

## **Alternn Fechter** **Part Three: Staff Combat**

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### **Tying Up**

Each staff has eight sections (four in tying up): two at each end, one at each side of the hands and two in the middle of the staff.

When you tie your opponent up from the top with the right hand on the staff, hit him in the chest or maneuver him over the staff under the right shoulder. If he does this to you, then hit him from underneath on the right side with the other end of your staff. Otherwise, tie him up from the outside and hit it away from his right hand.

When you tie up an opponent with either hand, keep forward hand in place. Move backward with the other hand along the staff keeping it close to your body, with the forward hand thrust the staff into his chest with the end to both sides.

Thusly, you tie him up from above and stay with the same end with his staff and thrust him from underneath with the other end in his arm and lift him with force, and run him through and throw him over.

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When this is done against you, then push your end over his staff, hit him with the other end on the head.

### **Rule**

If someone ties you up with a half-staff then take his upper end with your lower end away from his hand, then step, push and hit some more until he is damaged.

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When someone beats your end away, then hit him in the face with the part behind you. Accidents can occur in any of the 8 sections; push him away in order to establish initiative.

Throw him down to your feet, throw your staff to left with the end to the earth to block against his strike, then jump with your right foot hindering his left so you win.

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Push inward to his face, if he defends against this, push to other side, if he defends that, turn your strike up and hit him with the other end of the staff over his right shoulder to the throat, jump with your right foot behind his left so he's lost.

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Finish your opponent with his staff to the throat, grasp his right arm with your left hand, turn yourself from him from your right side and throw him over your left hip.

Position yourself in the stance with your staff in front of you with one end on the ground and the other end in front of your face. Upon the attack, turn his staff over his hand with your staff, thus exposing him to your attack against his face.

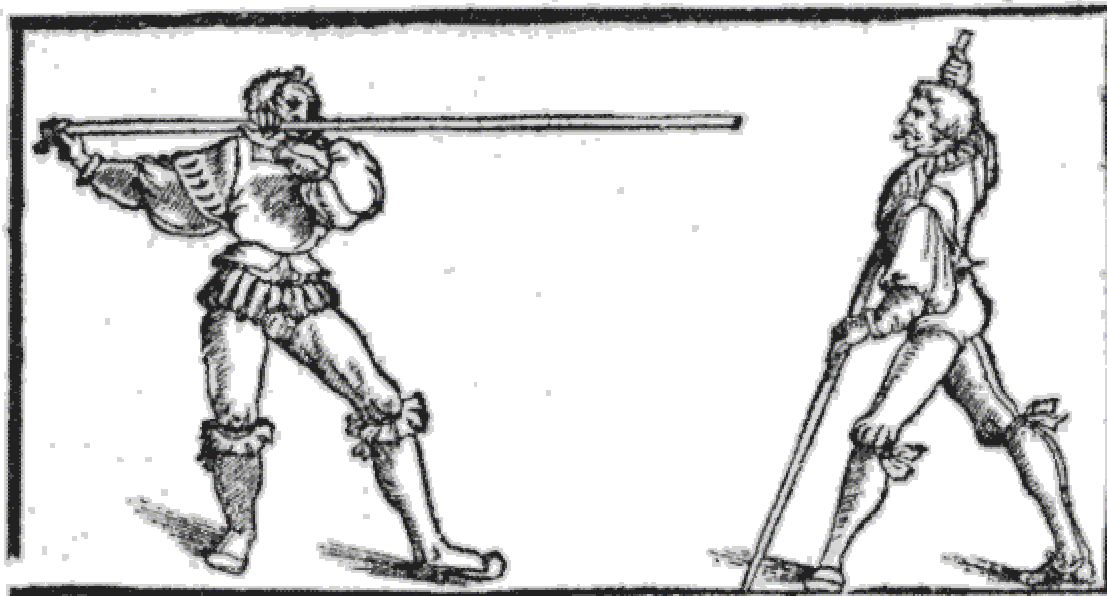
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When your opponent turns your staff away, avoid his strike and throw a hit to the top of his head to earn full points for the stance or part of staff.

Advance with your left foot forward towards your opponent with a strong strike, when he pulls his face away from your strike, grasp him over the staff and backhand him until he begs for mercy. In this way, you earn a point with that portion of the staff to continue the game.

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When someone strikes your hand, take the point with the center part of the staff so that he misses his chance, which adds insult to his injury. [See diagram]



### With Half Staves

Position yourself with the right foot forward and holding the staff firmly in the center with both hands, strike your opponent forcefully in the face. Take the match with the end of the staff that is behind you by swinging it up and over.

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When someone engages you with a half-staff, and you are being overcome (\*by strength), stand tall and strike him strongly in the face so you avoid injury.

When your opponent attacks you from underneath, do not impede him, but strike him in the face.

When your opponent makes to hit you in the face, do the same to him and watch out for his left arm.

Advance with the right foot so your staff lies behind you to flick a strike and throw the length into his right side so he must move away from injury and attack you on the left side.

When an opponent hits you with the staff in your side, plant the end of the staff on the ground and strike up to both sides so that you hit him in the face or insert your staff between his legs and throw him.

Strike your opponent in the face in the following way: strike upward with the lead end in your right hand and hit him in the face.

When your opponent miscalculates an attack and your strike deviates or you get tangled up, flick the staff upwards and change your position and continue your work.

When someone strikes you and you find your balance, strike him from above and inside wise to his face. He must block your attack so brace against him by inserting your end of the staff between his hands and his body gets turned and lift him up to take away his staff.

Lead with your left foot and lift your staff high, hit short against his left shoulder so that he cannot attack you and take a long step backwards with another strike and this is how you work alongside him.

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When your opponent gives you a short strike, let it go by and drive into his 'speech window'\* (mouth opening in mask or simply mouth area?) so his strike lands between your hands after which you hit him with the end of your staff into the chest.

If your opponent strikes to your left knee, turn your staff with your right hand on the ground and with your left hand hold your other end of the staff in front of your face and make a hit between both hands and turn from underneath with your staff over his staff in front of his hands and lift him over to your side; in this way you jolt his staff out of his hands.

When your opponent strikes for your head from above downwards with his staff striking between your hands holding your staff, and turn with the forward end of the staff from above downwards on your left side over your hand and jerk firmly toward your left side and you jolt his staff out of his hands.

Zu Frankfurt am Main, bei Christian Egenolph

\* translation difficulty  
page/column notes are for original transcript locations  
# different writing style begins -- different author?