

The Practice of Fencing

Or the principles of the science of arms

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**House of SEBASTIEN JORRY, Printer, - Rue de Libraire, near the Comedie
Francaise of the Great Monarch**

With approval

1765

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Parades used with this Weapon

There are two parades in this weapon; the first is Quarte, the second is Tierce. Two contre-parades: one of Quarte, when one is engaged in Quarte, one of Tierce, likewise used when one is engaged in Tierce.

The parade of Tierce is false when in measure, together with contre-Tierce, because it often results in the disadvantages of both parades, as seen when a fast and decisive attack against one of these parades is re-directed at the face: there are even two ripostes, one from the parry of contre-Tierce made in Tierce, the other is to parry in the same way and made in Seconde; these are the most used ripostes. Assuming that they are used in measure, they give you the advantage of being level or of giving a whip-attack which will disarm them.

One plays with greater advantage from contre-Quarte because of the number of attacks it can parry such as the straight thrust, low Quarte, disengagement of Quarte over the arm, the feint of Quarte over the arm followed by Quarte underneath, the double feint, the cutover the point, the cutover returning to Quarte underneath, the cutover and feint in Quart to set up a thrust in Second, the sword batter, the batter in order to disengage, the batter followed by a feint in Quarte over the arm in order to thrust Quart under the arm, the batter and cutover, the cutover and batter returning to Quarte under the weapon, the cutover and batter to make a feint in Quarte and thrust Quart over the weapon, the batter and cutover in order to thrust Seconde and all the Feinting thrusts: the contre-Quarte equally parries the same attacks when retreating.

The half contre-Quarte is used when engaged in Quart over the weapon parries the four following attacks

The straight thrust in Quarte over the arm, Quarte underneath, feint of Quarte in order to thrust Quarte over the arm, and the thrust of Second

Demi-circle parries the same attacks as demi-contre-Quarte, without the advantage of the same ripostes

The parry of Prime parries the same attacks as Demi-Circle, and the ripostes are very quick.

The parry of Octave is used against low attacks

The Natural parry is not used except by those who have not trained in the principles; there is only one attack that can be made from each side

with this parry, and of these a single riposte, which cannot succeed once it has been seen more than once.

The Condensed Principles following the Practice of Fencing Lessons

After enrolling as a student of arms, once you have learned how to step forwards, to withdraw and how to hold your body (an essential matter) you reduce lessons in order to gradually move towards the Assault.

Make a thrust of Quarte with perfection, the same goes for your parry of Quarte, the student rises up and parries also in Quarte; after this attack disengage in Quarte over the arm and rise up against the attack well and, because it is a simple parry, make a reprise which parries the attack in Seconde which you can parry, one places himself over the weapon in Quarte and makes a feint over the weapon, while holding the arm loosely in order to make a thrust of Quarte underneath, if this attack is once more parried with a Simple, raise up, and then make two feints on the same line in order to thrust Quarte over the arm; when this attack is interrupted by a Circle, rise up, make a feint of Quarte over the arm near the guard, and thus deceive the Circle; upon which one finds that the attack will strike inside the weapon.

If upon repeating the attack it is parried with an Octave, rise up with a demi-contre-Quarte upon which one makes a feint over the arm, and another in Octave by turning the wrist, in order to thrust direct in Quarte, and at the same time if one is parried by a demi-Circle of Octave and the demi-contre-of Quarte, make a feint over the arm, and another in Octave in order to thrust Quarte over the arm; if he attempts once more then parry this attack with a demi-Circle, Octave, demi-Contre and Simple, then make a feint over the arm, one in Octave, and another over the arm in order to thrust Quarte inside, parrying well over the arm;

All these attacks above can be found in the Assault and are not given in the order of this lesson, which is meant to allow the development of posture from the beginning, and the various attacks are expected to shape your hand and make the following much easier.

