

Die Schlachtschule Basic Curriculum

A. Langenschwert

- 1) Zornhau
 - a) Zornort
 - b) Zucken
 - c) 1st Winden
 - d) Zwerch vs. Abnehmen
 - e) Durchwechselln
- 2) Mutieren & Duplieren
 - a) Mutieren
 - b) Duplieren
- 3) Krumphau
 - a) To the hands vs. Oberhau
 - b) To the hands vs. Unterhau
 - c) To the flat & Unterhau
 - d) Break w/ Winden
 - e) Break w/ Durchwechselln
- 4) Zwerchau
 - a) Break Oberhau
 - b) Cross knock in a hard bind
 - c) Schnitt in a soft bind
 - d) Break w/Zwerch to the neck
 - e) To the Plow and Ox
 - f) Der Veler
 - g) Break w/Lower Hengen
 - h) Durchwechselln against a bind to the point
- 5) Schielhau
 - a) Break a Buffel
 - b) Break Unterstich
 - c) Durchwechselln in a bind
 - d) Break Langenort
- 6) Scheitelhau
 - a) Uberlaufen
 - b) Break w/Kron and rush in
 - c) Stab-over vs. Kron
 - d) Abschneiden vs. rushing in
- 7) Vier Versetzen
 - a) Krumphau breaks Ochs
 - b) Zwerchau breaks vom Tag
 - c) Schielhau breaks Pflug
 - d) Scheitelhau breaks Alber
- 8) Techniques against displacement

- a) Schnappen from Forehand Oberhau
- b) Schnappen from Forehand Unterhau
- c) Schnappen from Backhand Oberhau
- d) Schnappen from Backhand Unterhau
- 9) Nachreisen
 - a) Vs. pulling back
 - b) Vs. cutting short
- 10) Absetzen
 - a) High from Pflug
 - b) High from Alber
 - c) Low from Pflug
- 11) Abschneiden
 - a) Right Überschnitt
 - b) Left Überschnitt
 - c) Right Unterschnitt
 - d) Left Unterschnitt
 - e) Hende Drucken
- 12) Durchlaufen
 - a) Backward trip on the right
 - b) Back-lever Throw on the left
 - c) Straight Armbar
- 13) Winden
 - a) 2nd Winden
 - b) 3rd Winden
 - c) 4th Winden
- 14) Wechselhau
 - a) Hinderbinden to right Duplieren
 - b) Hinderbinden to Oberhau

B. Ringen

- 1) The Clinch
 - a) Root Technique: The Elbow Lift
 - i) Counter: First Wrestling
 - ii) Change Forward: Backward Trip
 - iii) Change Back: First Wrestling
 - b) Root Technique: Overarm Leg Lift
 - i) Counter: Chest Press Takedown
 - ii) Change Back: Single-leg Takedown
- 2) Drei Ringen
 - a) Root: The First Wrestling
 - i) Counter: Straight Armbar
 - ii) Change Forward: Third Wrestling
 - iii) Change Back: Second Wrestling

- b) Root: The Third Wrestling
 - i) Counter: First Wrestling
 - ii) Change Back: First Wrestling
- 3) Arm Bars
 - a) Root: Straight Armbar
 - i) Counter: First Wrestling
 - ii) Change Forward: Figure 4
 - b) Root: Shoulder Armbar
 - i) Counter: Pull Back
 - ii) Change: NONE YET
 - c) Root: Underarm Armbar
 - i) Counter: First Wrestling
 - ii) Change: NONE YET
 - d) Root: Turn-out Armbar
 - i) Counter: Backward Trip
 - ii) Change: NONE YET
- 4) Bent-arm Locks
 - a) Root: Figure 4
 - i) Counter: Hand-press Takedown
 - ii) Change Forward: Straight Armbar
 - b) Root: Rear Bent-arm Lock
 - i) Counter: Hand-press Takedown
 - ii) Change Forward: Shoulder Throw
- 5) Body Throws
 - a) Root: The Back-lever Throw
 - i) Counter: Back-lever Throw
 - ii) Change Forward: Back-lever Throw with Knee Lock
 - iii) Change Back: Back-lever Throw to Back-lever Throw
 - b) Root: Backward Trip
 - i) Counter: Backward Trip
 - ii) Change Forward: Chest Press Takedown
 - c) Root: Hip Throw
 - i) Counter: First Wrestling
 - ii) Change Back: First Wrestling
 - d) Root: Shoulder Throw
 - i) Counter: Buttocks Grab
 - ii) Change: NONE YET
- 6) Leg Takedowns
 - a) Root: Single-leg Takedown
 - i) Counter: Forearm Choke
 - ii) Change Back: Single-leg Takedown
 - b) Root: Double-leg Takedown
 - i) Counter: Chest Press Takedown

- ii) Change: NONE YET
- 7) Miscellaneous
 - a) Mortstöße
 - b) Counters to simple holds and attacks

