# SECRETS TO BEING A SUCCESSFUL FIGHTER

BY

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# I. INTRODUCTION

- A. THIS IS A MARTIAL ART
  - 1. THE CONCEPTS ARE EASY
  - 2. THE MASTERY IS DIFFICULT
- B. FOUNDATION
  - 1. STANCE, FOOTWORK, DEFENSE, AND OFFENSE
  - 2. AUTOMATIC
  - 3. KISS IT Keep It Simple, Stupid
- C. PRACTICE
  - 1. A REGULAR SCHEDULE OF WORKOUTS
  - 2. DRILLS DONE DAILY
- D. DEDICATION
  - 1. YOU MUST PAY YOUR DUES

# II. STANCE

- A. ALL STANCES ARE VERSIONS OF THE HORSESTANCE
- B. YOU MUST BE IN BALANCE WITH YOUR WEIGHT CENTERED
- C. KEEP YOUR FEET SHOULDER LENGTH OR GREATER APART
- D. KEEP BOTH OF YOUR KNEES BENT
- E. KEEP YOUR SHOULDERS OVER YOUR HIPS
- F. DO NOT BUILD A PORCH TO SUPPORT YOUR WEIGHT
- G. IF YOUR STANCE IS WRONG, IT AFFECTS YOUR FIGHTING
  - 1. OFF BALANCE
  - 2. PULLS HAND FORWARD WITH SHOT
  - 3. COSTS RANGE
  - 4. COST ACCURACY

## III. FOOTWORK

- A. GO FORWARD WITH YOUR FRONT FOOT FIRST
- B. GO BACKWARD WITH YOUR REAR FOOT FIRST
- C. MAINTAIN YOUR BALANCE
- D. MOVE ON THE BALLS OF YOUR FEET
- E. USE FOOTWORK TO SET UP YOUR SHOTS
- F. MOVEMENT ALLOWS YOU TO HIT FASTER AND HARDER
- G. WORK THE ANGLES
- H. POOR FOOTWORK WILL HINDER YOUR FIGHTING
  - 1. OFF BALANCE
  - 2 COSTS POWER
  - 3. COSTS RANGE
  - 4. OPENS UP YOUR DEFENSE
  - 5. THROWS YOUR SHOTS OFF
  - 6. SLOWS YOU DOWN

#### IV. DEFENSE

- A. SHIELD AN EXTENSION OF HAND
  - 1. HAND DEFENDS CHIN
  - 2. ELBOW DEFENDS RIBS
  - 3. SIMPLE DROP DEFENDS LEG
- B. MOVE SHIELD AS LITTLE AS POSSIBLE
  - 1. BLOCK AREAS INSTEAD OF THE WEAPON ( ZONE BLOCK )
  - 2. MOVE THE SHIELD BY MOVING THE BODY
    - a. PIVOT AT HIPS
    - b. STEP FORWARD
- C. LEARN MORE THAN ONE SHIELD POSITION
- D. HELP YOUR SHIELD WHEN ATTACKED
  - 1. MOVE FORWARD WITH YOUR BLOCK or,
  - 2. RETREAT or,

- 3. DUCK, DODGE or,
- 4. ATTACK
  - a. THROW SHOT
  - b. PUNCH SHIELD

## V. OFFENSE

- A. LIMITED NUMBER OF SHOTS, UNLIMITED NUMBER OF TARGETS
  - 1. HAMMER SNAP FRONT EDGE SNAP
    - a. PULL DOWN BOTTOM FINGERS
    - b. BLADE PRECEDES HAND
    - c. HIT TARGET ON SWEET SPOT ON WEAPON
    - d. DO NOT REACH
    - e. DO NOT LIFT HAND
  - 2. RAP OR BASEBALL SWING INSIDE EDGE SNAP
    - a. LET HEAD OF THE WEAPON DROP
    - b. ROLL THE WRIST
    - c. SNAP WEAPON AT THE END OF THE SHOT
    - d. HIT TARGET ON SWEET SPOT ON WEAPON
  - 3. PUNCH OR CHOP FRONT EDGE LOCKED WRIST
    - a. DRIVE HAND TOWARD TARGET WITH A PUNCH OR CHOP
    - b. DO NOT HIT TARGET WITH HILT OR BASKETHILT
    - c. KEEP WRIST LOCKED
    - d. HIT TARGET NEAR THE HILT OF THE WEAPON
  - 4. PULL SHOT OR SCORPION INSIDE EDGE LOCKED WRIST
    - a. DROP HEAD OF WEAPON
    - b. ROLL WRIST
    - c. LOCK WRIST
    - d. PULL WEAPON HARD BACK TOWARD YOURSELF
  - 5. DRAW CUT OR VISOR FRONT EDGE PULLED BY WRIST
    - a. CUT BACK TOWARD TARGET