Having engaged in Quarte over the arm, thrust Quarte over the arm avoiding his blade, and when this attack is parried Simple make a Reprise, rising up with a well-bent arm in order to make a Quarte over the arm; and when one feels a resistance in the blade, make the attack, passing below his arm in Quarte within the arm; if he parries with attack with a Simple he must make a Feint of Quarte within the arm on the same line, in order to thrust Quarte over

the arm. And if he again parries simple, there are two parades, make at first a feint in Quarte within the arm on the same line, and second put oneself in Quarte over the arm, then lunge in order to thrust passing under the arm in Quarte over the arm. If these attacks are interrupted by a contre-Tierce one must press on the blade fully intending to deceive his arm, the attack will find itself striking in Quarte within the arm; and if after the paraded of conte-Tierce one replies with a simple parry of Quarte, deceive the parade and make a feint of Quarte in order to thrust Quarte over the arm. It may well be that he parries the same attack with a contre-Tierce and two Simple; thus you must deceive the contre, make a feint on the same line in Quarte within the arm and then another over the arm which you must make on the lunge in order to make the attack, passing under the arm in Quarte within the arm; if one has the place of contre-Tierce one must use demi-Circle as a parade, you must deceive only the Circle and if after the parade one returns to the parade of Octave, upon the final parade you must make all the attacks explained previously on Octave in Quarte within the arm.

Upon engaging in Quarte within the arm, one must, upon observing if the person has his wrist low and his point high, cutover with a thrust in Quarte over the arm, and when he goes to make the parry, the point being fully extended, make a Reprise. If, on the contrary, the Cutover is not fully extended, a Reprise attack will not be appropriate and he was about to rise up with a parade of demi-Circle then the Riposte will be a straight Quarte; the following attack is a Cutover over the arm to return with a Quarte within, he will not be able to parry this attack with a Simple without lowering his wrist, upon which you make the same attack and make a feint in Quarte within the arm on the same line in order to thrust Quarte over the arm; One can equally parry this same attack with two Simple parries, upon which you attack, making a feint on the same line in Quarte within the arm and you make the second in Quarte over the arm as you lunge under the arm in order to thrust Quarte within; when you represent the same attack, when making the Cutover, he can interrupt you with a contre-Tierce or a Circle parry upon which make a Cutover, which you will deceive with a Contre or a Circle.

Upon engaging in Quarte over the arm make a Cutover and thrust in Quarte within; but this thrust is not certain, because of the riposte; it is not good as a preparation for following attacks: however he will parry in Quarte in order to riposte with a straight Quarte; after this attack, attack Quarte within in order to disengage Quarte over the arm; he will parry simple Tierce, upon which you will make a Cutover in Quarte within and a feint over the arm in order to

thrust Quarte within; this attack will likely be parried with a Circle or a contre-Tierce; however you will make a Cutover n Quarte- within, a feint over the weapon, and you will deceive the parry of contre- Tierce.

Upon engaging in Quarte in the arm, if he uses the parade of contre-Quarte all the Simple parries will be rendered useless.

In order to avoid this parry one must press upon the blade and when you feel resistance launch a very fast attack, one can again on the same attack, upon pushing on the blade deceive the parry and for the following attack, if one does not feel any resistance, one must deceive the contre-parade and make a feint over the arm, in order to thrust Quarte-within passing the attack fully underneath his arm; one can parry this last attack with a Contre and a Circle, upon which he will deceive the Contre and make a feint over the arm near the guard and you will deceive the Circle by this means the two parries will be deceived as he equally deceives the contre-parade staying in half time, in order to make a Cutover with a thrust in Quarte over the arm.

Sword Beats

When the adversary holds out his arm, beat his sword, and thrust straight Quarte; one can also disengage, or make a feint over the arm in order to thrust Quart- within following the Parades.

Sword beats set aside Contres well when they are done well.

The order of all these attacks drives, in the Assault, without however the following equally, expected that he must vary the attacks following the parades with which he will oppose you; if it is in a Simple parry there are three form each side that are better attacks but I shall focus on those that pass underneath the arm; if it is a parade of contre-Quarte there are only four attacks to watch out for, from contre-Tierce there are two, from the Circle four attacks, for the demi-contre-Tierce two attacks, for those of Quarte two attacks, for the demi-Circle and Octave which are the following parades there are five attacks, for those of Prime four attacks, and finally for the Natural Parry one attack to each side.

