

The Academy of European Swordsmanship

Longsword Savant Study Sheet

Version 3.0

Savant Responsibilities

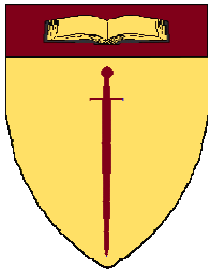
Once Savant ranking is achieved, the responsibilities of the student expand beyond that of the Initiate. Savants are also required to take a oath to the art of swordsmanship (at the end of the study sheet). A Savant is responsible for assisting non-ranked students in their studies **during classes** only (under certified instructor supervision). As a Savant, you retain all of the responsibilities of your Initiate ranking. Further privileges and responsibilities include:

- participate in the challenges of students for the playing for the prize of an Initiate, Savant or Provost rank
- can participate in the governing body of the Academy in an advisory capacity or as part of the executive under invitation
- can participate and contribute to research & development projects, under the direction of a senior scholar, savant or higher ranked member
- provide assistance in training classes when called upon by the senior or junior instructor.
- may study and test for junior instructor certification

The Savant Exam in longsword consists of being able to perform all of the tasks of the Initiate in addition to demonstrating a further level of understanding of the longsword. In order to qualify for testing of Savant you must have your Initiate in Longsword and Unarmed Combat as well as your Junior Schollar certification.

For The **Savant Exam** you will have to demonstrate each of the following:

1. Name at least 3 historical masters who wrote fighting manuals along with their approximate dates and explain their significance
2. Name, describe and demonstrate all basic strikes listed on this study sheet.
3. The methods of movement:
 - a. Step while attacking using each of the four Meisterhauwen.
 - b. Double-step
 - c. Cock-step
 - d. Lunge
 - e. Pass
 - f. Traverse.
4. Twelve defences to Scheitelhau, using different starting positions.
5. Four defences to Zornhau (right and left) using Hengen techniques
6. Two defences to Unterhau
7. At least four Schwertenehmen techniques
8. At least four Zufechten (Ringgen am Schwert) techniques that are throws

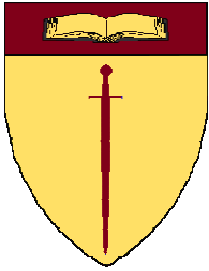


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9. At least four Zufechten (Ringen am Schwert) techniques when disarmed
10. Four half-swording techniques
11. Three types of attack (before, during, after)
12. Demonstrate the 4 secondary guards from the Liechtenauer tradition. Explain and demonstrate attacks and defenses from these guards.
13. Demonstrate 2 guards from the later German tradition, excluding half-sword guards. None of the 8 Liechtenauer guards should be used. Explain and demonstrate attacks and defenses from these guards.
14. Name the seventeen Hauptstücke
 - a. 5 Master Cuts
 - b. Vier Leger (the four primary guards)
 - c. Abschneiden (Slicing off), the "four cuts."
 - d. Absetzen (Setting Aside), parrying with a guard
 - e. Drey Wunder (Hews, Slices, Thrusts).
 - f. Durchlaufen (Running through), basic Ringen am Schwert
 - g. Durchwechseln (Changing through), thrusting to the four openings vs. parries
 - h. Haende Drucken (Pressing the Hands), a specific application of slicing
 - i. Nachrayßen (Travelling After), basic application of Nach (After)
 - j. Überlaufen (Over-running), the principle of reach and upper vs. lower openings
 - k. Versetzen (Displacing), parrying with a cut
 - l. Zucken (Pulling), striking to the four openings vs. hard or parries
 - m. Zwei Hengen/Winden (Hangings/Windings), how to fight am-schwert
15. Name and show all relevant secondary positions for longsword.
16. Demonstrate use of each of the Meisterhauwen both offensively and defensively.
17. Name at least three historical Fechtmeister (or manuals), their scholastic significance (for example why the written work mentioned is important), and approximate dates of their work or life.
18. You will also have to do a prize play. This is a sparring event, where you spar against other members of the group and your instructor to demonstrate control and understanding of the principles of your weapon in application. Your prize-play will have to be performed against at least four different types of weapons: one of the same sword type you are testing for, another (different) sword, and either a pole-arm or weapon such as an axe and a combination of weapons (sword and dagger, sword and shield...)
19. A formed-flourish containing at least 14 distinct moves, including counters, cuts, and thrusts. All eight cuts must be included in this flourish, and at least six distinct counters must be present. This must be a different flourish than what was used for your Initiate testing.
20. An impromptu flourish



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Basic Types of Strikes

Oberhau: descending strikes whether vertical or diagonal

Unterhau: rising strikes, vertical or diagonal, using true or false edge.

Abschneiden / Schnitt <cut off / slice>: short, drawing cuts

Strikes (Hauwen):

Mittelhau <middle cut>: horizontal cut left to right

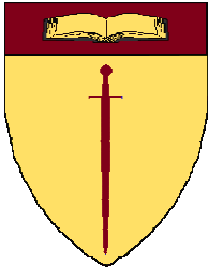
Kurtzeschneiden <short cuts>: these are short drawing cuts. While not effective against armour, they can be very painful and damaging to an unarmoured opponent. These can be used with any of the eight cuts.

