

Comicalooza Rapier Class

Thrust/Counter Technique List

- Attacker:** Starts in *tertia*, makes contact and thrusts with a lunge.
Defender: Starts in *tertia*, rocks back on rear leg and deflects thrust to the left, then rocks forward with counterthrust.
- Attacker:** Starts in *tertia*, makes contact and thrusts with a lunge.
Defender: Starts in *tertia*, deflects thrust to the left and lunges forward with counterthrust.
- Attacker:** Starts in *tertia*, makes contact and thrusts with a step.
Defender: Starts in *tertia*, deflects thrust to the left.
Attacker: When thrust is parried to the inside, *cave* underneath and continue thrust with a lunge to the outside.
- Attacker:** Starts in *tertia*, makes contact and thrusts with a step.
Defender: Starts in *tertia*, deflects thrust to the left.
Attacker: When thrust is parried to the inside, *cave* underneath and continue thrust with a lunge to the outside.
Defender: When attacker *caves*, *concave* to re-engage on the inside and counterthrust.
- Attacker:** Starts in *tertia*, makes contact and thrusts with a lunge.
Defender: Starts in *tertia*, *caves* under the thrust to the outside and makes a passing step into *secunda* to complete the thrust over the arm.
- Attacker:** Starts in *tertia*, makes contact and presses too hard to the left.
Defender: Starts in *tertia*, parries the thrust to the right with the left hand and makes a passing step into *secunda* (or *tertia*) to complete the thrust on the inside while still on the bind.
- Attacker:** Starts in *tertia*, makes contact and thrusts with a lunge to the stomach.
Defender: Starts in *tertia*, lifts hand to *secunda* and parries the thrust with the left hand underneath the lifted arm to the right and completes the thrust from *secunda* with a passing step.
- Attacker:** Starts in *tertia* underneath the opponent's blade and thrusts with a lunge.
Defender: Starts in *tertia* above the opponent's blade, *ligeres* down over the thrust on the outside and pushes beneath it into *secunda* with a passing step to complete a thrust on the inside.

9. **Attacker:** Starts in *tertia*, makes contact and *caves* to the outside for a false thrust.
Defender: Starts in *tertia*, parries the false thrust.
Attacker: When the defender parries, *recave* back to the inside with a *volta* and thrust in *quarta*.
10. **Attacker:** Starts in *tertia*, makes contact and *caves* to the outside for a false thrust.
Defender: Starts in *tertia*, parries the false thrust in *quarta*.
Attacker: When the defender parries, drop point and raise arm into a hanging guard and take a passing step beneath the raised arm. With the left hand, reach over the opponent's blade and grab his hilt underneath from the outside and lift to disarm him. The sword can continue around from the hanging guard into a pommel strike.
11. **The Hamlet Exchange:**
Laertes: Grabs Hamlet's blade with his left hand in the scuffle after stabbing Hamlet with sharpened and poisoned blade.
Hamlet: Grabs Laertes' blade with his left hand and lets go of his own sword with his right, sweeping his right hand up under Laertes' hilt (with step if necessary) to disarm him. Recovers grip on Laertes' sword and brings point back to bear.
Laertes: Grabs the hilt of Hamlet's released sword and draws it to *prima* in time to cross with Hamlet as he recovers his point.
(They continue fighting, Laertes dies. Hamlet monologues, then dies.)
12. Opponents start with both blades grabbed, defender spins completely around with the right hand swinging under the left to force the attacker to let go of the defender's blade while the defender remains holding the attacker's blade.