Ripostes

Everybody is surprised by the variety of attacks taken in the absence of parades that can be taken with lively ripostes.

If the person has a high point and a low wrist, use Simple Parades. If on the contrary the person has a lowered point, one can use Contres, demi-Contres, and the Circle.

If the adversary engages in Quarte over the arm with the point high and he thrusts Quart- within parry the attack with a Simple parry of Quarte by squeezing the wrist and opposing it, which will make a sudden, dry beat, after which the attack will strike in Quarte, and on the same attack, if the beat was not dry enough, and the adversary, while withdrawing, pressures on the blade, he must disengage in Quarte-over the arm, raising the wrist high, and if the adversary parries this Riposte with a Simple, he must make a Reprise which will parry the adversary's attack of Seconde and he will encounter two guards, And if he falls back into this last Parade, he must, after he has raised a demi-Contre, make a feint in Quarte over the arm in order to thrust Quarte-within.

Against Simple Ripostes, if the adversary, after having thrusted, raises his point high, you must Cutover his point and plunge your point into his body; equally one can upon this Riposte Cutover in order to return with a Quarte-within or else a Cutover and a Feint inside in order to thrust Quarte- over the arm. One can again double the Feints in order to thrust Quarte-within, but this is rarely done while withdrawing.

If the adversary, having thrusted, raises up with a contre-Quarte every Parade and Riposte to the underneath will be rendered useless. They must be deceived by a contre-Parade in order to thrust Quarte over the arm, and if he parries this Riposte with a Contre or a Simple, you must deceive the Contre and thrust with a Reprise, and make a feint to the inside in order to thrust Quarte within, here are the Ripostes which can be made against contre-Quarte.

When engaged in Quarte within in order to thrust Quart over the arm, if the adversary parries in Tierce in order to thrust in the same line you must, to avoid this Riposte, release an attack in Prime, in order to thrust in the same line, because if you make a reprise attack against a Parade of Tierce, against the adversary's Riposte of Tierce, the attack will be set aside.

Having parried in Tierce one can Riposte in Seconde, and if the attack is not well-made, to avoid this Riposte, one can raise up with a demi-Circle, or Octave

which parries and makes an attack at the same time, upon the contre of Tierce one can make the same attacks, I say the same Ripostes as from the Simples, as on the demi-Contre of Tierce and those of Quarte.

After parrying a demi-Circle the riposte is straight; if the adversary wants to parry this Riposte by raising the point, which will form a Simple, the attack is equally struck, without finding the fort of the sword, which is done on occasion, having made the same Parade, making a Cutover the point, it comes about after the Parade of demi-contre-of Quarte, supposing one has deceived the Parade. If, after the Parade of Circle, one finds oneself a little out of measure it will be best to turn the wrist to give a Riposte in Prime.

After parrying in Prime, the Riposte is in the same line, and if the adversary raises his point high, parry in Prime, and Cutover, turning the hand to Quarte; and if he parries this last Parade he must use the same principles as when attacking, following Parades.

The Assault

When one begins the Assault one must observe if the adversary threatens to attack you, when he backs off from you, having held out your arm, making him fear your point, and parry contre-Quarte, if you are engaged on that side, or contre-Tierce if you are there, and if the measure is not too far out, because otherwise you will find the measure too false, and the attack will be directed into your face.

There are three measures to observe when you attack; the first, when the adversary is not in the correct measure, parry him with a Simple Quarte or Tierce in order to have a quick Riposte. The second, when he is in correct measure, one must use contre-Quarte when engaged in Quarte, or if he is engaged in Tierce or in Quarte over the arm, one must use the demi-Contre of Quarte because this parade also gives Ripostes as fast as the Simples which will be in straight Quarte: If one falls in this same Parade one can make a Cutover over the point in Quarte over the arm: The third measure, this is when you have backed off too far and the adversary pursues you; observe that you have your blade in Quarte over the arm in order to make a time-thrust in Quarte-within, as it is the most certain time-thrust; nevertheless, if the person approaches you with his point high and his wrist low, one can stop him with a thrust of Quarte over the arm as a time-attack.

