

A great and secret Master-Piece of the
Noble Art of Fencing
Johann Andreas Schmidt on *Caminiren* with the *Resolution*

A translation of the Fifth Part of Johann Andreas Schmidt's "Leib-beschirmende und Feinden Trotz-bietende Fecht-Kunst" (1713) by Reinier van Noort.

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Introduction

In the second part of his 1606 treatise¹, Salvator Fabris introduces *L'Andare di Risolutione*, commonly translated as Proceeding with Resolution. This is a special set of exercises, in which the principles introduced in the first part of his treatise are applied to approach and hit the enemy with a continuous walk, without standing still. This section reappears in Hynitsch's German/Italian 1713 edition of Fabris² (this version was also published in 1677), in which it is translated as "*Caminiren mit der Resolution*". The Term *Caminiren* was used before by Heussler³ and L'Ange in 1664⁴. The latter described *Caminiren* as follows in Chapter 31 of his treatise:

How one can "caminiren" and injure the enemy while going.

This "caminiren" I have learned in Italy earlier, and often practised. And I hold that it was invented by a Spaniard, as to one it appears solemn and vainglorious. In it, then, one does not stand still much, but most of the time in the action walks forwards or to the side, and also backwards, with a straight body, so long and so much until one finds an opening to injure his opponent. In this walking, though, one must always engage the weak of the enemy, as equivalent Figure No. LIX. presents, and when one thinks to reach his enemy, one must continue the thrust, be it in tertia, quarta or secunda. This Lecture can serve old Cavalliers or officers, who have been shot or stabbed somewhat lame, or having been damaged otherwise, can no longer bend their knee, or make a long thrust, and are forced to go stiffly, as I have often seen. Similarly they who have podagra⁵, who can no longer step in with their feet or make a beat, but nevertheless want to defend their honour, and dearly want to give satisfaction with the sword, are forced to approach in this manner. This "Caminiren" also does one well, when one finds himself with his back to an inconvenient place, and one then goes to the left side and finds a comfortable place to better fight the enemy, and with this, enough of the "Caminiren".

Johannes Georgius Bruchius⁶, writing in Leiden in 1671, defined *Caminiren* as "*Defeating your adversary without standing still*". He further stated that he would write a second book that would deal with *Caminiren*, but unfortunately no such book is known to exist today. In 1713 Johann Andreas Schmidt, who was said to have been a student of Bruchius⁷ published the first edition of his extensive treatise "*Leib-beschirmende und Feinden Trotz-bietende Fecht-Kunst*". In addition to thrust-fencing, his treatise also has a small section on cut-fencing, a section on wrestling, and a section on *Caminiren*. His definition of this *Caminiren*, as he gives it in the first section of his treatise is:

The Caminiren with and without Resolution.

This is a very great and secret Master-Piece of the noble Art of Fencing, and I have already already diversely written of it in my Discours-book. Therefore, you can only look it up in the Fifth Part⁸, where you will find it in a series of questions and answers. [...] You can leaf back to see the Fifth Part⁸, in which I describe some more of the Caminiren.

The following document is a direct English translation of the fifth section of the 1713 edition of Schmidt's treatise⁹, which describes the *Caminiren* in 6 Rules. These 6 Rules correspond closely with the 6 Rules given by Fabris in 1606 (as translated by Tom Leoni, 2005¹⁰). Likewise, Schmidt's descriptions are very similar to the translations given by Hynitsch. In fact, a comparison of Schmidt's text with Hynitsch's German translation of Fabris suggests that Schmidt has more or less copied sections from Hynitsch, even if he has changed the flow of the text. There are larger differences between the two descriptions though, and one notable exception is found in the fourth Rule, where Fabris and Hynitsch tell you to step out with the foot with which you step into measure, whereas Schmidt tells you to step out with the foot that follows upon that.

Acknowledgement

I would like to thank Jan Schäfer for for making valuable suggestions that led to improvement of this translation.

Fifth Part.

The I. Chapter.

Of *Caminiren* with *Resolution* in thrust-fencing – what is named so, its advantages, and what must commonly be taken heed of in it.

1. What is *Caminiren* with *Resolution* and how is it useful?

The *Caminiren*, or proceeding with *Resolution*, in thrust-fencing, is a special way of working, with which you can proceed and hit the enemy, as soon as you lay your hand on your sword, without placing yourself in a guard, in whatever guard he may stand, whether he gives a *Tempo* or not, whether he parries or thrusts, whether he moves forward or backward. In short, he can do whatever he likes, but he will be hit infallibly. This way of fencing then, when executed with all necessary plays, for which much art, aptness and practice are required, makes the *Caminiren* incomparably certain, as awaiting and standing still in guard cannot do.

2. What disadvantages are there in a firm guard, and opposed what advantages in *Caminiren* concerning the movement of the feet?

You should know, that a man who has set himself in a fixed guard, because he is burdened, will be much slower when he wants to move than another who is already moving and proceeding. This is because, he who has set himself firmly in guard, cannot move a foot and bring it forth without making two *Tempi*, namely in lifting and placing. In contrast, the other, as his feet are already moving, always has one foot in the air, and without doubt his foot will always be placed before the other has lifted his. And through this, he has gained an advantage over the other.

3. What is the difference between a fixed guard and *Caminiren*, concerning the attack?

You should know, that a man who has set himself in a fixed guard, because of he is burdened, will be much slower when he wants to move. Therefore, he who lies in a fixed guard gives his enemy more opportunity to recognize how to assault and engage him in his guard, than the man who comes upon him without delay and without placing himself in guard.

4. What *Tempi* are faster, those of him who lies in guard or those of him who *Caminires*?

There is no doubt, that the *Tempi*, when they occur, can be taken much quicker and more nimbly, by those who are in movement, then by those who are standing in guard. Since indeed someone who moves to take a *Tempo* from a guard often comes too late, and is often hit over that.

5. Who can be brought to disorder more with Feints, he who stands still in guard, or he who is *Caminiring*?

The entrenchment of him, who is firmly placed in guard, is all the worse because he can be brought to disorder with many kinds of feints, as well as through false openings or *Chiamatas*, and through the various changes of guard. However, against someone who is moving one can no more do the first than other, though the latter only with movement of the Measure, and but rarely complete the third action or *Tempo*, without being hit by his thrust.

6. Of what should you take heed in your *Caminiren* regarding the *Union* or *Defension* and otherwise?

When you are doing the *Caminiren* you must understand the enemy's strong and weak, the openings, and where he is covered well, and therefore always aim your point at the weaker and more exposed parts or places. However, with that you must necessarily employ a threefold *Union*, namely of the feet, the body and the blade. As, when only one of these united three fails, this manner of fencing becomes incomplete. And you must take really precise care of the said *Union*, without a single *Slanciren*¹¹ or fling, of either body or blade.

7. Of what must you take heed in the *Union*, regarding the feet?

Concerning the *Union* and the feet, at the start you must bring them to a certain speed, just as you tend to go otherwise, but with a somewhat faster motion, and with smaller steps. You should not extend or widen these steps, except when the point reaches the enemy's body. And you will not make such extension of your steps strongly or violently. As you must reach with your body to the enemy's body, you will be will unsettled and hindered so much by such violence, that you cannot lift your back foot with the swiftness that is required, but through such slowness you will yet fall into complete *Disunion*.

8. Of what must you take heed in the *Caminiren*, regarding the movement of the body?

When you are doing the *Caminiren*, in the *Tempo* in which you want to enter into the enemy's Measure, you must bring your body well forward, and make yourself small. With this, the blade can take all opportunities with small motions, both in offense and defense. Also, you will not bend your body either inward or outward before you are in the Measure. But as soon as you gain the Measure, you must direct yourself by the opponents actions, and therefore quickly come with your body to the one side, and quickly to the other side, or also, depending on the situation, go straight in front of you, when you do not have any danger to expect from the enemy's point.

