

# Hanko Döbringer Worksheet 3

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**Source Manual:** Cod.HS.3227a, aka "Hanko Döbringer's Fechtbuch," 1389

<http://www.thearma.org/Manuals/dobringer.html>

**Text for discussion & practice this week:** pg. 34-43

## 32R

Liechtenauer hold only these four guards that come from the upper and lower hangings, and from these one can fence safely. This is regarding the four guards [Vier Leger] Four guards only, and leave the common ones alone. The ox [Ochse], plough [Pflug], fool [Alber], from above/the roof [Vom Tage], these should not be unknown to you.

**Glossa.** Here he mentions four guards [Leger or Hutten] that are valuable. But before all things, remember that you should not remain too long in one guard. Liechtenauer has a saying "He who is still, is dead, he who moves will live". And from these guards comes the understanding that you should move in swordplay, and not wait in a guard and thus waste your chance. The first guard, the plough [Pflug], is when you hold the point [of the sword] in front of you aimed at the ground or to the side. After a displacement [Abesetzen] it is called the barrier guard [Schranckhute] or simply the gate [Pforte]. The second guard is the ox [Ochse], or the upper hanging from the shoulder. The fool [Alber] breaks what [your opponent] strikes or thrusts. From the hanging [Hengen] strike and at once and follow by attacking after [Nochreizen]. The third guard the fool [Alber] is the lower hanging [Undenhengen], and with it you break all strikes and thrusts when it is done correctly. The fourth guard is from the roof [Vom tage], is also the long point [Lange ort]. He, who does it well with outstretched arms, is not easy to hit with strikes or thrusts. It can also be called the hanging above the head. Also know that you break all guards and positions with the strikes. You should strike bravely at the opponent so that he must move away and defend him. Therefore Liechtenauer does not hold the guards in such a high esteem; he is more interested in that you try to win the first strike [Vorschlag].

## 32V

This is regarding the four displacements [Vorsetczen] There are four displacements [Vorsetczen] that also hurt the guards seriously. Displacing will protect you but avoid doing parries, if they occur [that is when the opponent parries] it helps you a lot. If you are displaced [Vorsatzt], then no matter how it happened, this is what I advise you to do; strike off quickly and with attention. Set on at four ends; remain there if you want to finish the teaching. He, who displaces well, will hurt many strikes in the swordplay for you come handily into the hangings [Hengen] from the displacements.

**Glossa.** Note here that there are four displacements [Vorsetczen] to both sides, to each side one above and one below. They break all guards, and no matter how you set aside [Abeleitest or Abweisest] a strike or thrust from above or from below, this can well be called a displacement [Vorsetczen]. If he displaces you, then no matter how he does it, leave [his sword] and strike quickly at him. If it happens that you displace the opponent's strike or thrust, then you should at once step in and follow [Nochvolgen] at the sword so that he cannot move away from you. And if the other does the same when you are hanging again and gather yourself, then you will get hurt. You should also turn [Wenden] well and always aim your point at his breast so that he must consider this. A good swordsman should also learn how to get at the opponent's sword. And this you will do well from the displacements [Vorsetczen] that comes from the four strikes, from each side an upper strike [Ober] and an [Unterhaw] and into the four hangings [Hengen]. Since as soon as you can displace [Vorsetzt] from above or below, then you shall come into the hangings [Hengen] at once. And as you turn aside [Abewendet] all strikes and thrusts with the foremost edge, that is also displacing [Vorsetczen].

## 33R

This is regarding attacking after [Nochreisen] Learn to attack after [Nochreisen] twofold or cut in the defence. Two outer takings [Ewsere nymme] let the work begin. And try the contact, if it is weak [Weich], or hard [Herte] learn how to feel [Fuelen], at once [Indes] - that word cuts severely. Attack twofold, and also do the old cut well, follow all hits if you wish to emulate the strong one. In all teachings, turn the point into the face and attack after [Nochreize] with all your body then your point will do well. Learn to attack with skill and you will make a good ending.