When one withdraws, it is in order to observe the actions the adversary makes because he will make false movements and actions contrary to the principles of fencing, you must present him with these set-plays during which he will give, in order for your Riposte to be certain.

Set-play of Demi-Circle

The most certain set-plays that can be given are, firstly engage the blade in Quarte over the arm, giving a set-play of demi-Circle, then a straight Riposte of Quarte-within will certainly follow, and if the adversary hesitates in this thrust, beat his blade which will move his blade aside by two inches using a sudden dry-beat, which will become a disarm, and, supposing that the sword-point does not fall, it will be sufficiently set-aside that the adversary will receive the hit, which will be Quarte over the arm; if he thrusts in the set-play with a demi-Cut in order to make you parry you must not seek the point, but only thrust straight as a time-attack; you must again watch that if he breaks the set-play that you have given him with a demi-Circle, you stop it with an Octave as an attack which he finds both parries and strikes at the same time. Such

are the disadvantages that may occur in this jour and the advantages that can be found in thrusting.

Set-play of Quarte-within the arm, to thrust Quarte over the arm

If the adversary raises the attack parry simple Tierce in order to Riposte in Seconde, but there is a disadvantage to this set-play, which is, if the body of he who is parrying is in front of the hand, you will lose his blade, for when you find that the attack is very low he who thrusts in this set-play will equally be able to make a Feint in Quarte over the arm in order to thrust Quart-within, which will be very difficult to parry and it is this that proves that this Set-play is less advantageous than that of the Circle

Set-play of Prime

To do this set-play one must be a little too close and engage the adversary's blade in Quarte over the arm. then extend a little, because, when he thrusts in this set-play, he must raise his wrist in Tierce with his nails low, and you will thrust with a straight attack; if he trumps this parade one must be observe to make the same attacks as were explained in the Set-play of Circle; and when you have parried Prime, you must Riposte with a Cutover within the point observing to turn the wrist with the nails high in Quarte, again one can, after having parried in prime, make a straight thrust in Quarte in order to disengage into Quarte over the arm, and the same attack can be made by adding a Feint over the arm in order to strike Quarte-within. If the adversary hesitates to thrust within upon doing this Set-play, one will make the same beat on the sword as in the Set-play of Circle

Upon the parade of Prime, withdraw the left foot while approaching straight on, make a beat on his sword, seizing the wrist in Quarte, from which one can thrust a straight Quarte.

One can, from the same Parade of Prime, throw the right foot behind the left and pass your blade beyond the adversary's point which he will hold in Tierce, upon which make a Disarm, which can be attempted from all these attacks; if nonetheless the adversary's point doesn't lower it will shake strongly and this natural movement will take him from his guard, thus he will next, throwing out his left foot in order to return to guard, give a simple whip attack in Tierce which will certainly set aside the adversary's blade, just as the shake form the previous attack; one must observe when making these two Disarms that, risking nothing, that he is in the correct measure and that all these Disarms, common in the past, engage the blade, and seek to seize the adversary's wrist,

are absolutely false; because, when in Tierce, one can be struck with a Reprise attack, where if the adversary forces the left foot one can snare him without doing anything; and when in Quarte, if the adversary lowers his blade strike him with an attack in Quarte, the nails low, and upon rising present in Quarte over the arm; one cannot evade this attack without great difficulty.

Set-play of Demi-Contre

One must do this when the adversary's blade is engaged in quarte- over the arm; for when you form an indentation of the wrist, which makes up the set-play, and when the adversary thrust inside and when he pushes a little on the blade, the attack will be found to be easily parried, and the riposte must be in straight Quarte. And in this set-play, after having parried, one can make a Cutover the point in Quarte over the arm. And to make this Cutover the point, and the same to make all the other Cutovers with ease, you must hold the foil with the point high and move it with the little and ring fingers, and when you launch the attack the Cutover grip the hilt of the foil with the thumb and next two fingers while releasing with the other two, this will make a true and certain attack.