9. Of what must you take heed in the *Caminiren*, regarding the movement of the blade?

Concerning the blade, when you are doing the *Caminiren*, this must be directed in this way and manner by you, that the other's blade's actions are always so close to yours that when the enemy's blade moves, it has the appearance as if he was engaged by you, and that the one cannot move without being pursued by the other. In short, the blades must always be close together. As soon as one goes far away from the other then, and removes itself, it is a sign, that the *Tempo* is lost, and that you, while you wanted to proceed further, have fallen into danger to be hit in your proceeding. In this case it is thus better to retreat again with swiftness, and to find a new advantage.

10. What can be maintained about the standing still¹² in the *Caminiren*?

The *Caminiren* with the *Resolution* goes quite well, when you take proper heed of everything, as charged by the Art of Fencing, and you keep continuing and advancing without stopping. Because of that, when you first stand still, and then after that want to go forward again, you subject yourself to a great danger. In this case, it is much better to first return again, and then restart your action, with better skillfulness, as you lost your entire advantage by accident.

11. In how many manners and ways can the *Caminiren* be performed?

The *Caminiren* with the *Resolution* can be performed in different ways and manners, after some VI. Main pieces. And you can, depending on the opportunity, and after your counter-part has formed a guard, and given openings, then following one, then following the other Rule take an advantage and resolution¹³, and put this in, as, depending on the circumstances there, you are not bound to only comply with one Rule in all strictness. But for this great practice is required, and nothing depends on whether ordinarily the right foot stands in front, or extraordinarily, the left foot, when you want to thrust. Other *Special-Discourses* and positions of the Figures that can well be observed in *Caminiren*, can in this, my Fencing-book, be looked up.

The II. Chapter.

Of the I. Rule of the *Caminiren* with the *Resolution*, and what must commonly be taken heed of in it.

1. What is the first Rule of the *Caminiren*, and what does it consist of?

When you *Caminire* after the first Rule, you must (1.) approach with outstretched arm, and with the blade in a straight line in *Quarta* on the inside, or in *Tertia* on the outside. (2.) When you reach the enemy's point, you must direct your blade in such a way that it is always located a little over the other, which is not at all burdensome to do, when the enemy is standing in *Tertia* or *Quarta*, as both guards aim the point at the other's body. However, when the enemy stands in *Prima* or *Secunda*, and thus you cannot come over the enemy blade well, you will nonetheless gain the enemy's blade on one of the two

sides, depending on whether the point of the enemy is turned more in- or outwards. (3.) You will position your blade close to that of the enemy, without touching it, and you will never leave it. (4.) When you thus direct your arm and blade stiffly, in the *Caminiren*, you will proceed to his body with the edge of your blade at the enemy's blade, which the Italians call *Scorrere il fitto*¹⁴, so that your cross, when it reaches the enemy's point, is located where your own point started to overcome that of the enemy. (5.) This fast running of the hilt on the enemy's blade must be done without any pulling back of the arm, while the hand always goes before you, and again without any flinging of the blade to the body, come and occur what may.

2. What is the greatest difficulty of this first Rule?

This is that you must always be very close to the enemy's blade, and still you must always have made a *Cavade* before your blade is found by that of the enemy. You may not direct and hold your blade in a fist with extreme force, thinking that in this way you can offer the enemy greater resistance. Then you will thus be found, before you can make a *Cavade*. But in this case you must rely on the swiftness of the blade, and on the Rule of the position¹⁵ or guard, in which your body, blade and feet are positioned, and not on the strength of your arm or of your foremost joint.

3. What to do if, with the first Rule, the enemy wants to break the Measure, and at the same time wants to force out your blade, while you are doing the *Caminiren*?

If the enemy, when you are practicing the first Rule, wants to retreat and break the Measure, then your point, in the *Caminiren*, indeed will not reach his body. However, you can quite easily take the *Tempo* of the avoidance from him, that the enemy makes when he breaks the Measure, because at the same time he wants to force out your blade, and indeed through a *Cavade* with the foremost joint of the hand. Though you must not for one moment arrest yourself in the *Caminiren*, nor move the arm in the least, but you must only make a small circle with the point, and continue on your way as always, and move on. In this way you will exclude the enemy's blade without leading your own astray, and to hit you can just move straight forward. Then, if the enemy immediately comes at the blade again, and wants to force it out, then you have already progressed so far in, that you do not have to make a *Cavade* anymore, as you, if it is on the inside, when you only turn your hand in the *Secunda*, and lower your body well, can hit easily, and you can effect this sooner than he can exclude your blade. If it is on the outside, you will also hit if you only turn your hand in the *Secunda*, lower your body, but at the same time make a *Cavade* with the point, and this without lowering the hand, and place it below in his right side, so that he himself is hit below, in just the same *Tempo* in which he intends to turn you out. This also serves, when the enemy first lets the weak be gained from him with the strong, and afterwards wants to drive this out, to protect himself.

4. What to do when the enemy meets you in the *Caminiren*, and wants to shut out your blade?

If the enemy, in the *Tempo* that your point, in the *Caminiren*, starts to penetrate, meets your blade, and wants to drive it out of the way, then it is very good if you to make a *Cavade*, as in the point there is no strength.

5. What to do, when the enemy would make a *Cavade* or would remove himself with his body?

When the enemy would make a *Cavade*, and would go with his blade to your point on the other side, without further caring about his body, or when he would remove himself with his body, as he could complete this motion before you in your *Caminiren* can reach in so deeply, in this case you must make a *Contra-Cavade* before he touches your blade.

6. What to do when the enemy changes his guard or only breaks the Measure, while you come upon him in your *Caminiren*?

When the enemy changes his guard or breaks the Measure, while you come upon him doing the *Caminiren*, so that you cannot injure him in the same *Tempo*, then you cannot let yourself be halted because of this, though you would likewise stay out of danger. And after this, you must come upon him again, with new Rules, that are more fitting to the matter and the nature of the enemy's new guard. But it will be much more acceptable, that your point, as soon as it has started to penetrate, follows that of the enemy, wherever it goes. However, this must occur only through movement of the foremost

joint of the hand, and the arm must always be held stiff and immobile, underway the blade must always proceed at the enemy's edge, and so go up to his body, as hereby the opportunity to do anything else is taken from the enemy. And in case he wants to make another change of guard, he will be hit, since you in your *Caminiren* are so near to his neck that he cannot break the Measure. The movement of the front joint has already been presented in the First Part.

The III. Chapter. Of the other Rule of the *Caminiren* with the *Resolution*, and what must commonly be taken heed of in it.

1. What is the other Rule of the *Caminiren*, and of what does it consist?

In your *Caminiren* you must, after this other Rule, (1.) necessarily make a high *Tertia*, (2.) present your body with your whole breast in straight profile, and turn the toes of both feet to the enemy, (3.) bend your body forward, (4.) hold your hand, that directs the blade, close to your face, (5.) aim the point of your blade forwards up in the air, but not too much, but somewhat sloped, and this all to keep your blade free, so that the enemy cannot find it, as he does not enter into the near Measure without being in great danger of being hit. If you then want to assault the enemy, you must (6.) only make natural narrow steps, (7.) always go to the outside, in whatever guard the enemy may lie (8.) always keep the blade and the hand unmoving (9.) lower the body more and more, the nearer you come to the enemy, whereby your blade with its point also comes a bit deeper, so deep that when you reach the enemy's point with your cross, your point is in presence (10.) not stretch out your arm in the least, but continue with your body up to the enemy's body, when you want to injure him.

