

Intro to Fiore

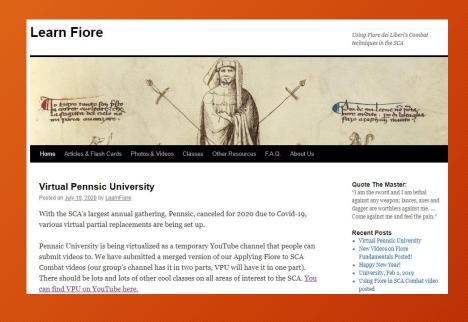
Master Llwyd Aldrydd, OP, OD BaronLlwyd.org LearnFiore.org

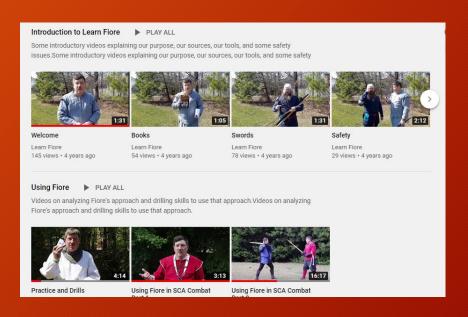
Tir-y-Don Fiore Study Group

Website: LearnFiore.org

YouTube channel:

https://www.youtube.com/channel/UCm_ZYLv4GLH4deU5NXXhUWQ





Quick Background

- 1409 publication
- Earliest known complete European combat system
- Sections include wrestling, dagger, swords, armored combat, pikes, spears, and mounted combat
- 4 copies known to survive, the Getty copy is the most complete, each is different
- Page numbering
 - Each sheet of paper/vellum is numbered
 - Front of each sheet is called "recto" or abbreviated "r"
 - Back of each sheet is called "verso" or "v"
- Master is indicated with a gold coronet/crown
- Scholar is indicated by a gold garter

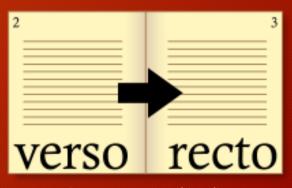


Image source: wikipedia

Holding the sword

- Strong hand is on top of grip
- Weak hand is below when used two-handed
- Edge in line with strong hand knuckles is the "True edge"
- Other edge is the "False edge"
- "True Edge" cuts are easier, more powerful, and more common in his manual

Websites for the manual

Images from Getty Museum

http://www.getty.edu/art/collection/objects/1443/unknown-fiore-furlan-dei-liberi-da-premariacco-il-fior-di-battaglia-italian-about-1410/

Translations by Colin Hatcher

The Flower of Battle: MS Ludwig XV13 by Colin Hatcher (Translator), Tracy Mellow (Designer), ISBN-13: 978-0984771684

or: https://wiktenauer.com/wiki/Fiore_de%27i_Liberi

Bibliography - The Manual Itself

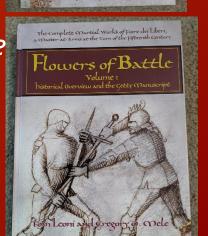
Il Fior Di Battaglia: MS Ludwig XV 13, Fiore Dei Liberi, ISBN 978-9527157114, \$30. Buy it on Amazon Facsimile of book with Original Italian

The Flower of Battle: MS Ludwig XV13, Hatcher, Colin and Mellow, Tracy, ISBN 978-0984771684, \$40. <u>Buy it on Amazon</u> Fiore's manual with text replaced by typed English in similar font.

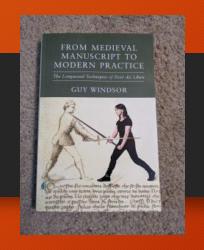
Flowers of Battle: The Complete Martial Works of Fiore dei Liberi Volume One: The Getty Manuscript and Historical Contex, ISBN: 978-1-937439-18-7, \$125. freelanceacademypress.com Each page presented as a facsimile with translation on opposite page, plus lots of background information

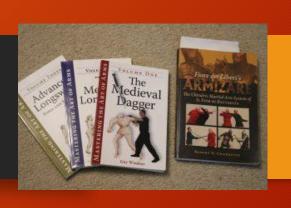






Bibliography - Interpretations





Fiore dei Liberi's Armizare: The Chivalric Martial Arts System of Il Fior Di Battaglia, Charrette, Robert N., ISBN: 978-0-9825911-7-8, \$40. Buy it on Amazon

Mastering the Art of Arms Series by Guy Windsor

Vol. 1: The Medieval Dagger, ISBN: 978-1937439033, \$24. Buy it on Amazon

Vol. 2: The Medieval Longsword, ISBN: 978-9526819327, \$30. Buy it on Amazon

Vol. 3: Advanced Longsword: Form and Function, ISBN: 978-9527157060, \$30. Buy it on Amazon

From Medieval Manuscript to Modern Practice: The Longsword Techniques of Fiore dei Liberi, Windsor, Guy, ISBN-13: 978-9527157558, \$25. <u>Buy it on Amazon</u>

Longsword Postas

- Posta Position
 - Not necessarily a guard or static position (he marks some as stable, others as instable, and two as powerful)
 - Describe a zone rather than a precise location
 - Posta di Donna is a high right side position, but can have the sword down, or horizontal in different plays
- Getty pages 23v 24v
- Flashcard sets available for longsword, dagger, and sword in armor postas as well as Italian terminology at

http://learnfiore.org/articles

Porta di Ferro/Iron Gate



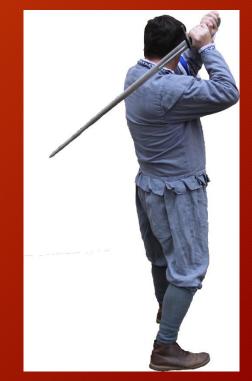
Here begin the guards of the two handed sword, of which there are twelve. The first is the low Iron Gate, which is a very strong guard, and a good guard in which to wait for an attack by every kind of hand-held weapon, whatever its length, as long as you have a good sword that is not too long. And from this guard if you make cover with a passing step you move to the Narrow Game.Or you can exchange thrusts, striking home with yours. Or, as you step, you can beat the opponent's thrust to the ground. And this guard can cover attacks from all angles.