Set-play of Contre-Quarte

The adversary's blade must be engaged in Quarte-within. At this, push you blade against the adversary's, and when he disengages, oppose the wrist a little, the nails high for the Parade, which will make it easier to thrust straight Quarte, and after having parried the Contre, if the adversary pushes with an extended arm on your blade, disengage your attack when he raises up in Quarte over the arm.

One can again on the same Parade make a Feint in Quarte over the arm in order to thrust Quarte over the arm, arriving also in this Parade when, if the adversary after having pressed on your blade, raises up with a high point, give him a Cutover with the point in Quarte over the arm.

From this same Parade, one can make a Cutover, the point straight and returning in Quarte-within; if the adversary does not parry this attack, you can make a Feint at him on the same line in Quarte in order to thrust Quarte over the arm. One could even make a double Feint on the same line in order to pass the attack well below the arm and return Quarte-inside-the arm; you must observe again before the parry of contre-Quarte if the person has a low point one will have great trouble at raising the attack with this Parade; at this, instead of a parry of Contre, you must with liveliness give a Set-play of Quarte

within opposing the wrist a little, the point to the front and extended, and when the adversary thrusts within parry Circle and Riposte at the same time in straight Quarte, and this will be a true and certain attack.

Attacks in the Assault

There are three ways to attack; firstly, attack the Adversary with a little step when you are not in measure and holding your arm well-bent, disengage, either, in Quarte—over the arm, or inside, in order to know which Parade will be used to oppose you, then choose your Attack; if the Blade stays engaged in Quarte over the arm extend the arm forward of the body and if you feel resistance on your blade, pass a well-made Attack underneath the arm, he will find himself struck in Quarte-within and the adversary will not encounter, using a Simple Parade, as the strong of the sword will be beyond the guard; if you once again find yourself engaged on the same side, try always to hold the arm in front of the body part; and if you do not feel any resistance upon your blade, raise up into Quarte over the arm; but if the adversary goes to Parry this Attack, give him a Reprise Attack. After having delivered, having raised it up, the point straight out in front of you in Quarte, and if he makes a body movement thrust at him with a Time Hit with Quarte direct, or make a Feint in Quarte-over the arm at him in order to thrust Quarte-within; if the Adversary is found with his wrist low and his point high, and you are engaged in Quarte-over the arm, feint at him with Quarte-within, at the same height as the engagement in order to thrust Quarte-over the arm, forming a good Attack. Again one must observe when in the same engagement, one can make two Feints; the first on the same height. The second, make a Quarte-over the arm and hold your arm out well, and when the Adversary responds to this latter Feint, pass a well-formed Attack underneath the arm in Quarte-within.

One can again on the same engagement make a Cutover while feinting Quarte-over the arm, returning to Quarte-within; it arrives also, on the same engagement, that when the Adversary does not engage with the blade, one can give him a Feint of Seconde in order to thrust Quarte over the arm and make a Feint of Seconde, one of Quarte over the arm, finally thrusting in Seconde; to vary the last attack, one can turn the nails up high and thrust Quarte-within.

All of the attacks above can be thrust when they are opposed by Simple Parries.

When attacking on the move always use small steps pass your blade inside when engaged in Quarte-over the arm; and if the Adversary tolerates this engagement, make a Feint against him in Quarte-over the arm, in order to thrust inside, and to avoid the Parade, double the Feint at the same height in order to thrust Quarte-over the arm, and lunge the instant one passes well below the arm, for at this the Attack will strike in Quarte-within.

If, when attacking by disengaging, your blade is in Quarte over the arm, and it is kept to that side by the Adversary, push a little on the blade in order to raise up a little with some force into Quarte-over the arm, in order to make him evade the Counter, and if you find yourself in the same engagement, deceive the Counter-Quarte on the same line and attack him fully; however if the Adversary goes for a Parade, give him a Reprise Attack, and after this latter Attack, recover onto the weapon with a demi-Counter of Quarte; finding yourself at this engaged in Quarte-inside, and you will deceive a second time the Parade of Counter, making a Feint of Quarte over the arm, in order to thrust inside, observing to have the arm well-bent and a well-chosen Attack on the same line as the Body part.