2. Is it good to place yourself in a good firm guard with this 2nd Rule?

It is absolutely no good to place yourself in a firm guard after this Rule, as your blade can easily be brought to disorder by the enemy.

3. What to do, when the enemy has turned the profile of his body or his blade, so that you in your *Caminiren* cannot approach on the outside?

If the enemy has turned and changed the profile of his body or his point, to prevent that you can approach him on the outside in your *Caminiren*, you must from that moment take that same *Tempo*, and lodge in your blade on the inside, without any *Slancirung* of the arm. And as you go forward equally now with one side as well as the other, you must move and bend your body ever as much as possible, whereby your own point comes into presence, and yet neither your hand nor your arm will be turned, but they will always keep themselves at the enemy's point, be it on the inside or the outside, until your body has passed this completely. In case you are bound, on one or the other side, you thus only have to go in resolutely and straight, up to the enemy's body.

4. What to do when the enemy holds his blade low and inwards?

When the enemy's blade is held positioned low and inwards, you in your *Caminiren* must after you have come closer and closer to the intended target with your body, you must pull back your right side, and thus make a turn of your body, so that, if the enemy makes a *Cavade*, in the *Tempo* in which you lower yourself he will not find any opening on the outside, and you yourself can go straight ahead and injure him, without making any movement of defense.

5. What to do when the enemy stands in guard with his point quite deep, aimed at the ground.

When the enemy's point is positioned deep, and aimed at the ground, you in your *Caminiren* must therefore not refrain to lower your body so far that your own blade shuts out that of the enemy, either on one side or the other, though without any movement of your arm.

6. What to do, if the enemy lifts his blade while parrying?

If you in your *Caminiren*, following this Rule, approach on the outer side, and the enemy lifts his blade while parrying, this is a handsome *Tempo* to fall under the blade, while turning your hand at the

same time and letting this proceed at the same height that it is in. The description of this, along with the Figure, are presented in the First Part.

7. How do you, in your *Caminiren* following this Rule, parry the enemy's feints?

If in this guard you want to go and parry after feints, your arm must not at all move, but rather you must so much quicker unite your body and blade in the same place where the *Tertia* is made. In this way the strong protects you by itself, without other movements of the blade, and if the enemy wants to make a *Passade*, he will be hit, as much sooner than he can make a *Passade*, he can be found by the point, down to the ground. On the contrary, if the arm makes a dive¹⁶, or is otherwise stretched, you alone in your *Caminiren* will certainly directly be hit, without the other.

8. When and how is it required, that you in your *Caminiren* following this Rule, you make a *Cavade*?

In this guard you may never make a *Cavade*, except when the enemy lifts his point, and wants to find your blade. However, the *Cavade* must be made only by *Scorzirung* or contraction of the body, without any movement of either arm or blade, while pulling back your right side. In this way it cannot be found by the enemy, as the hand with the blade also shortens itself and is kept back. But in this *Tempo* on your way you must place your left foot across in front of you, so that the blade by itself, without being moved, comes on the outside, while at the same time, your body, when it makes the *Scorzo*, frees itself from the enemy's wounding. On the contrary if you only changed the profile of your body without taking your body out of presence, you would be open on the inside.

9. What part of you is the most exposed when you perform a *Caminiren* following this Rule?

This guard, when it is formed well, leaves nothing open, except the inward part and especially the face. This, however, can easily be protected with the hilt, as this is directed so close to the face. Likewise, as the lower openings are kept so far back in this guard, they are not in danger except from the feints that can be made by the enemy. Then, after the enemy has made a feint on the inside, and as the blade wants to parry at it from this guard, then in the same *Tempo* of the parry he could lower himself with a thrust, and make a *Passade* below.

10. Can cuts also damage you in this guard?

Cuts can cause little damage to the figure of this guard, since they can only find openings on the half of the head. And this part is easily protected by the strong of the blade as this is closest to that. Likewise, the cuts can also not reach the said lower openings, and even less the blade, to disorder, beat¹⁷, and strike this away. These cause thus ensures that this other Rule for assaulting your enemy without placing yourself in a guard is good, and so much better as in this guard the blade cannot be gained¹⁸ by the enemy.

The IV. Chapter.

Of the third Rule of the *Caminiren* with the *Resolution*, and what must commonly be observed in it.

1. What is the third Rule in *Caminiren*, and of what does it consist?

The third Rule of the *Caminiren* consists of gaining¹⁸ the blade and passing, while you in your *Caminiren* with your hand in *Tertia* (1.) must go to the outside with the strong of your blade to the weak of the enemy, and indeed (2.) in the *Tempo*, in which you step into the Measure, it can be either with the right or the left, with that you thus, without standing still, shut out the enemy's blade, and (3.) with your blade, your feet and your body well united, at the enemy's blade, though without touching that, you continue walking without any *Slancirung*, up to his body. If the enemy then immediately breaks the Measure below, then you have a sufficient *Tempo* to not only parry but also to injure. PS. For the wise, enough is said.¹⁹

2. On what is the Foundation of this third Rule based?

The foundation of this Rule is that you are ensured that the enemy cannot injure you before you have stepped into the Measure. Therefore it is unnecessary that you endeavour for the sake of your protection, or that you let yourself be positioned in a certain guard with your blade, until one foot has entered the Measure, with which you must however observe the movement of the gaining¹⁸.

3. What is the use of the *Union*, and what to do when you in your *Caminiren* approach on the inside, and the enemy wants to parry him there?

If you go well united in your *Caminiren*, you can make a change at the right time. This you must do simply do on the inside when you want to approach there and the enemy parries you. Then you must quickly turn from the *Tertia* into the *Secunda*, leaving your hand in its former place, but lowering your body well, and pass forward. In this way, you will hit the enemy in the right side, in the moment that he wants to parry you.

4. What to do when you in your *Caminiren* would make a *Slancirung* with your body or blade, and would make your step with violence?

It would be highly damaging, when you in your *Caminiren* by this Rule, would somewhat make a *Slancirung* with your body or your blade, or when you would make your step in with violence. Because, in this way will not be able to perform the other actions. Therefore, you will be in danger of being hit before the other.

5. What to do, if the enemy parries without retreating, as soon as you in your *Caminiren* want to acquire²⁰ his blade?

In your *Caminiren*, you must also use this third Rule of passing forward with the *Resolution*, when the enemy, as soon as you want to acquire²² his blade, parries without retreating or breaking the Measure, because you will have hit him and have passed, before your enemy forces your blade out. If the enemy, while he made his parry, also broke the Measure at the same time, then it would be better to make a *Cavade* before the enemy touches your blade, which costs great effort and control.

6. In your *Caminiren*, of what should you take heed when you make a *Cavade*, and what is the use of the carrying¹¹ of the blade?

If in the initial approach, you make any movement at the blade, then you cannot make a *Cavade* in the right time. Therefore, in the *Caminiren*, you must also act such that in making a *Cavade*, one movement is not opposed to the others, because otherwise, when the hand somewhat makes a dive²¹, it will not be able to come back up in *Tempo*, in case the enemy had gone against you. However, if the point is carried¹¹ and directed with such swiftness, that depending on circumstances, it can immediately let go of one action and with subtlety make another, this would be a handsome deception.