C. Dolchfechten

- 1) Fundamentals
 - a) Four thrusts
 - b) Four shields
 - c) Wrist grabbing
 - d) Four Dolchnehmen
 - e) Four slicing displacements
- 2) Oberstich
 - a) 1-hand twist out
 - b) 2-hand twist out
 - c) Albatross
 - d) Outside knee lift with arm lock
 - e) Shear
 - f) 2 counters to the Shear
 - g) 2-hand knee lift
 - h) Grab and Stab
 - i) Rear bent arm lock
 - j) Straight Armbar
 - k) Backward Trip
 - l) Spin and stab
 - m) Feint vs. Upper Shield
- 3) Unterstich
 - a) Grab and Stab
 - b) Wrist Strike Dolchnehmen
 - c) Over-shoulder Armbar
 - d) Pull vs. Over-shoulder Armbar
 - e) Displace and Stab
 - f) Scoop and Stab
- 4) Rückhandstich
 - a) Absetzen
 - b) Arm winding from the Absetzen
 - c) Elbow push from the right shield
 - d) Shear

D. Schwert & Buckler

- 1) Fundamentals
 - a) The Four Guards
 - b) Oberhau

- c) Mittelhau
- d) Unterhau
- e) Sturzhau
- f) Scheitelhau
- 2) Compound Techniques
 - a) Vidilpoge
 - b) Breaking Vidilpoge
 - c) Krucke
 - d) Kron
 - e) Überschneiden
 - f) Handgelenkschnitt
 - g) Pin and cut the leg
 - h) Pin and thrust
 - i) Zornort
 - j) First Winden
 - k) Second Winden
 - l) Third Winden
 - m) Zwerchhau from the bind
 - n) Zwerchhau to Zwerchhau
 - o) Wechselhau
 - p) Oberstich from the Sturzhau
 - q) Halbschwert
 - r) Schnappen
- 3) Lignitzer's Plays
 - a) Oberhau
 - b) Unterhau
 - c) Wechselhau
 - d) Mittelhau
 - e) Sturzhau
 - f) Halbschwert

E. Streitaxt

- 1) Mail
 - a) Queue Versetzen (x3)
 - b) Croix Versetzen (x2)
 - c) BLT
 - d) High Block
 - e) Absetzen
 - f) Schielhau
 - g) Knee hook vs. low attack
 - h) Neck wrench vs. foot blow
 - i) Hinderbinden
- 2) Dague

- a) BLT
- b) Queue Versetzen vs. Single Unterstich
- c) Knee hook vs. Double Unterstich
- 3) Queue
 - a) Queue knock w/ the Queue
 - b) Queue knock to face thrust
 - c) Queue knock with the Croix if the Queue knock fails
 - d) Counter to the Queue knock
 - e) Feint to knee strike
 - f) Hook and thrust counter to the knee stroke
 - g) Left arm rip
 - h) Counter to the left arm rip
 - i) Right arm rip
 - j) Oberschlag vs. Queue thrust to the foot
 - k) Knee hook vs. Queue thrust to the foot
 - l) Hard bind of the Queue
 - m) Soft bind of the Queue
- 4) Demy Hache
 - a) Bind Demy Hache
 - b) Release Counter to the bind of the Demy Hache
 - c) BLT counter to the bind of the Demy Hache

F. Spießfechten

- 1) Spear Techniques
 - a) Winden
 - b) Zucken
 - c) Nachreisen
 - d) Lücken
 - e) Back-lever Throw
 - f) Knieheber
- 2) Halfsword vs. Spear
 - a) Shooting and running in
 - b) Grab and stab
 - c) Deflection

G. Halbschwert

- 1) Techniques against displacement
 - a) Zucken (x4)
 - b) Grab and Stab
 - c) Windover counter to the point grab
 - d) BLT
 - e) Pommel-lift breaks the Back-lever Throw
- 2) First Guard

- a) Stabover
- b) Winden vs. Stabover
- c) Counter to a mid-blade grab
- d) Scoop counter to a groin thrust
- e) Knee lift vs. Unterstich
- 3) Second Guard
 - a) Palm thrust vs. Oberstich
 - b) Grab and stab vs. Oberstich
 - c) Inward Point Wrench vs. Oberstich
 - d) Pommel hook vs. Unterstich
 - e) Inside Knee Wrench vs. Unterstich
- 4) Third Guard
 - a) Deflection vs. Oberstich
 - b) Arm rip vs. Oberstich
 - c) BLT vs. Oberstich
 - d) Point Absetzen vs. Unterstich
 - e) Pommel Absetzen vs. Unterstich
- 5) Fourth Guard
 - a) Fourth Guard
 - b) Pommel on breastplate vs. Fourth Guard
 - c) Hand thrust vs. Fourth Guard
- 6) Mordschlag
 - a) Deflection
 - b) Absetzen with the point
 - c) Absetzen with the pommel
 - d) Pommel hook vs. knee strike
 - e) Kampfringen vs. foot strike
 - f) Cross hook vs. High Block