- b. PULL BLADE THROUGH TARGET
- c. ONLY GOOD TO FACE
- 6. THRUST OR PUSH THRUSTING TIP
  - a. THRUST BLADE TOWARD TARGET WITH LOCKED WRIST
  - b. CAN ONLY BE USED WITH A THRUSTING WEAPON
- 7. ALL OTHER ATTACKS ARE BUT COMBINATIONS OF THESE
- 8. THE TRICK IS TO HIT THE NAIL WHERE EVER IT IS
- B. POINT YOUR HILT TOWARD THE TARGET
- C. CUT THROUGH THE TARGET
- D. RETURN YOUR SWORD COUNTER-CLOCKWISE, NOT CLOCKWISE
- E. LEARN TO HIT TARGETS THAT YOU CANNOT SEE
  - 1. THE BACK, OR THE BACK OF THE HEAD
  - 2. THE LEG
    - a. THE TOP OF THE SHIELD TELLS YOU WHEN THE LEG
  - 3. THE FACE
  - 4. THE HEAD BEHIND THE SHIELD
    - a. THE HEAD IS OFTEN OPEN WHEN IT LOOKS LIKE IT
      IS COVERED
- F. WATCH YOUR OPPONENTS WEAPON SHOULDER
  - 1. DO NOT WATCH THE TIP OF THE WEAPON
  - 2. EYES CAN LIE
  - 3. THE TOP OF YOUR OPPONENTS SHIELD WILL TELL YOU WHERE TO HIT HIM
- G. LEARN ALL SWORD POSITIONS
- H. YOUR SHIELD IS AN OFFENSE WEAPON, ALSO
  - 1. USE YOU SHIELD AGAINST YOUR OPPONENTS SHIELD
  - 2. SHIELD PUNCH
  - 3. SHIELD HOOK

- 4. SHIELD FAINT
- 5. DO NOT STRIKE YOUR OPPONENT WITH YOUR SHIELD

#### VI. THINKING

- A. YOU SHOULD ONLY THINK ABOUT HOW TO DEFEAT YOUR OPPONENT'S DEFENSE, NOT ABOUT YOUR MECHANICS
- B. PICK TARGETS, MOVEMENTS OR COMBINATIONS, THEN TURN
  THEM LOOSE
- C. WATCH FOR OPENINGS TO COME OPEN AS A RESULT OF YOUR
  ATTACKS AND THEN HIT THEM
- D. DO NOT FIXATE ON A TARGET
  - 1. DO NOT LET YOUR OPPONENT TEMP YOU TO A SINGLE TARGET
  - 2. IF YOU ARE HITTING A TARGET AND YOUR OPPONENT IS NOT TAKING THE BLOW, CHANGE WHAT YOU ARE DOING
    - a. MODIFY YOUR SHOT
    - b. ATTACK ANOTHER SPOT
- E. MAINTAIN CONTROL AT ALL TIMES
  - 1. CONTROL YOUR BODY
  - 2. CONTROL YOUR MIND AND YOUR TEMPER

### VII. CONCLUSION

- A. THIS IS A MARTIAL ART
  - 1. IT REQUIRES DEDICATION AND HARD WORK
  - 2. IT TEACHES DISCIPLINE AND SELF-CONFIDENCE
  - 3. IT TEACHES YOU TO DEFEND YOURSELF
  - 4. IT TEACHES YOU HONOR WITH COURTESY
  - 5. IT TEACHES YOU CONTROL
- B. YOU ONLY GET OUT OF THIS WHAT YOU PUT INTO IT