7. What to do when the enemy thinks to encounter or withstand you in your *Caminiren* with his blade?

When you in your *Caminiren* bring your foot into the Measure, you also gain your enemy's blade, and if the enemy then thinks to encounter and to withstand you with his blade, then the enemy will immediately see your blade make a *Cavade*, and at the same your foot going forward. In this way, the enemy can no longer bring his blade in presence, and also do no more, than thrust below with a half *Cavade*. You in your *Caminiren*, then, may turn your point there where you saw the enemy's blade come from, while bending your body, and continue on your way. So you will infallibly keep the enemy's blade locked out and at the same time wound.

8. What to do in your *Caminiren*, when the enemy makes a *Cavade* while breaking the Measure, and finds your weak with his strong?

When the enemy, breaks the Measure while making a *Cavade*, and only wants to find your weak with his strong, you in your *Caminiren* by this Rule will immediately make a *Contra-Cavade*, and at the same time proceed. Thus you will hit in the same *Tempo*. If the enemy would, while you go on his blade, at the same time make a *Cavade*, or bring it forward, but does not break the Measure, then he will likewise be hit before before his *Cavade* is finished. PS. This *Lectio* requires a fast *Resolution*, to take the *Tempo* from the enemy.

9. What to do, if the enemy while he breaks the Measure also changes his guard and applies his point? If the enemy, while he breaks the Measure, also changes his guard and either lifts or lowers his point, or also pulls it back, you in your *Caminiren* will still continue on your way, in any case, and in the *Tempo*, that you enter with your foot into the Measure, you will endeavor to gain the enemy's blade, but in such a way that when the enemy wants to thrust, you can nevertheless continue on your way, and at the same time parry and thrust.

10. Can the cuts hurt you in your *Caminiren* following this Rule in the *Tempo* in which you want to gain the enemy's blade?

If the enemy wants to cut you in the *Tempo* in which you want to gain his blade in your *Caminiren* by this Rule, he will be hit before his hit gets around to your half. Even when the enemy, right as he cuts, retreats or jumps back, you can still follow him and wound him then, as long as you only cover yourself well. But if you do not reach him so soon, perhaps because the enemy has parried with the *Quarta*, then you only have to turn your hand in *Secunda*, which will then simply hit at the same place, and cannot be parried by the enemy anymore. If the enemy's parry were in *Tertia*, then you likewise only have to turn your hand in *Secunda* and thrust this in outside under the arm. In case you in your *Caminiren* do not want to parry the enemy's cut at all, you can simply let this fall past you, and then immediately after that continue in your *Caminiren*. Then you want to thrust, not in that same moment, but in the *Tempo* in which the enemy either positions his blade in a guard again, or even when he wants to make another cut. Which fits this Rule better than the parrying.

The V. Chapter.

Of the fourth Rule of the *Caminiren* with the *Resolution*, and what must commonly be taken heed of in it.

1. What is the fourth Rule in *Caminiren*, and of what does it consist?

In your *Caminiren* you must, after this fourth Rule, (1.) walk up with your breast straight against the enemy's point, so that it seems, as if you want to drive off your enemy's point on the inside with all your might, so that the enemy cannot resolve anything else than to stay in the same straight line, and to injure your body, which comes at him completely opened. However, you must (2.) when you want to step into the Measure, take your foot out of presence, depending on the circumstances on either one or the other side. When you step into the Measure with your right foot, you must place your left out on the left side, and likewise also with the other on the other side. So that one foot always remains in the straight line, and the other falls out of the line, by means of this dropping out. Then (3.) you must always bend over your body over the same leg that steps out of the line, which then causes that not your body, but that of the enemy however is completely exposed. Then, you will easily defend yourself in your *Caminiren* when your enemy wants to thrust in at you, because your blade remains very close to that of the enemy. But if the enemy had not moved, but if he had stood still, you must (4.) immediately gain¹⁸ further in the place where you had dropped out, (5.) exclude his blade on the inside with your hilt, and (6.) with the other step thrust in. This step (7.) you must make small and without pause to attain more speed. But if the enemy pursues the profile of your bent over body with his blade as you step out of presence with your foot, you must (8.) immediately again put your body over the other leg, which you retained lifted in the line, and (9.) at the same time with this same leg pass forward. In this way, in the same moment, your body falls to the other side, out of the presence of the enemy's point, the enemy's blade is shut outside, and you in your *Caminiren* have enough space, to injure in your continuing course.

2. When can this way of working best be used?

It is good to be used, when the enemy stands in his guard with the point elevated, so that this transcends more than the middle of his own body, though a little more or a little less just does not say much here.

3. What to do when the enemy's point is positioned at the knee and even lower?

If the enemy positions the point at the knee or even lower, you must go straight at that same point with your feet, and in the moment that your foot steps into the Measure, you must shut out the enemy's blade, so that he cannot raise it again. But in your *Caminiren* you must take heed, that you do not let your own point go down too far below the other while you shut that of the enemy out. Otherwise, the enemy will be able to strike and you will be unable to parry him. Or you would have to make a *Contra-Cavade*, so that, when the blade is directed properly, you can strike in the right *Tempo*, namely when he makes a *Cavade*. And if this were on the outside, you in your *Caminiren* do not have to make a defensive movement. But if it were on the inside, you must turn your hand a little towards the *Quarta*, though so that it is not completely turned into the *Quarta*. And you must beware, that you do not go too low with your hilt, so that the enemy cannot thrust in in the angle that the hand makes in this way from the cross up to the point, as then you cannot parry without great effort. And even if you in your *Caminiren* parried yet, you will stay in danger to be hit on the other side, because of the great width of the movement that you made.

4. In your *Caminiren* by this Rule, what must you always take heed of regarding the hand and blade? In your *Caminiren* after this Rule, when you reach into the Measure, you may make the step out on the right or left side [pointing] in the outline²². But you must always let your blade and your hand remain in a straight line under the enemy's blade, so that you can more easily make your protection, if the enemy wants to thrust in while you drop out. If you can perform this Rule properly, you will easily succeed, if you only take heed that in this guard you employ no movement at all of either the arm or the blade, but that you always carry¹¹ the blade well with your body, otherwise you would suffer danger.

The VI. Chapter.

Of the fifth Rule of the *Caminiren* with the *Resolution*, and what must commonly be taken heed of in it.

1. What is the fifth Rule in *Caminiren*, and of what does it consist?

Just as you in your *Caminiren* by all the previous Rules had to go with your own point to the enemy's point, so you must do in this Rule as well, while the enemy stands in whatever guard he wants. (1.) In a stretched *Quarta* on the outside or the inside, above or below, depending on what opportunity the enemy's guard brings, so start off at the enemy's weak, and come upon your counterpart with that (2.) your point being ever aimed at the enemy's hand or hilt, and your blade arranged close to that of the enemy. But the closer you come in the Measure, the closer you (3.) also bring your point straight at the place where you think you will put it in, so that you (4.) without pause must go so far forward with your point whilst you are going, that with it, you reach to up to a span away to the enemy's hilt, so that you can always make a *Cavade* in *Tempo* before the enemy can touch your blade, protect yourself with a small movement, and depending on the shape of things, either thrust in on the inside in *Quarta* or on the outside over the arm in *Tertia*, which has been dealt with before, because the *Quarta* guard turns the entire breast to the front.

2. Is it better if your point in the *Caminiren* points more downward or more upward?

It is better, that your point points more downward than upward, and this for two reasons. One reason is that this way you can make a quicker *Cavade* when necessary in your *Caminiren*. The other is that the enemy must recognise that he cannot get hold of your blade other than by lowering his cross. This lowering presents you a good *Tempo* to thrust, as on your way in your *Caminiren* you have already come rather close to the enemy with your point.

