

basics, try some **freeplay!**

When you've worked through the

Counter the break.

Then: Break the flow

4. Mandritto/dismarm, etc.

3. Sottano/dismarm

2. Roverso/dismarm

1. Mandritto/dismarm

The Dagger Dismarm Flowdrill

This little zine of fencing
happiness is brought to you by:



Print it out, fold it up, and share it
with your friends!

Find links to all the
drills, and folding
instructions, at:
swordschool.com/
daggerzine1

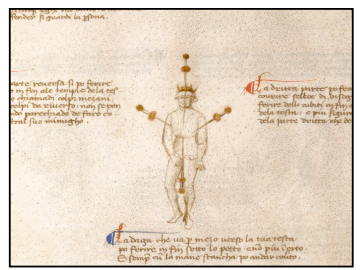


The Swordschool

Fiore Dagger

Basic Syllabus

Pocket Guide



The Five Things v all Four lines of attack

- Can you disarm against a mandritto, roverso, fendente, and sottano?

- Can you do a takedown, a lock, and/or a break against all four lines?

- Fiore says "these five things do not depart from one another."

What does that imply?

The Four Strikes

1. Mandritto
2. Roverso
3. Fendente
4. Sottano

The Five Things

1. Disarm
2. Strike
3. Lock
4. Break
5. Takedown

Apply the best remedy based on

the opponent's response.

From the Fourth Master:

1. If opponent freezes, disarm

2. If they pull back, break with

crank

3. If they push in, break with

hyperextension.

Push/Pull/Freeze

Master

The First Eight Plays of the First

1. Disarm
2. Counter: go around
3. Lock (ligadura mezana)
4. Counter: Counter-lock (ligadura sottana)
5. Break
6. Elbow Push
7. Takedown
8. Alternative remedy (go to outside).

The Nine Masters

1. Left hand v. mandritto
2. Both arms crossed (armour)
3. Right hand v. roverso
4. Both hands v. fendente
5. Defence v. collar grab
6. Dagger v. dagger fendente
7. Dagger crossed (armour)
8. Dagger v. sottano
9. Both hands v. sottano