## 33V

This is regarding the running over [Oberlawfen] Swordsman, take notice. He who seeks below, run over him [Oberlawf] above and he will be ashamed. When it flashes above, be strong, that I will praise. Do your work, or press strongly twofold. He who presses you down, run him over [Oeberlawf] and strike hard against him. From both sides run over [Oeberlawf] and notice the edges.

### 34R

This is regarding the setting aside, learn it well [Abesetzzen] Learn to set aside, to hurt strikes and thrusts with skill. When he thrust at you, your point will hit and break his. From both sides, always step if you wish to hit. In all teachings turn your point into his face.

### 34V

This is regarding changing through [Durchwechsel] Learn how to change through [Durchwechsel] from both sides and thrust with intent. He who binds you [your sword] is found to be open by the changing through [Durchwechsel]. When you have “changed through”, strike, thrust or turn [Wind]. Do not strike at the sword but change through [Durchwechsel] and do not wait for (or with doing the changing through, do it at once) it.

**Glossa.** Note here that changing through [Durchwechsel] goes straight forward on both sides, from above to below and from below upwards when done quickly. If you wish to change through from above to below on the right side, then strike an upper strike [Oberhaw] straight at him so that you shoot your point towards the left side in over his cross guard [Gehilcze], so that you hit in that small opening between the edge and the cross guard. If you hit then you have won. If he defends against that and presses your point with his sword, then let the point sink down on the side that you are on, below his sword and around to the other side, do not make a wide movement around, but under his sword and the next thing that you do is to rush in with a good strong thrust over his cross guard. And when you feel that you hit, then follow well and as you do on one side over or under, do also on the other side. And if he binds with you, go in along his sword to the openings with your point and change through [Durchwechsel] as before. Or turn [Wind] and feel [Fule] what he is up to, if he is weak [Weich] or strong [Herte], and then try strikes, thrusts or cuts to his openings. When you have changed through [Durchwechsel], then strike, thrust or cut, and do not strike at the sword, and do not wait with it.

### 35R

This is regarding withdrawing [Czucken], take note swordsman. Step in close in the bind and then the withdrawing [Czuecken] gives good findings. Withdraw, if it hits (or perhaps strike at you), withdraw more and work him, wind that is trouble for him. Withdraw [Czuek] in all encounters with the masters if you wish to fool them. Withdraw [Czuk] the sword and consider your path.

### 35V

This is regarding the running through [Durchlawfen], now look Run through [Durchlawff ] and let the pommel hang, take hold if you wish to wrestle [Rangen]. If one presses at you, run trough and note. Run through, thrust and turn (in this case inverting is also possible) [Vorkere] if he grabs the pommel.

### 36R

This is regarding the cutting off [Abesneiden]. Cut off the attacks from below in both directions. Four are the cuts – two below and also two above. If you cut well crosswise, you will eagerly avoid injury. Do not cut in haste, first consider the attack. You can well cut against all crosses; only leave the pulling (back/around) (alone?). If you wish to be without hurt, then do not go as you cut off (a possible meaning is do not waste time stepping when you cut, but do it as a stationary movement).

### 36V

This is regarding pressing the hands [Hende drucken] Turn your edge; push the hands to the flats. One thing is turning, another is winding [Winden], the third the hanging [Hengen]. If you want to press the swordsman, then press with a thrust. From above the hands you strike the cuts well. Pull around with the cuts as well, above him, over the head. If you press the hands, you will withdraw your fingers without injury. Also know that as soon as you turn a strike or thrust aside [Abewendest] then you shall at once step in and go quickly at him. Do not hold back again, because if you do, then you will cause yourself to be hurt. And you should also know that it is the foremost edge from the middle and up to the cross guard that you use to set aside [Abewendet ] all strikes or thrusts. The closer to the cross guard [Gehilcze] a strike or thrust comes, the easier it will be to set these strikes and thrusts aside strongly. Since the closer to the cross guard [you catch the attack] the stronger you are, and the closer to the point the weaker you are. That is why if you wish to be a good swordsman before all things learn how to set aside [Abewenden] well, since if you set aside well you will come at once into the turning in [Winden] and from these you can perform artfully and courteously in the fencing. The foremost edge on the sword is called the right/true edge and all strikes or thrusts are wasted by the turning [Wenden].