3. What to do when the enemy does not move himself in his guard?

If the enemy does not move himself in his guard, but stands quite still, you must in your *Caminiren* following this rule, after you have positioned yourself well with your blade, lift your point from the profile of the enemy fist, aim this at the enemy's body, and go to the nearest opening. Also, you must cover yourself at the same time in the place where the enemy's blade can come from. But at the same

time, you must help yourself with your body, so that this movement of the blade is facilitated. Then, proceeding on your continuing way, you will have thus hit before the other can change his working. If the enemy turns his hand from the *Prima* or *Secunda* into *Tertia* or *Quarta*, at the same time that you want to bring your point to the said target, you only have to parry on the inside, and pursue the enemy on your way.

4. Of what must you take heed in your approach by *Caminiren* regarding the difference between the enemy guards?

If the enemy stands in *Tertia* or *Quarta*, you will in your *Caminiren* approach his blade from above with a stretched arm, and indeed with the *Tertia* either on the outside or on the inside, but with the *Quarta* only inside. But if he stands in *Prima* or *Secunda*, in your *Caminiren* you must go with your point in the perspective of the enemy blade, and indeed approach from below. However, in *Prima* on the inside, but in *Secunda* on the outside. But if the enemy stands in the lower *Tertia*, or *Quarta* with the point turned to the ground, you must approach him in the profile of his cross, but from above the blade against his hand. And as soon as you reach with your point to your target, namely approximately one span away from the enemy's cross, you must aim it at his body, and at the same time make a defense with your hilt. In this way the enemy, when he stands in one of these lower guards and wants to elevate, will come with his weak on your strong. And thus your action, as you are already reaching at your target, will go on so swiftly that the enemy has no more time left to protect himself

5. Of what should you take heed in your *Caminiren* regarding the *Union* of your body and your blade?

Because in this Rule you can pretend that you want to approach on one side, and yet approach on the other, it is good that you know and take heed of this that when the enemy stands in *Tertia* or *Quarta*, and wants to thrust in in the *Tempo* in which you get to the said target, you must always exclude and parry the enemy's blade to the same side where he has the point. And also you must be located on the same side with your body, because when you carry¹¹ your body on one side, and the blade on the other, it will easily be a deception, and not concern this Rule, but it will be quite dangerous, because your blade must always go united with your body, and one must not be separated from the other.

6. What must be taken heed of in this Rule regarding the parry?

In your *Caminiren* in this Rule you must always parry with your hand in *Quarta*, both on the out- as on the inside. But below, you must parry in *Tertia* on the outside, so that your hand can make small movements, and does not have to turn more and further after it.

The VII. Chapter.

Of the sixth Rule of the *Caminiren* with the *Resolution*, and what must commonly be taken heed of in it.

1. What is the sixth Rule in *Caminiren*, and of what does it consist?

After this sixth Rule in your *Caminiren*, you go (1.) at your enemy once again with stretched out arm in *Tertia* on the outside. But as soon as you enter the wide Measure, you must (2.) be located with your point in the weak of the enemy blade, though so that you can be ascertained that you are still stronger than your enemy, according to the blades. The more your body now comes forward so, the more (3.) your hand and your blade approach your advancing body, and indeed so that (4.) your point remains in the place where it was when your foot stepped into the Measure, and how it started to gain the first advantage, and is kept back, so long until your body, which in the meantime goes forth close to your blade to a certain degree, has passed the enemy point and until you want to injure the enemy.

2. Of what should you take heed in your *Caminiren* following this Rule regarding your feet?

Concerning the feet, you must, as soon as you have placed the one on the Earth, immediately lift the other again, and accompany with the first. You must keep also keep this lifted up in the air so that you, if the enemy moves somewhat, can place this where required. But if the enemy does not move, then you in your *Caminiren* must set down the same foot a little in front of the other, but you must

immediately lift the other during that same setting down, also keep it in the air with the same intention, so that if the enemy wants to take the *Tempo* of the lifting of the foot, you in your *Caminiren* can be the first to make a resolution¹³ and an attack, and can set your intention to work before your foot touches the Earth. But if the enemy wants to take the *Tempo* in which you set one foot on the Earth, the other foot must already be lifted again, so that you can go forth. Thus you will always be positioned in guard on one foot, but have the other lifted, and thus can go forth, swiftly or slowly, as you find good. However, in your *Caminiren* you must always remain with your feet in the line of the enemy's blade.

3. What to do, if you in your *Caminiren* approach on the inside, and the enemy is positioned with his blade somewhat high?

If you in your *Caminiren* were approaching on the inside, and the enemy stood more or less with his blade somewhat high, you must, as you reach with your body to his arm in your advancing, lift your hand a little, though only so much that your own blade can force the enemy one under itself, and maintain it there. And if at such a *Tempo*, the enemy wants to thrust in at the lower openings where his blade is driven to, you must in your *Caminiren* following this Rule, parry in *Tempo* and at the same time injure the enemy below on the outside. In case your feet were located straight on the line of the enemy blade, and if you want to bring the action to work, your hand must be turned in *Tertia* in the thrust, your left shoulder must be brought forward but the right pulled back, and with the same a *Scorzo* must be made. And indeed this for the following reasons: First, that the enemy, when he makes a *Cavade*, does not find a body, and that you have nothing else to do then, than simply thrust. Further, the blade is strengthened more by as much as the left shoulder goes further forward, and it can thus be shortened much more, by which you can flourish much better in the narrow Measure, while in this way your body goes forth with less danger.

4. What to do, if the enemy made any change, even before your body, in your *Caminiren*, has passed the enemy point?

If the enemy makes any change, as you in your *Caminiren* come upon him so, even before you have passed the enemy point with your body, you must hold back with your lunge hold so long until you clearly see, that you can with certainty elude the enemy's point at the same time with your body. Failing that, it will be better to consider to gain a new advantage and resolution¹³ again on the other side, although without any movement of the arm and hand, but merely through action of the body and the point. Because the movement of the point must be quite subtle and small, and must help you so far forward, that you can reach your enemy without a complete stretching of your arm.

5. Of what must you take heed in your *Caminiren* by this Rule, regarding the *Union* of body, arm and blade?

To follow this 6th and last Rule in your *Caminiren*, you must go united, without any stretching or flinging of your arm, even without moving it, with the point of your blade up to the enemy's body. And in this way you must always be ready with your body, your blade and point, to take a *Tempo*, which comes as it may. You can also go in much safer and with more force and vigour, when in this way your body and not your arm will put in the thrust. In this manner then the enemy blade must go by and out of the way, but the own must penetrate with force, and possibly the enemy can even be thrown to the ground on his back. On the contrary, you should not think that your opponent can pass your point with his body, or can fall out of its presence, much less that he can deflect or parry your blade with his left.

6. On what advantages are all these Rules founded, and what to do when the enemy always circles around with his blade?

All these 6 Rules are founded on the advantages of the steps, the body, and the blade. Therefore, it is quite dangerous, when the enemy does not stand still in his guard but circles around in continuing movement with the point of his blade, to get hold of his blade so that you can shut it out, and also stop the motion²³ of the circles. To say the truth, this means can also be applied to be more or less disordered, so that it will then be better to approach the enemy in the profile of his hand and to continue inside so. In this way he is forced to refrain from the said motion²³, and must bother himself,

as to bring your blade out of the way while you are doing the *Caminiren*, otherwise this will go too far in at him, and it will hit him in the *Tempo*, that he circles around with his point, without him being able to parry with his blade.

7. Can the enemy then also employ his left hand to his defense to some degree, in these Rules? Finally, it must be considered here, that the enemy can employ his left hand to his defense extensively in the first Rule, and in the following 4 others a little as well. In this 6th Rule, however, your blade never goes so far forward, that the enemy left hand can meet it, and thereby parry it out. Now will follow some more special observations under certain Chapters.