Half-arm strikes: any of the cuts using only the half-arm (from the elbow), as opposed to full arm strikes.

¼ arm or wrist strikes: short, quick strikes done in any of the eight directions. These are not powerful, but are often effective for speed and in doing Kurtzeschneiden.

Meisterhauw: Liechtenauer notes five Meisterhauwen ("master cuts"): Zornhau, Krumphau, Zwerchhau, Scheittelhau, and Schielhau. These are intended as counter-strikes to simultaneously deflect the oncoming blow while hitting.

1. Zornhau ("rage cut" or "strike of wrath"): any diagonally high or low cut by the long edge, often from behind the right shoulder (your strong to your weak side).
2. Krumphauw ("twisted" or "crooked" cut): made downwards with the long edge, and effected with crossed or twisted wrists; Krumphauw may also be delivered with a slicing or pulling action by the back edge of the blade while close-in and blades are crossed.
3. Zwerchhau ("waist cut"; a horizontal side cut so named because of the muscles that primarily power this cut); horizontal cut right to left (dominant side to weak side).
4. Schielhauw ("squinting cut"): made downwards with the false edge at the enemy's shoulder or neck; Schielhau may be delivered by bringing the blade back around behind the head to strike with the false edge and passing with the leg
5. Scheittelhau (the "crown/scalp cut" or "parting strike"): the vertical cut that is high to the top of the head; made vertically downwards with the long/true edge and literally aimed at the crown of the head.



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Hut <guards>:

These are the guard positions that can be used with swords. Although most can be used with any sword, not all of them are appropriate to every sword. Some of the guards have a right, left and centre; some have a right and left, and others are only useful on one side or in the centre.

High Guards:

Vom Dach <from the Day>, also called *Tag* or *Vom Tag*

Ochs <Ox>

Hawke

Woman's – show both Italian and German versions of this guard

Fensterbrucher <window breaker> (Italian: Fenestra)

Zornhut

Middle Guards

Pflug <plow>

Long (Italian: Posta longa)

Queen's

Langort (this doesn't translate well to English. It kind of means "long to the face")

Schlüssel <key>

Low Guards

Alber <elf's>

Eisenfort <Iron Fort> (also called Eisenport <iron gate>)

Tail

Boar's Tooth

Wechseln <changing>

Nebenhut (this doesn't translate well to English. It kind of means "near" or "next to")

Half-swording

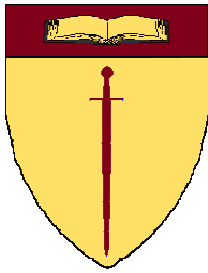
Serpentia (long serpent)

Short serpent's

High archer's

Low archer's

Shovel (Talhoffer's)



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Savant Oath

1. You shall uphold, maintain and keep to your power all such articles as shall be declared unto you by your Meister or Provost.
2. You shall be true Savant from this day unto the last day of your life, to love the true and hate falsehood, never to rebel and go against any Provost or Meister of this science, always to be ruled by your Meister and the founding masters of this science.
3. You shall not teach any suspect person (any person believed to have a criminal record or criminal tendencies), common brawlers or drunkards, but to avoid your hands upon them, and to keep no company with them, so nigh as you can.
4. You shall not teach any person whatsoever, that he or she be without you do swear him or her unto your Meister or Provost and other Meisters thy Meister or Provost shall assign you.
5. You shall not compare any other Meister or Provost to disparage his doings, and especially you shall not compare your Meister or Provost, under whom you now proceed and of whom you have had your Cunning, neither with Challenge nor with opprobrious words as touching our science in any way.
6. At any prize or game which you shall be at to stick or stand by, you shall say the truth of which you shall see when asked or called to speak, and naught else if there be any Meister or Provost being your elder. And when you are so asked, you shall give true judgement in so far as you have seen and are able, setting all affection aside and rightly judging so as you would have thyself be judged, without fraud or guile, helping them to that which they have won so nigh as you can or may be your good will.
7. You shall always be merciful and whereas it may happen you have the upper hand of your enemy, that is to say he be under your feet or without any weapon or other advantage, you shall not kill him, so long as he be no traitor to your country and oaths, saving yourself without danger or death or bodily hurt according to your first oath, which you received entering this science.
8. You shall not take any usher without the license of your Meister or Provost. But for need you have a deputy, which is to say that in your Master's or Provost's absence you may take as will be students saying unto them that they shall be content to take what instruction you can give them, and shall later swear unto thy Meister or Provost. And so take him or her and give him or her the first lesson.
9. You shall not teach or entice to train any other Meister's student, without the goodwill of the first Meister, except that the said student has well and truly contented his duty to his first Meister. Furthermore, you shall keep our rules and constitutions in all prizes and shall hereafter as you proceed in this science.
10. You shall swear to keep this Savant's oath in all points now given and declared unto you by me, your Meister or Provost, in the presence of our brethren of this science, by all you hold true and dear.