One can the same deceive the Parade of Counter in the remaining time by following up with a Cutover with the point in Quarte-over the arm; instead of disengaging, if the Adversary is using Counter-Quarte and Circle as Parades, deceive the Counter-Quarte and make a feint in Quarte-over the arm close to the guard in order to deceive the Circle or the Counter-Tierce which is the same.

Feint Attacks over the Point

When engaged in Quarte over the arm, make a Feint over the point to the inside, in order to Quarte over the arm on the lunge, and when the Adversary goes to parry, make a Reprise attack; having replaced it over the weapon, make a Feint over the point to the inside in order to attack over the weapon, and pass the attack below the arm to the inside, and from the same attack, in order to evade the parade make a Feint above the point to the inside and attack while feinting to the inside, in order to thrust Quarte over the arm.

When engaged in Quarte within make a Feint, over the point in Quarte over the arm, in order to thrust Quarte-within without lunging, in order to make the adversary parade in Quarte upon which you Riposte, and thrust straight Quarte, what's more once raised, make a Feint over the point in Quarte over the arm, when you move to Quarte in order to disengage in Quarte over the arm, one can one the same attack make a Feint over the point in Quarte over the arm in order to thrust Quarte-within, while passing fully the attack below the arm.

Time-attacks in Measure against a Strong Engagement

When you are engaged in Quarte over the arm and when the Adversary disengages his blade, in order to take you in Quarte-within, however you must disengage in order to thrust a Time-attack in Quarte-over the arm, as by this method you will evade his blade, and the Attack will be certain, even more so than when against strong engagements, where you will not use this method, as you will receive this attack on the low line and you will not be able to evade it.

You can, again, upon the same Attack, disengage, to make a Feint at him in Quarte over the arm, in order to thrust Quarte-within and make it pass well underneath his arm.

When engaged in Quarte-within, when the Adversary disengages to Tierce, in order to thrust Seconde, take his Tempo, disengaging Quarte-within, the attack will be parried and struck at the same time because it will form the Parade of octave, and upon the same engagement, when the Adversary disengages, make a Feint against him in Quarte-within in order to thrust Quarte-over the arm.

Time-hits when the Adversary is Outside Measure

When engaged in Quarte-over the arm, as the adversary approaches and presses a little upon your blade, disengage into Quarte- under the weapon.

When engaged in Quarte-within, when the Adversary approaches upon the same engagement, disengage and thrust Quarte-over the arm. One must observe that, if the Adversary disengages while approaching, that one can thrust him with the same attacks as explained in Time-hits when in measure, as there will be no difference between this circumstance and that circumstance, as he steps into the correct measure; it is for this reason that one must make well-chosen thrusts, as your Adversary raises his foot.

Time-hits against those who approach having parried

When engaged in Quarte-within, thrust a Demi-attack in Quarte-over the arm, at which the Adversary will parry Tierce, and step towards you in order to thrust Seconde, raise your upper body and thrust Quarte- within, the attack will be struck and parried at the same time. One can upon the same attack, make a Feint to Quarte-within in order to thrust Quarte-over the arm.

If he comes again, with the same attack, after you have thrust with a Demi-attack , as explained above, the Adversary, while stepping, binds your blade, and will come upon you with a bent arm; to avoid this inconvenience, one

must, after having thrust with a Demi-attack, raise up to your full height and trump the Parade with a Counter of Tierce, during which the Attack will be struck without meeting the blade.

Left-handers

On the matter of principles, they are the same

One must pay attention to engage against the absence of the hand, which is the engagement of Quarte-over the arm, thus a parade of Contre becomes a dry Parade or Disarm.

If you are engaged in Quarte inside the arm, the Parade of Dem-Circle equally becomes a Disarm, as it accounts for the absence of the hand.