The VIII. Chapter.

Special observations on the *Caminiren* by the 1. Rule.

The advantage of the 1st Rule in the *Caminiren* with the *Resolution* consists of that, that in the beginning in your *Caminiren* you go to the enemy's point in a completely stretched line with your blade and arm, and when your right foot steps in the far Measure, your blade is always positioned a little over that of the enemy. Also, then after that you pass forward with the left foot without standing still, going with the edge of your blade in a straight line from the enemy's point to his body, next to his blade, but without touching it, both on the inside in *Quarta*, as on the outside in *Tertia*, into the closest opening. And so you must hit, namely if the enemy stands completely still in his guard, bei it either *Tertia* or *Quarta*, and this low, straight or angled, or if he makes movements that are too slow. And on the outside you push the enemy's blade and weak under you with your strong, in *Tertia*, but on the inside you push it over you with your strong or your hilt, in *Quarta*. If, however, the enemy, after you have already passed with your left foot, only wants to parry out the advancing blade with all his might, you must, when you are approaching on the inside in *Quarta*, simply yield to the hostile blade, and turn your hand in *Secunda*, lower your body well, but keep the hilt high on the enemy's weak, and injure like this. If you approach on the outside in *Tertia*, you must likewise turn your hand in *Secunda*, and lodge your point under the enemy's right arm. And for the rest you must take heed of all that has already been reported.

If the enemy wants to parry your blade while retreating, as you do the *Caminiren*, coming from either the inside or the outside, than you have to make a *Cavade* through only a movement of the foremost joint of the hand, and continue on your way.

If the enemy himself, when you in your *Caminiren* come upon him on the inside or the outside, wants to make a *Cavade* and thrust, you will again bring the point of your blade in its first line, and so you will be able to hit by stepping to in the *Tempo* of the enemy *Cavade*.

If the enemy wants to make a *Cavade* while retreating, you in your *Caminiren* must, before the enemy touches your blade, make a *Contra-Cavade*, so that, if the enemy makes a *Ricavade*, you can protect yourself with a small Motion. If however the enemy, immediately after the *Cavade* turns to parry the *Contra-Cavade*, you will wound above as has been said.

If the enemy stands in guard in a low *Tertia*, then after this 1st Rule you, in your *Caminiren*, will, likewise in *Tertia*, go low with your point to that of the enemy in such a way that your point is positioned a little over the enemy's. Afterwards, without standing still, you must go forwards and up with your point from below, near to the enemy blade, on the inside or the outside. But the higher your point comes, the more your hilt must be lowered down to the enemy weak, until in is positioned at the in the deep at the place where your own point was first located, and started. And even though the enemy may make a *Cavade* in the lowering of the hilt, you should not make any Mutation for Defense, than that you go with your hilt, one way or another, to the proper depth, and with your point to the enemy's body upwards / und mit der Spitze / zu des Feindes Leib continue upwards, as you are ensured that the enemy's blade, due to its shortness and extensive *Cavade* is blocked outside.

If the enemy now stands completely still in this low *Tertia* guard as you in your *Caminiren* approach on the outside in *Tertia*, you can continue on your way and injure the enemy in his breast, after you have directed your point on the inside along his arm. But if you approached on the inside in *Tertia*, as it should be done, you must little by little turn your hand into *Quarta*, and with such *Quarta* injure on

the inside. Then because of the directing of your blade and the completion of your thrust you must also observe if the enemy right at the running about of the blade, once more wants to make a *Cavade*.

When the enemy stands still in *Secunda*, you in your *Caminiren* can, after this Rule, approach him in *Tertia* on the inside, but in your advancing gradually turn your hand into *Quarta*, and with this injure the enemy.

But when the enemy wants to make a *Cavade* after you in your *Caminiren* pass with your left foot, then you must in the same *Tempo* of the enemy *Cavade*, before this is completed, step far inward with your right foot, with your body lowered well, and turn your hand from the *Tertia* into the *Prima*, and thrust the enemy on the outside under his blade in his right side.

But if the enemy made a *Cavade* as soon as you in your *Caminiren* gained his point, then you only have to make a *Contra-Cavade*, and lunge with the *Quarta*.

The IX. Chapter.

Special observations on the *Caminiren* by the 2nd Rule.

The advantage of the other Rule on the *Caminiren* with the *Resolution* consists of this, that you in your *Caminiren* initially hold your blade in *Tertia* with the point out of presence, somewhat sloped high over you, but for defense you hold the hilt with withdrawn arm on your right side, the left hand on the left side, near the face, ready to parry. You show your entire breast in straight profile to the enemy, bend your upper body forward, set your feet with the toes straight forward close together. And through all this, your blade stays free, as it cannot be found by your enemy, and he only steps into the narrow Measure with his greatest danger. The closer you get to the enemy in this Posture, though, the more you must aim your point in presence against the enemy, lower your body and head well ahead, depending whether the enemy lies high or low, but hold your hands and arms still up high close to your face. As soon as you in your *Caminiren* now reach the long Measure with your right foot, you must, with your strong, gain the enemy's weak on the outside, aim the point at the nearest opening, also direct your head lower than your hand, a little ahead, and in this position, without standing still, injure the enemy with the *Tertia* from the outside as well as the inside, while he stands still in a stretched *Tertia*.

With this other Rule you must take heed especially that, as you are, in your *Caminiren*, the most open on the inside, you must to facilitate defense on the inside, always go around in a circle to the enemy's outer or right side, until you can well achieve your advantage with a gaining¹⁸ of the enemy's blade, when you reach into Measure.

If the enemy by merely parrying with a raised blade wants to protect himself, you must, when you have not yet penetrated so deeply with your strong that you can keep the enemy's blade under yours, only turn your hand in *Secunda*, but keep this up high, lower your body and head as much as possible, and injure the enemy in his right side.

If the enemy, with the advantage obtained in the *Caminiren*, and after your left foot has already made a pass, would first parry or make a *Cavade* to hit on the inside, you will already have pushed so far in with your body and blade, that the enemy has no opportunity anymore to make a *Passade* or to effect something else.

If the enemy, who initially lies in *Tertia*, after you in your *Caminiren*, following this Rule, have gained the enemy weak in *Tertia* on the outside with your strong, makes a *Cavade* to the inside and there wants to thrust the *Quarta* with a firm foot²⁴, you, while you directed your arm high and withdrawn, must catch the enemy's weak in *Quarta* with your strong. You must set your right foot forward, and a little outside the right straight line, bend your body on that, and make a feint, and then injure the enemy in the said *Quarta*.

When the enemy forms a lower *Tertia* guard, you, following this Rule in your *Caminiren*, can go well united with your strong to the enemy's weak, inside or outside, and then after that operate further, as was reported in the previous first Rule.

The X. Chapter.

Special observations on the *Caminiren* by the 3rd Rule.

Another advantage of the 3rd Rule in *Caminiren*, consists of this that when you perform the *Caminiren* in *Tertia*, you always go forth to the outside, and that you will gain the weak of the enemy with your strong there where possible, as soon as you set your front foot, which can be either, in the Measure. With this you shut out the enemy's blade, and without standing still you walk on with your own blade, your feet, and your body well united, near on the enemy's blade, though without touching, without *Slancirung*, up to his body. And thus you injure the enemy in this guard in the nearest opening, if he stands completely still, and does not give a *Tempo*.

If the enemy wants to parry, right when you in your *Caminiren* engage his blade, without retreating or breaking the Measure, then you only have to continue on your way, as you will have hit and passed before the enemy forces out your blade. But if the enemy, during the positioning, at the same time also breaks the measure, it is better if you make a *Cavade*, before the enemy touches your blade, which requires great control. That is why you must make no movement in the first approach to the blade, so that you can make a *Cavade* in the *Tempo*, when necessary.

