



## Blew Regiment sword manual

*In this I will attempt to outline the route to becoming a living legend with a sword just like me.*

*No one may carry a sword on the field unless they have their sword test. This applies even if you do not draw it.  
No exceptions*

*It should be stressed that the sword is a secondary weapon and is to be used as such. It was not in the main a primary weapon during the civil war and in our own battles remains as use as an accompanying weapon. The reason for this is simple. There are enough idiots out there to begin with and bands of roving swordsmen only make matters worse.*

*Any sword that is to go on the field must be of a good standard and off good repair. This means no burs or rust on the blade. These are simple to remove with a file and wire wool and so there will be no excuses or exceptions and we will be checking.*

*If you are a musketeer you must have a musket test before you can have a sword test. Sorry not my ruling but the Knot. You must also take your test with your musket. Pike I should point out don't need a pike for the test but you will be expected by me to be able to use one.*

### Stages to be covered

#### Before You start

<u>Stage</u>	<u>Proficiency</u>	<u>Explanation</u>
1	Get a Sword	Beg, Borrow, Steal or buy your choice
2	Get gloves	You will need them trust me!
3	Find trainer	Myself or Neil at the moment but who knows by the end of the year. N.b if we are drunk, hung over or entertaining it is a bad time.

#### Training for test

<u>Stage</u>	<u>Proficiency</u>	<u>Explanation</u>
1	Safety talk	Learn what you can and can't do with a sword and how to look after it
2	Basic 5 Clock face defence	Learn the basic 5 defences in the sequence of a clock face

3	<i>Basic 5 clock attack</i>	<i>Learn the basic 5 attacks in the sequence of a clock face</i>
3	<i>Basic 5 random defence. (commands)</i>	<i>The basic 5 defences in a random order with the positions of attack called by the instructor</i>
4	<i>Basic 5 random defence slow speed</i>	<i>The basic 5 defences at random at 1/4 speed</i>
5	<i>Basic 5 random attack slow speed</i>	<i>The basic 5 attacks at random at 1/4 speed</i>
6	<i>Basic 5 random defence moderate speed</i>	<i>The basic 5 defences at random at 1/2 speed</i>
7	<i>Basic 5 random attack moderate speed</i>	<i>The basic 5 attacks at random at 1/2 speed</i>
8	<i>Basic 5 random defence fast speed</i>	<i>The basic 5 defences at random at 3/4 speed</i>
9	<i>Basic 5 random attack fast speed</i>	<i>The basic 5 attacks at random at 3/4 speed</i>
10	<i>Basic 5 random defence battle speed</i>	<i>The basic 5 defences at random at battle speed</i>
11	<i>Basic 5 random attack battle speed</i>	<i>The basic 5 attacks at random at battle speed</i>
12	<i>Combat with primary weapon</i>	<i>The ability to fight with sword and your primary weapon</i>
14	<i>Combat against other weapons</i>	<i>Familiarisation in how to deal with the bizarre range of weapons you are likely to meet</i>
15	<i>Block combat</i>	<i>How to fight in a block without cutting your mates assets off</i>
16	<i>Practice</i>	<i>Practice, Practice, Practice. Against me, Neil and everyone else</i>

### *Sword Test*

*Fail this now and I will want to know why!*

*Those of you who want to know why you have to learn defence first should give up before you get this far. It is simply that you should always be better in defence as that way you only need to get lucky once.*

### *Advanced levels*

*By now you should be competent enough not to cut your ear off. Just! This next bit is where it gets more interesting. Also more painful!*

*Due to the nature of advanced training I have decided not to do a grid as above but instead to highlight the various disciplines that can be mastered.*

#### *Basic Advanced*

*If you want to go further with a sword then this is compulsory. In this we will teach how to use a sword in a fight rather than on the battlefield. This includes various stances, the fighting ranges and where you would really be aiming.*

#### *Dirty tricks 1on1*

*My own personal speciality! Really how to fight rather than fence. This includes fists, boots, heads and elbows.  
(Not for the gentleman/woman)*

### Dirty tricks continued

*Disarms, drawing cuts and anything else that are not exactly gentlemanly.*

### Thrust work

*Using the point and doing things we keep telling you not to do in earlier stages.*

### Secondary weapons

*Using two swords or sword and dagger/main gauche, also targe, targets, cloaks, hats, tankards etc.*

### Pole arms

*Sword and half pike, halberd etc*

### Notes

- 1. Ideally swords should not be drawn on the battlefield without a direct order from the sergeant. It should not be assumed that "club musket" means draw swords. Swords need 5-foot clearance to be used well unless you are V&R&I good and at close order are dangerous to your own side.*
- 2. If you want to teach then learn all of the above as you will need it. Also follow Neil or myself as we teach a person. This will be a period similar to that needed to join the sword inspectorate. This is not so that we can keep control but simply that we have never had a failure and that we want this to continue.*
- 3. Practice is the key! If nothing else try setting up a cross in your back garden and work with that.*
- 4. Swordsmanship is not reliant on strength but on control. Remember always pick a bigger opponent as that way there is more to hit!*
- 5. We can't teach you everything something's you need to learn for yourself.*
- 6. If you mangle someone on the field let us know as if there is a complaint the sword inspectorate will ask us about it and we need your story.*
- 7. Musket officers should learn simply so they know what is going on and can be a witness if you need it.*
- 8. Muskets are expensive and people don't like it if you hack at them and turn them into kindling.*
- 9. We will not chase you so if you are not there then you don't get taught and will have to be very nice to get us to do it again. (Try bribery it usually works)*
- 10. The man that will beat you will be the one you wouldn't trust to butter toast.*
- 11. There is only one guaranteed defence. RUN AWAY!*
- 12. If they can't hit you they can't kill you.*
- 13. Smile it puts people off.*
- 14. It is not how many times that you hit him that counts it is how many times that he fails to hit you.*
- 15. The aim of a fight is not to win but to be able to walk away*
- 16. If it's stupid but works it's not stupid.*
- 17. If you fight to look good you will lose.*
- 18. Everyone has to sleep sometime.*
- 19. There is no such thing as fighting fair.*

20. *There is always someone better! This obviously excludes me, as I am obviously the best! You don't agree? Then train up and show me!*