One can however use Simple Parries, when the Lefty holds his wrist low and the point high.

These are, in short, the most certain General Principles in fencing; the most essential point is to possess a desire to practice all this with diligence.

False Attacks

I have made no mention of the Flanconade attack or Low Quarte, nor the Voltes or slips of the left foot which are called, in the ancient method, Night Attacks. All attacks which can be done if you have the space, relative to this method of thrusting.

The most favourable occasion upon which to do the Flanconnade is as a Riposte. As an attack, it is very dangerous to make use of. Supposing that he who attacks raised his sword into an engagement of Quarte-in the arm, the arm held a little tense, and not opposing with a supple wrist, one can then riposte with a Flanconnade; this attack can be parried in three ways; the best and most certain is this, during the binding of the sword, turn the wrist to Tierce and lower it a little, thus the Attack will find itself parried and struck. One can further avoid this Riposte by parrying Octave; but when this attack is made a little too forcefully, one can barely parry with this method, without making a little gap which has the advantage of parrying and striking at the same instant, and with the same movement as the first method. And also, parrying thusly, the wrist will be more disposed to return to Demi-contre, in the case that one is not making a Feint-Flanconnade, to return to high Quarte-within the arm. A third method of parrying the Flanconnade is made when he thrusts with force; thus, by a binding of the sword which you will be obliged to

do, his blade will find itself carried into Quarte; but this Parade has more occasion for use when it is thrust as an attack because, as in the Riposte, when one is nearer to the other, and the parade which must make a turn of the sword does not have time to be effective, and one risks being struck when the Flanconnade is thrust as a Riposte.

Low Quarte is no less dangerous as an attack than as a Riposte, and if its use was encouraged by success, it is not by those that put it into use, not having the occasion to repent at its use. It is thrust in the case, from a high guard; feint a high thrust, and then drop to a low Quarte, widening the body of the line, in order to avoid placing the blade of him against whom you are thrusting in the eyes or in the face; whatever happens often, despite these precautions. Parry this with Octave and the strike will be at the same time.

My intention, when speaking of these two attacks, is rather to teach them for use against them than to put them into use; they are naturally false and are a greater danger for those that use them. There are other true and brilliant Attacks which will put you in less danger, which in reality, which only a person without good taste would choose not to use.

In the old method use was made of the *volte*, as when they thrust with Quarte within the arm with the body fully turned. Disengagements, on the basis that they were made at the same height, and were always thrust from strong to weak, were the means by which the *voltes* could be made; but when they are done in the present day, the body is upright, on the turn, and hitting under the wrist, the volt is only occasionally used as a dirty trick.

As to the use of launching the left foot, called the “Night Attack”, the occasion to use this attack is when thrusting in Tierce. If they are not familiar with Quarte-over the arm, and they thrust with it, the wrist reversed, the nails downwards, then is is a matter of thrusting to the outside; the guard is low with short swords, the provoker seizing the moment where his Adversary thrusts him in Tierce; then launch the left foot, this will lower the body, placing the left hand on the ground, and turning the sword hand into the position of Seconde. The result of this will be that he who is attacking will throw himself on his Adversary’s sword through his head, the point of which will come through about one foot.

Who would believe that these methods of the Use of Arms, or others that are somewhat worse of this type, are taught by different masters and touted as “*Secret Thrusts*”?

I shall not speak of pointers on combat with the spear, the spike, and cape as in Girard, or the lanterns of Angelo, &c. The greater part of those Masters who write about the Science of Arms only boast about these pretend *secret thrusts* and they speak with great praise of them which degrades the judgement of those who hold these opinions.

I wish all the amateurs for whom I write give me the benefit of thinking that I seek less to dazzle than to instruct. My intention is to prove the possibility of creating a Student inside a year in a state where he can not only defend his life but also have the same intent of an Art which is not only easy to practice but can also be thought of highly. If what I say is in the spirit of those people who precede me as a problem which is impossible to resolve, I have charged myself with giving the solution to all those who would wish to trust me.

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