If the enemy, after you approach his blade, only wants to break the Measure, you will nevertheless have a sufficient *Tempo* to parry and to wound.

If the enemy, during the approach, makes a *Cavade* with his blade, or brings it forward, and does not break the Measure, you can hit the enemy even before his *Cavade* is finished.

If however the enemy breaks the Measure as he makes a *Cavade*, and only wants to find your weak with his strong, then you in your *Caminiren* will immediately make a *Contra-Cavade*, and at the same time go forward, and thus you will hit in the same *Tempo*.

If the enemy, while he breaks the Measure, at the same time changes his guard, you will nevertheless continue on your way in your *Caminiren*, and seek to gain the enemy's blade, as soon as you step with your foot into the Measure.

If you in your *Caminiren* could not move in from the outside, but if you had approached on the inside in the *Tertia*, and the enemy wanted to parry you in your approach on your blade there, then you must turn your hand from the *Tertia* into the *Secunda*, lower your body, and pass on. In this way, you will hit the enemy in the moment that he wanted parry.

If the enemy, after you in your *Caminiren* following this Rule wanted to subject²⁵ his blade on the outside in *Tertia*, makes a *Cavade* with the *Quarta*, and makes a *Girata* of his body on his right leg, to thrust you a little in your breast in your approach, you must turn your hand from *Tertia* into *Quarta*, continue on our way, and thus injure the enemy.

If the enemy, after you in your *Caminiren* following this Rule wanted to engage his blade on the outside in *Tertia*, turns his hand from *Tertia* into *Quarta*, lowers his point to keep this free, and makes a *Girata* with the feet, in this way wanting to injure you from below in your right side, you must turn your hand from *Tertia* into *Secunda*, aim your point below to the enemy's right side together with a lowering and a bending over of your body, in this way shutting out the enemy's point before it comes in presence, and wound while continuing on.

If the enemy lies in *Secunda*, and you in your *Caminiren* approach on the inside in *Tertia*, and also gain the advantage, you can continue in your going, if the enemy lies still, and hurt him in *Quarta*. But if the enemy, when things are arranged so, and after his blade has already been touched, makes a *Cavade*, then you only have to make a *Contra-Cavade*, and continue in *Quarta* and injure.

The XI. Chapter.

Special observations on the *Caminiren* by the 4th Rule.

The advantage of the 4th Rule in *Caminiren* with the *Resolution* consists of this that you in your *Caminiren* carry¹¹ your blade under the enemy's blade, in *Tertia* or *Quarta*, in a straight line without any movement, so that he cannot straightaway have it. And with your breast you must go straight against the enemy's point, so that it seems as if you want to drive off the enemy's blade on the inside, with all your might, so that the enemy cannot resolve anything else, but to remain in the same straight line, and to injure your body, which comes at him completely exposed.

However, as soon as you want to step into the measure, you must bring one of your feet out of presence on one or the other side, depending on circumstance. Namely, when you step with your right foot into the Measure, you place your left foot on the left side, across or pointed in the outline²², and

you also do the same with the other foot out on the other side, when you must step into the Measure with that²⁶, so that one foot always stays in the right straight line, and the other drops out off the line. By means of this dropping out then, in your *Caminiren*, your body will always bend over the same leg that steps off the line, and this causes that your body is not, but that of the enemy is fully exposed. However, with this you must remain with your blade and hand in a straight line under the enemy blade, to more easily make your protection, in case the enemy wants to thrust in during your step out, or to thrust in yourself with small movements. This way of working can then be used, if the enemy stands in his guard with the point elevated. But when his point is positioned at the knee or even lower, you in your *Caminiren* must go with your feet straight against the enemy's point, and in the moment that your foot steps into the Measure, shut out his blade, so that the enemy cannot raise it again. But with this you must not come with your point too low under that of the enemy, else the enemy can strike, or you must make a *Contra-Cavade*. On the other hand, if you direct the blade straight, you can thrust in the *Tempo* when the enemy makes a *Cavade*. For more about this see above.²⁷

If now the enemy, during this way of *Caminiren*, after the 4th Rule does not move, but stands completely still in his guard, you must immediately bring the foot that stands in a straight line to the one that has stepped out in the place to where you have dropped out, gain¹⁸ the enemy's blade on the outside in *Tertia*, on the inside in *Quarta*, and with your strong exclude the enemy's weak, and thrust in in the next step. You must make this step small and without pause, for increased swiftness.

But if the enemy pursues the profile your your body to where it bends over with his blade, you must immediately again lay your body over your other leg, that you retained lifted in the line, and with this same leg you must at the same time pass forward. In this way, in the same moment, your body will fall out of the presence of the enemy's point to the other side, the enemy's blade will be excluded, and you will have enough space to wound on your continuing way.

If, after you in your *Caminiren* have gained the enemy's weak with your strong, the enemy goes to meet and drive yours out of the way with his blade, you only have to continue on your way, because you see to it that regarding the blades you are superior to the enemy.

If the enemy, while breaking the Measure, wants to parry in *Tempo*, you must, if in your *Caminiren* you approached the enemy's blade on the outside in *Tertia*, turn your hand in *Secunda*, and thrust in below. But had you approached in *Quarta*, you must turn your hand in *Tertia*, and so wound the enemy on the outside. This you can also observe when the enemy makes a *Cavade* during your approach.

If the enemy forms a lower *Tertia* guard, you must take heed of what has already been reported thereof in this and the other Rules. In your *Caminiren* following this Rule, you can act with good effect with a *Tertia* against another *Tertia*, with a *Quarta* against a *Tertia*, or *Secunda*, and with a *Tertia* against a *Secunda*.

The XII. Chapter.

Special observations on the *Caminiren* by the 5th Rule.

The advantage of the 5th Rule in *Caminiren* with the *Resolution*, consists of this that in your *Caminiren* you can approach the enemy, when he stands in *Tertia* or *Quarta*, in fully stretched *Quarta* on the outside or the on the inside, or you can pretend that you want to approach on one side, and then go in on the other. But if the enemy stands in *Prima* or *Secunda*, then you must approach with your point under the enemy's blade. But if the enemy formed a lower *Tertia* guard, you must approach above the enemy blade in *Tertia*. The closer you now come into the Measure, in your *Caminiren*, the more you must gradually direct your point always in the profile of the enemy's hand or hilt, about a span away from it, but close to the blade, to hereby either tempt the enemy to a *Tempo*, or to occupy his blade. Or so that you in your *Caminiren* in all cases in *Tempo*, before your blade is touched by the enemy, can make a *Cavade*, or otherwise on your continuing way, depending on circumstances, let go of your first action, and do something else. But as soon as you in your *Caminiren* reach with your point to the target, and attain the first advantage in this Rule, you must elevate your point from the profile of the enemy fist, and so aim this at the enemy's body, as the enemy's guard provides the best opportunity. With this you also carry¹¹ your blade and body such that your strong, without large movement, can protect you well.

With the under *Tertia* guard however you in your *Caminiren* must, after gaining the advantage, not only aim your point at the enemy's body, but at the same time also go down with your hilt to the enemy's weak, for defense, so that the enemy cannot elevate his blade.

If the enemy now, after you in your *Caminiren* achieved your first advantage, does not move himself in his guard, you go in a straight line, be it on the inside or on the outside, to approach for a thrust, so that your blade is free and already reaches so close to the enemy's body, that you can well injure the enemy.

