencers. Especially for Western systems with compounded hilts which have highly developed defensive capabilities.