Posta de Donna/Lady's Position



This is the Guard of the Lady, from which you can make all seven of the sword's strikes and cover them too. And from this guard you can break the other guards with the strong blows you can make, and you can also quickly exchange thrusts. Advance your front foot offline, and then pass diagonally with your rear foot. This will take you to a position where your opponent is unprotected, and you will then be able to quickly strike him.



Posta de Finestra/Window Position

This is the Window Guard who is always quick, skillful and deceptive. She is a master at covering and striking. She threatens all opposing guards, whether high guards or low guards. She moves quickly from this guard to other guards to confuse her opponent. And she is a very good guard from which to make powerful thrusts, break the opponent's thrust or exchange points.





Posta di Donna Sinestra/Left Woman's Position

Aosta di donna la sincstra pulsatua.

This is the Guard of the Lady on the left, and she is always quick to cover or strike. She generates powerful blows and easily breaks the thrust, driving it to the ground. Also, because of her skill in traversing, she can quickly enter into the Narrow Game, a game she is very familiar with.





Posta Longa/Long Position



This guard is the Long Guard, which is full of deception. She is skilled in probing the guards to see if she can deceive her opponent. If she needs to strike the opponent with a thrust, she is well-suited to do it. As for the opponent's blows, she knows how to avoid them and then strike back with blows of her own. This guard employs deception more than any other guard.



Porta di Ferro Mezana/Middle Iron Gate

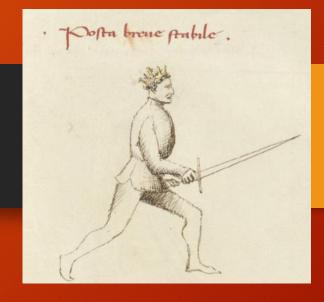


This is Half Iron Door, because it stays in the middle and is a strong guard. But, she wants a long sword. She throws strong thrusts and beats with force the swords upwards, and returns with a downward blow for the head or arms, and returns to its guard. But it is called Door, because it is strong and it is a strong guard that badly it can break without danger, and without coming to the close.



Posta Breva/Short Position

This is the Short Guard that is more effective with a longer sword. It is a deceptive guard but it is risky to wait in. It is constantly moving, trying to see if it can enter with a thrust and a step against the opponent. And this guard is more effective in armor than without armor.





Dente di Zenghiaro/Boar's Tusk/Tooth

This is the Boar's Tusk, because it strikes the way the wild boar strikes. Sometimes it makes powerful thrusts from below up into the face, without stepping forward, and it returns along the same path with a downward strike to the arms. Other times as it thrusts the point of the sword high into the face, it advances the front foot forwards, then returns to its guard with a downward strike to the head or the arms. Then it quickly launches another thrust with another advance of the front foot. And this guard can mount a good defense against the Narrow Game.





Posta di Coda Longa/Long Tail

This is the Long Tail Guard Guard that extends behind you down to the ground. She can attack with a thrust, and can also move forwards to cover and strike. And if she passes forward while striking downwards she can easily enter the Narrow Game. This is a good guard to wait in, because you can quickly transition from it into other guards

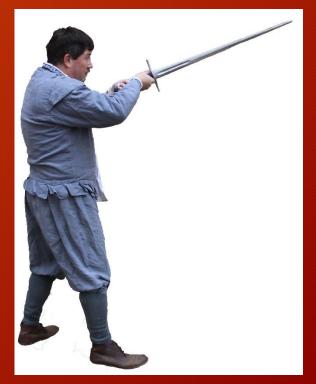




Posta di bicorno/Two-horned

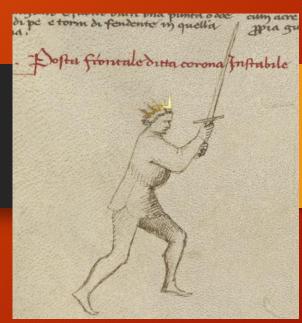
This is the Two Horned Guard, which is held so strongly locked in position that its point cannot be moved off the center line. And this guard can do all of the things that the Long Guard can do. And the same is true of the Window Guard and the Forehead Guard.





Posta Frontale/Forward/Forehead/Front

This is the Forward(Forehead) Guard, called by some instructors the Crown Guard. She is a very good guard for crossing swords, and is also very good against thrusts. If she is attacked with a high thrust, she crosses swords while stepping off line. If she is attacked with a low thrust, she also steps offline, but this time she drives the opponent's sword to the ground. She can also do other things. For example, in response to a thrust she can pass backwards with the front foot and respond with a downward strike to the head or arms, ending in the Boar's Tusk, then she can quickly throw a thrust or two with advancing steps, then deliver a downward strike, ending in that same guard.





Posta di Dente Zenghario Mezana/Middle Boar's Tusk

This is the Middle Boar's Tusk, so named because the boar has two tusks, one low and this one in the middle, by which I mean this one stays on the center line. And the Middle Boar's Tusk can do whatever the Low Boar's Tusk can do. Just as the wild boar strikes diagonally with its tusks, so you strike diagonally with your sword, in such a way as to displace your opponent's sword, from which position, having uncovered your opponent, you can launch thrusts, or destroy his hands, head or his arms.





Next meeting

Fiore's Sword in One Hand

Getty Pages 20r - 21v

October 25, 2020

https://meet.google.com/nni-hdnc-tbn