If however the enemy wants to proceed so and injure you in your *Caminiren* after you have achieved your advantage in the opening that occurs above your blade in the straight line, you only have to elevate your point a little. In this way, the enemy is injured above in his breast before his intended thrust.

If the enemy standing in *Tertia*, after your blade in your *Caminiren* reaches its target, wants to gain¹⁸ this, and wants to thrust in in *Secunda* with his strong at your weak, you only have to make a *Cavade* with a small motion, and continue on your way.

If the enemy, after you in your *Caminiren* have achieved the first advantage of this Rule, wants to break the Measure, you only have to continue on your way.

If the enemy, as you in your *Caminiren* want to bring your point to the target, turns his hand from the *Prima* or *Secunda* into *Tertia* or *Quarta*, you only have to parry a little, and continue on your way.

In your *Caminiren* by this Rule, you must take heed, that depending on circumstance, when the enemy stands in *Tertia* or *Quarta*, you must parry both on the in- and on the outside with your hand in *Quarta*, but only on the outside you may protect yourself in *Tertia*. In this way your hand has to make no movement, and you do not have to turn it more and wider.

The XIII. Chapter.

Special observations on the *Caminiren* by the 6th Rule.

The advantage of the 6th Rule in *Caminiren* with the *Resolution*, consists of this, that you as well with this, as with the other Rules, must start your *Caminiren* from afar with natural steps and passes, and that you must thus come upon your enemy in a completely stretched *Quarta*, well united, without flinging of the arm, be it on the inside or the outside, where it is most fit to do so. As soon as you enter the wide Measure, however, you must be located with your point in the weak of the enemy blade, though so that you can be satisfied, that you yourself are stronger at the blades than your enemy. Now with this first gained advantage, you must hold your hand and blade still there for so long, until you have passed the enemy point with your body, and want to wound. Therefore you must let your body go forth on the way, and approach this more and more with your blade and hand, which is the other advantage of this Rule. Concerning the feet, however, you must in your *Caminiren* always remain with them in the line of the enemy's blade, and as soon as you have placed one on the Earth, you must immediately lift the other again and accompany this with the first. You must also keep this lifted up in the air, so that, if the enemy moves himself, you can place it there where it is needed. Now, if the enemy, after the advantage has been gained, does not move himself, then you continue forward on your way, without standing still, and injure the enemy in *Quarta*, both on the out- as on the inside, while bending over your body. If you approached on the inside in *Quarta*, and the enemy's blade was positioned somewhat high, you must, after you have reached your arm with your body, elevate your hand a little, and only so much that your own blade forces that of the enemy under itself, and can maintain itself there. If on that *Tempo* the enemy then wants to thrust in in the lower openings to where his blade is driven, then in your *Caminiren* you must parry in the same *Tempo*, and at the same time turn your hand in *Tertia*, bring the left shoulder forwards, pull the right one back, and thus injure the enemy on the outside below. If the enemy does not stand still in his guard, but circles around with his point in continuous movement, then you must in your *Caminiren* approach him in the profile of his hand, and thus continue in, until in this way the enemy is forced to refrain from the above said motion²³. If the enemy, after you in your *Caminiren* have attained your two advantages on the inside, immediately wants to retreat and operate against that with a *Quarta*, he will not be able to complete the turn of his hand so swiftly that you should not have hit before. If the enemy, after you in your *Caminiren* have attained the first advantage, moves himself and makes a *Cavade*, you must with the

highest speed again exclude the enemy's blade, or make a *Contra-Cavade*, by which you keep your blade in presence. If you in your *Caminiren* approached on the outside, and the enemy wants to thrust in below, you must always remain in *Quarta*, with which you can parry the easier. You must bend your body well, and go right in front of yourself in a straight line, to facilitate your protection both below and on the inside. Finally, it must be remembered that these 6 Rules, in their order, one can always be better and more subtly, and also earlier, applied to the enemy as the others, and this last is the most subtle. To now conclude this Art of Fencing, concerning the 5th Part you should know, that the Posture comes from the Motion, the Motion from the Measure, the Measure from the *Tempo*, but the *Tempo* from the *Resolution*. The 5th Part would also be adorned with engravings, but the *Caminiren* can be better viewed and instructed in *Natura* than with descriptions and engravings.

End of the fifth Part.

Footnotes

¹ Fabris, Salvator (1606), *Scienza e Pratica d'Arme*, Copenhagen.

² Hynitzsch, Johann Joachim (1713), *Scienza E Pratica D'Arme Di Salvatore Fabris*, Leipzig.

³ Heussler, Sebastien (1615), *Neu Künstlich Fechtbuch*, Nürnberg.

⁴ L'Ange, Jean Daniel (1664) *Deutliche und gründliche Erklärung der adelichen und ritterlichen freyen Fecht-Kunst*, Heidelberg.

⁵ Gout of the big toe.

⁶ Bruchius, Johannes Georgius, *Grondige Beschryvinge der Edele ende Ridderlijcke Scherm- ofte Wapen-konste*, Leiden.

⁷ In the *Nürnbergisches Gelehrten-Lexicon* (Part 7, page 88) it is said that Schmidt was a student of Bruchius in Amsterdam (“Sein Lehrmeister war vornämlich Johann Georg Bruch zu Amsterdam.” - “His instructor was mainly Johann Georg Bruch in Amsterdam.”). This Lexicon was published in 1806, though, and the author does not give a source for this information. Schmidt himself, in his section on *Voltigiren*, writes that he was in Amsterdam (“so zu meiner Zeit auf dem Fecht-Boden in Amsterdam” - “in my time on the Fencing-floor in Amsterdam”). However, Bruchius was a fencing master in Utrecht and Leiden. There is no indication that Bruchius was ever a fencing master in Amsterdam.

⁸ In the original German this reads “Fourth Part”. However, this is corrected in the *Druck-fehler*, or printing errors, at the end of the treatise.

⁹ Schmidt, Johann Andreas (1713), *Leib-beschirmende und Feinden Trotz-bietende Fecht-Kunst*, Nürnberg.

¹⁰ Leoni, Tomasso (2005), *Art of dueling, Salvator Fabris' rapier fencing treatise of 1606*, Chivalry Bookshelf, Highland Village, Texas.

¹¹ In Part Four, Schmidt writes the following about *Portiren* (translated as carrying) and *Slanciren*.

What is named Portirung of the blade, in fencing?

When in a sure distance, you bring your blade forth at the same time with your body and foot, and take heed of the right Tempo during a thrust.

What is named Slancirung of the blade?

A Slancirung of the blade is, when you fling out or hurl it with the arm with great force and violence, the stronger to put in your thrust.

The Portiring of the blade is the best and most insured manner, as with this you can make a certain thrust to the openings of the enemy, if in this you only take heed of the Tempo well. On the other hand, the Slancirung is dangerous, as during similar long movements the enemy can see his Tempo and advantage, and he can readily come ahead of you, both with parrying and without.

¹² Litt.: being silent.

¹³ *Partito*

¹⁴ Schmidt likely means *Scorrere il filo*, which would mean “running along the edge”.

¹⁵ *Situs*

¹⁶ *Caduta*

¹⁷ *Battiren*

¹⁸ *Stringiren*

¹⁹ *NB. Sapienti sat dictum.*

²⁰ *Acquitiren*

²¹ *Battuta*

²² *in Quadro* – from Italian *quadro* meaning for instance framework, sight, picture or outline. Hence following the text in Ch. 11, as you step out, you either place your foot at an approx. 90 degree angle from the opponent, or you place it pointing at him.

²³ *Motu*

²⁴ *à piede fermo*

²⁵ *Impatroniren*

²⁶ With “that” Schmidt likely means the left foot.

²⁷ *Plura h.l. vid. Supra.*