

The SSG Scholar Plays

1) Incrosare @ the punta

- Hard vs. soft (*sentimento di ferro*)
- Thrust (punta) or volta stabile to forearms (no step required)

2) Incrosare @ mezza spada

- Hard vs. soft (*sentimento di ferro*)
- 2 part play
 - Soft - colpi to hands / arms, step offline, punta in breve
 - Hard - Mezza volta

3) Blade grab @ mezza spada

- After successful grab, pull opponent into the attack
- Attack with colpi or punta then kick the leg / knee
- Alternatives: pommel strike, etc., & engage *gioco stretto*

4) Colpi di villani (*the “angry” attacker*)

- Advance lead foot offline @ contact
- Meet softly at mezza spada to deflect blade
- Fendente with punta or mezza volta (to head)

5) Slipping the leg from the Incrosare

- Strike with fendente to the head
- Punta if fendente misses

6) Frontale (capture)

- Kick knee, etc. & engage in *zhogo stretto*

7) The exchange of thrusts

- Step offline, punta to chest / keep hilt low (*posta breva*)
- *Stesso tempi*
 - COUNTER – if opponents punta misses, step forward and grab sword / hilt; strike or enter *zhogo stretto*

8) Breaking of the thrust

- Fendente to opponents thrust while advancing offline (striking their sword to the ground)
- Step on sword (to break) & strike neck with false edge, fendente to the arms or close to *zhogo stretto*

The SSG Elephant Plays

Controlling with Distance

1) Slipping the leg

- Colpo (fendente) from *posta di donna* as you pull the lead leg back
- Note: the head is usually the best target

Controlling with Power

2) Rebattendo vs punta

- From *tutta porta di ferro*
- Strike blade to the ground

3) Rebattendo vs. colpo

- From *tutta porta di ferro* or *posta di donna*
- Attack opponents blade to overpower

4) Redoppiando (rebattendo from behind) vs. colpo

- From *dente di zenghiaro*, & *mezana porta di ferro*
- Fendente to the head after redoppiando

5) Finding the Point

- *Incrosa*
- *Passo a la traversa* (step offline) maintaining blade contact
- Punta to chest using *posta breve*, *posta fenestra*, or *posta di bicorni*

6) Defend with capture

- Long and short versions
- Long = *prese* vs the sword
- Short = capture in *posta frontale*
- Follow-on with options: elbow push, pommel strike, kick, disarm (*tor di spada*)

Additional Play

7) Sotani to the arms

- Strike from *mezana porta di ferro* to the arms / hands

Concepts / Terminology:

- From Incroscare - Volta stabile, Mezza Volta, Tutta Volta
- Using the sword as shield
- Practice slow drills / compound plays to zhogo stretto